

GTX Graphics Lab

Instruction Manual
(Windows / Mac)



Please be sure to read this manual before using this product.
Keep this manual in a safe place for future use.

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1 Before Using Your Printer for the First Time

1-1. Be sure to read the following notes before using the printer

Keep in mind the following points before using the applications:

About the screenshots contained in this document

- Screenshots contained in this document are taken from Windows operating environment. Please note, however, that they may vary depending on OS and use environment.

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Downloadable from: <https://www.brother.com>

2 Preparation of applications

2-1. What is GTX Graphics Lab?

GTX Graphics Lab is the software application for creating and saving print data of the Brother garment printers. It allows you to add images and text and create designs.

The Brother garment printer driver must be installed beforehand for creating and saving print data.

<TIPS>

- When both PDIP and GTX Graphics Lab are available, GTX Graphics Lab only should be used. Operating both PDIP and GTX Graphics Lab at the same time may cause a functional error.
- The 32-bit OS is not supported.

2-2. Specifications

Operating environment of GTX Graphics Lab Ver. 9.0

Target printers	GTX-4, GTX pro, GTX pro Bulk, GTX600NB, GTX600SB, GTX600NBA, GTX300
Supported OS	macOS Tahoe [M/Intel], macOS Sequoia [M1/Intel], Windows 11
Min. operating environment	CPU with 2 GHz or above RAM with 4 GB or above
Display resolution	Windows: SXGA (1280 × 1024) or higher with an enlargement ratio of 100% macOS: 1440 × 900 or higher
Memory (RAM)	With printer driver installed: 8 GB With no printer driver installed: 4 GB

About computer-readable image file format

In cases where an image data does not contain some transparent information	PNG, JPEG, BMP and GIF
In cases where an image data contains some transparent information	PNG only

2-3. Installing the application

Install the application as follows:

<TIPS>

- You must log into your PC with administrator privileges.
- If GTX Graphics Lab is already installed on your Windows PC, performing the following steps starts the uninstallation process. Reinstall the application after uninstallation.

- (1) Activate the PC.
- (2) Exit from all the applications.
- (3) Double-click on the "setup.exe" to execute the installer.

<TIPS>

- For Macintosh, double-click "BrotherGL-x.x.x.pkg" (x.x.x is the version) to execute the installer.

- (4) Then, the installation procedures will begin. Follow the on-screen instructions to complete the installation.
- (5) When the dialog box shown below appears, click [Install].



2-4. Setting RGB=255 to "Transparent color"

In GTX Graphics Lab, RGB=255 is treated as "White" by default, which executes printing in white with white ink. [GT Transparency] allows you to save RGB=255 as "Transparent color" in advance. This application supports PNG, JPEG, BMP and GIF file formats, allowing you to save an image as a PNG file.

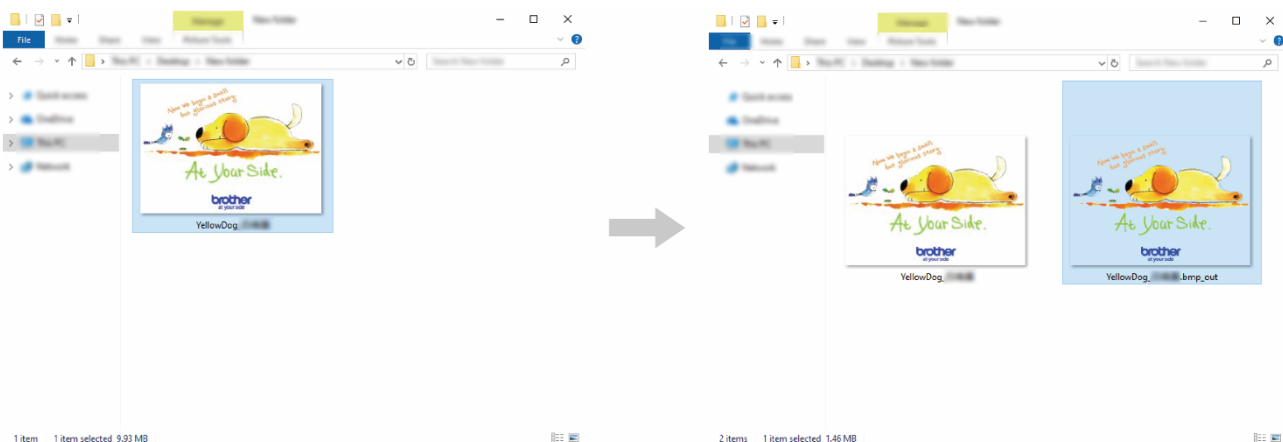
- (1) From the start menu, select [Brother GTX Graphics Lab Tools] > [GT Transparency].
- (2) Drop your selected image file in the displayed dialog.



- (3) The PNG file of RGB=255 converted to transparent color is saved in the same layer as the folder where the image file was stored.

<TIPS>

- This application covers PNG, JPEG, BMP and GIF files.
Nothing happens even if files other than above-mentioned are dropped here.



3 Using applications

3-1. Starting the application

- (4) From the start menu, select [Brother GTX Graphics Lab Tools] > [GTX Graphics Lab 8].

<TIPS>

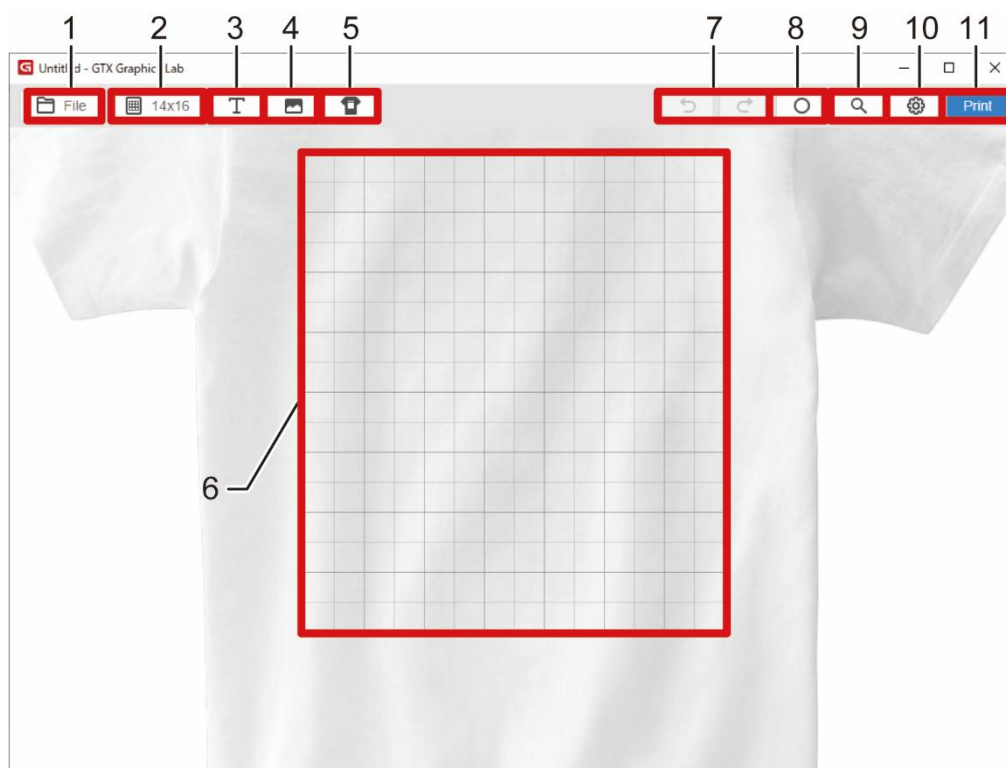
- For Macintosh, select [Finder] > [Applications] > [GTX Graphics Lab 8. app].

- (5) Select your language and click [OK].

The GTX Graphics Lab screen appears.

<TIPS>

- You can choose from 11 languages.
- The display language at the initial startup defaults to the language configured on your OS. However, the OS language must be one of the 11 languages that can be selected in the Graphics Lab. It will be displayed in English if it is in any other language.
- The End User License Agreement (EULA) will be displayed at the initial startup.
The EULA will appear again at the next time you start Graphics Lab if you exit without accepting the EULA.



No.	Name	Function
1	[File] 	New: With this function, a new layout can be created. Open: Clicking this causes a layout file which has already been saved to the system to be opened. <TIPS> Even when you have opened a GTPL file as read-only, overwriting is possible. Save...: Overwrites and saves layout data. *1 Save as...: Saves layout data under a different name. *1 *1: Files are saved in GTPL format.

No.	Name	Function
2	Standard Platen/ Optional Platen (other) 	Allows you to set the platen size. If the driver for a supported printer is not installed,  will appear next to the platen size. <TIPS> Any imported platen data is added to the list of available platen data. ☞"3-5-5. Importing platen data >>P.25"
3	Add Text 	Allows you to add text. ☞"3-2. Editing text >>P.10" <TIPS> You can enter up to 105 characters.
4	Add Image 	Allows you to insert an image by selecting the image file. ☞"3-3. Inserting an image >>P.14"
5	Add template 	Allows you to use prepared templates to place images. ☞"3-4. Using templates >>P.18"
6	Platen Frame 	Changes depending on the Standard Platen/Optional Platen (other) button. At the time of printing, only such range that is clipped out by means of Platen Frame will be printed out.
7	Undo/Redo 	Undo: Returns to the previous state. You can return to a maximum of nine states before the present state. Redo: You can redo within the range you returned with the Undo button.
8	Background Color 	Pressing this button enables you to change the background color of the T-shirt. By pressing the "+" button, you can add up to 11 optional colors. If you add the 12th and subsequent colors, the first and subsequent colors will be removed, and a maximum of 11 colors will be maintained. If the background color is changed, the icon color will also change to match the background color.
9	Preview 	The layout is shown under the conditions that the platen grid does not exist and the entire T-shirt view remains visible. The preview screen will be closed if you click the [x] button at the upper right corner or anywhere outside the preview screen.
10	Settings 	Allows you to set up GTX Graphics Lab. ☞"3-5. Setting up the application >>P.19"
11	[Print] 	Allows you to configure print settings. For details, refer to the Instruction Manual of your printer.

3-2. Editing text

Allows you to enter and place text to be printed on the T-shirt.

Changing a property item enables you to set up a font or style.

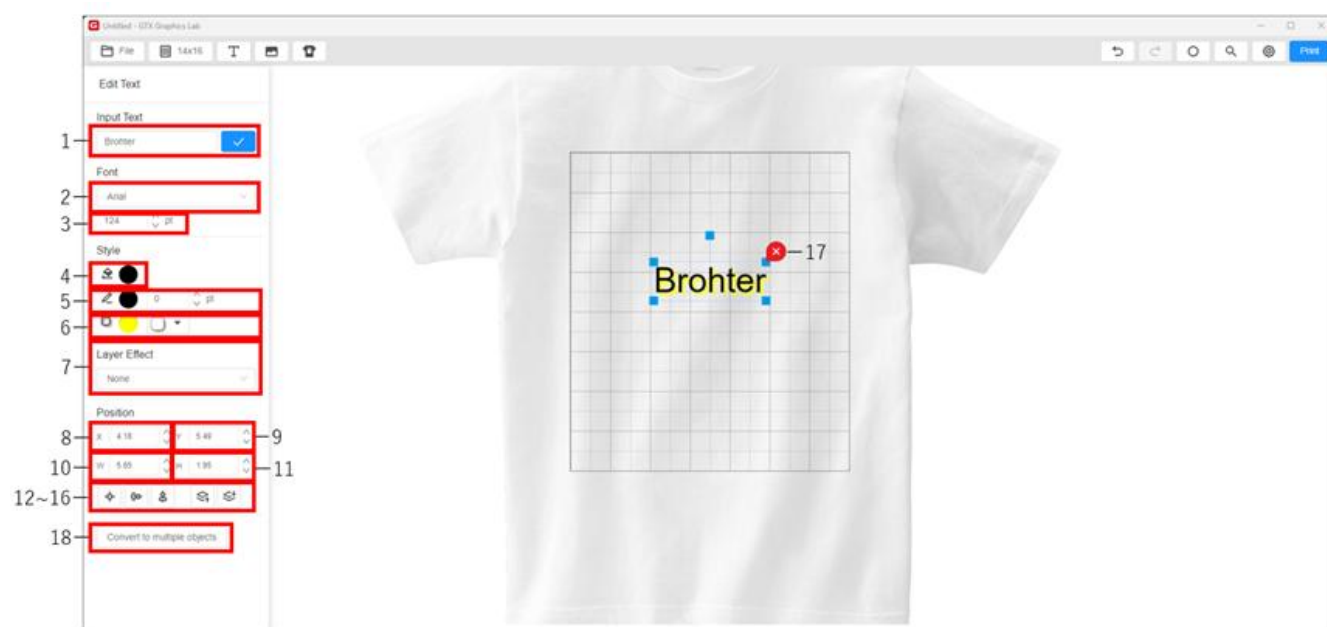
- (1) Click **T** [Add Text].
- (2) Enter characters and click check button.

<TIPS>

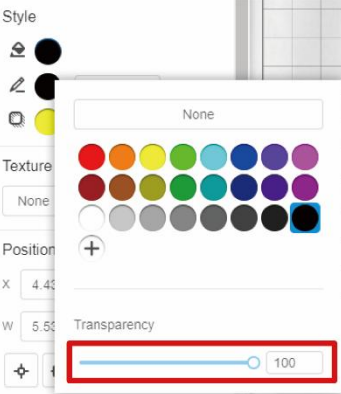
- You can enter up to 105 characters.

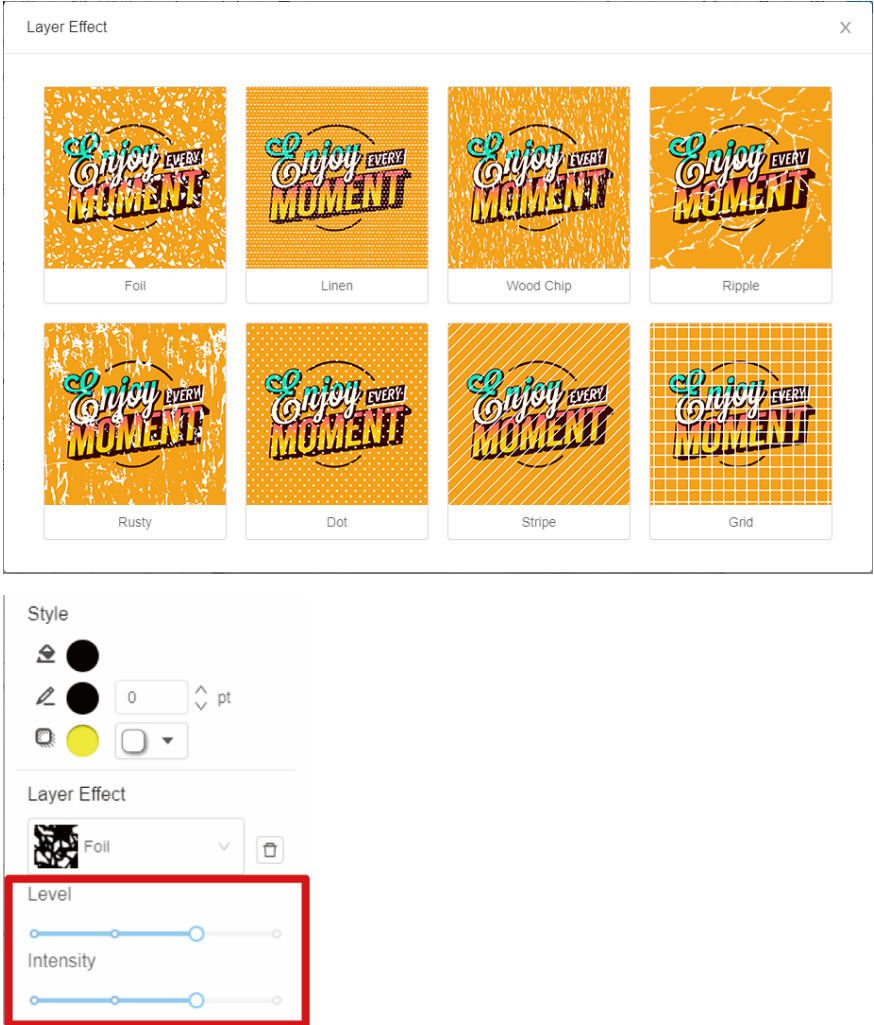


- (3) Configure the detailed settings as needed, and drag the text to place it in your desired position.



No.	Name	Function
1	Input Text	With this function, you can change content of the text. With this function, enter your desired text within 105 characters, and reflect the entry in the applicable text object by pressing the Enter key or the Accept button.
2	Font	Using this function, you can change a font type. Those fonts that have been installed on the PC will appear in the drop-down list box. You can also change the italic, bold, and other font settings. <TIPS> Turning off [Display confirmed fonts only] displays all fonts whether or not confirmed to be normally available. You can use fonts not confirmed to be normally available but at your own responsibility.

3	Font Size	Using this function, you can change a font size. When you drag one of the four corners of a text object to zoom it in/out, or when you change the font width or the font height, the corresponding value changes accordingly. The maximum value is 1,300 pt, and the minimum value is 10 pt.
4	Fill Color	This function enables you to change the fill color for text and the solid filled transparency. The transparency can be changed by moving the [Transparency] bar. The transparency will increase or decrease, as the value increases or decreases. By pressing the "+" button, you can add up to eight optional colors. If you add the ninth and subsequent colors, the first and subsequent colors will be removed, and a maximum of eight colors will be maintained. 
5	Stroke Color	With this function, color, transparency and thickness of the outline of text can be changed. <TIPS> If the outline thickness value is too large, the outline may not be arranged along the font shape, resulting in the collapsing of the shape.
6	Text Shadow	This function gives a drop-shadow to text. Using this function, you can specify a shadow color, transparency, position, distance and blurring. Color: Using this function enables you to change a shadow color. Transparency: This function changes a shadow transparency. Position: With this function, you can change a position to which the shadow is applied. By default, it is set to the lower-right corner. Distance: With this function, you can change a distance over which the shadow is applied. As the value increases or decreases, the distance increases or the object comes nearer to the center. Blur: As the value increases, the level of blurring increases. <TIPS> - When text with a shadow is moved, part of the shadow may seem to disappear from the screen. However, such shadows appear when the text is printed out. - When shadow is applied to a text placed over an object with RGB=255, the area around the blurring section of the shadow may become white.

7	Layer Effect	Allows you to apply the layer effect to a text object. <TIPS> The layer effect is a decoration that looks as if the entire surface of an object has been scraped off. The scraped area is treated as transparent, and the color of the underlying object or print medium appears. You can select a layer to reflect the layer effect. Furthermore, you can change both layer pattern size and intensity at four levels. Level: Enlarges the layer pattern. Intensity: Increases the area of the part that looks white. 
8	Horizontal Position	With the leftmost part of Platen Frame set to 0, this function enables you to display and change a horizontal position of an object. When you drag the object to move it elsewhere, the corresponding value changes accordingly.
9	Vertical Position	With the uppermost part of Platen Frame set to 0, this function enables you to display and change a vertical position of an object. When you drag the object to move it elsewhere, the corresponding value changes accordingly.
10	Font Width	By specifying the width, you can change the font size. When you drag one of the four corners of a text object to zoom it in/out, or when you change the font size or the font height, the corresponding value changes accordingly. The maximum value is 1,300 pt or an equivalent value, and the minimum value is 10 pt or an equivalent value. A unit for the values is the one specified by the Details button.

11	Font Height		By specifying the height, you can change the font size. When you drag one of the four corners of a text object to zoom it in/out, or when you change the font size or the font width, the corresponding value changes accordingly. The maximum value is 1,300 pt or an equivalent value, and the minimum value is 10 pt or an equivalent value. A unit for the values is the one specified by the Details button.
12	Center		This function positions an object at the center of the platen grid in both vertical and horizontal directions.
13	Horizontal Center		This function positions an object at the center of the platen grid in a vertical direction.
14	Vertical Center		This function positions an object at the center of the platen grid in a horizontal direction.
15	Bring to Front		This function sends an object to the front. Among those objects that overlap with the selected object, this function moves one object to the foremost position in front of the object which is currently positioned at the front side. However, no change will take place if no object overlaps with each other.
16	Send to Back		This function sends an object to the bottom/back of the overall image. Among objects that overlap with the selected object, this function moves one object to the bottommost position behind the object which is currently positioned at the rearmost of the overall image. However, no change will take place if no object overlaps with each other.
17	Delete		Click the icon to delete any object.
18	Covert to multiple objects		This function arranges multiple copies of the selected object.

3-3. Inserting an image

Allows you to insert an image you want to print.

Supported image formats are as follows:

- For image data that does not contain the transparent information: PNG, JPEG, BMP and GIF
- For image data that contains the transparent information: PNG only

<TIPS>

- You cannot load images less than 15 px in width or height. If you set the resolution, images less than 0.1 inches in terms of inches will be enlarged to 0.1 inches after loading. Images with no resolution set are calculated as 72 dpi.
- RGB=255 is treated as "White". When treating RGB=255 as "Transparent color", using "GT Transparency" enables you to convert RGB=255 of image file to transparent.

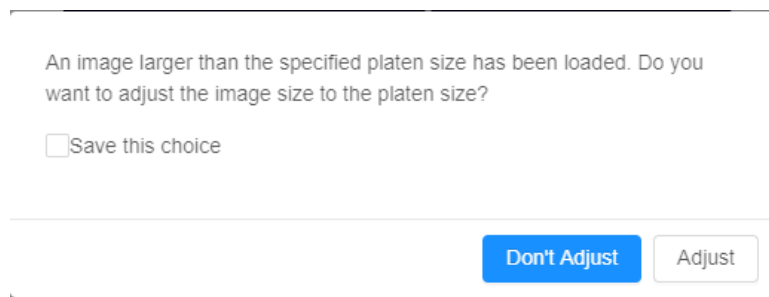
☞"2-4. Setting RGB=255 to "Transparent color" >>P.7"

(4) Click  [Add Image].

(5) Select your desired image you want to add and click [Open].

(6) If you select an image greater than the specified platen size, the following screen appears:

Auto-adjust or select the image size in accordance with the platen size.

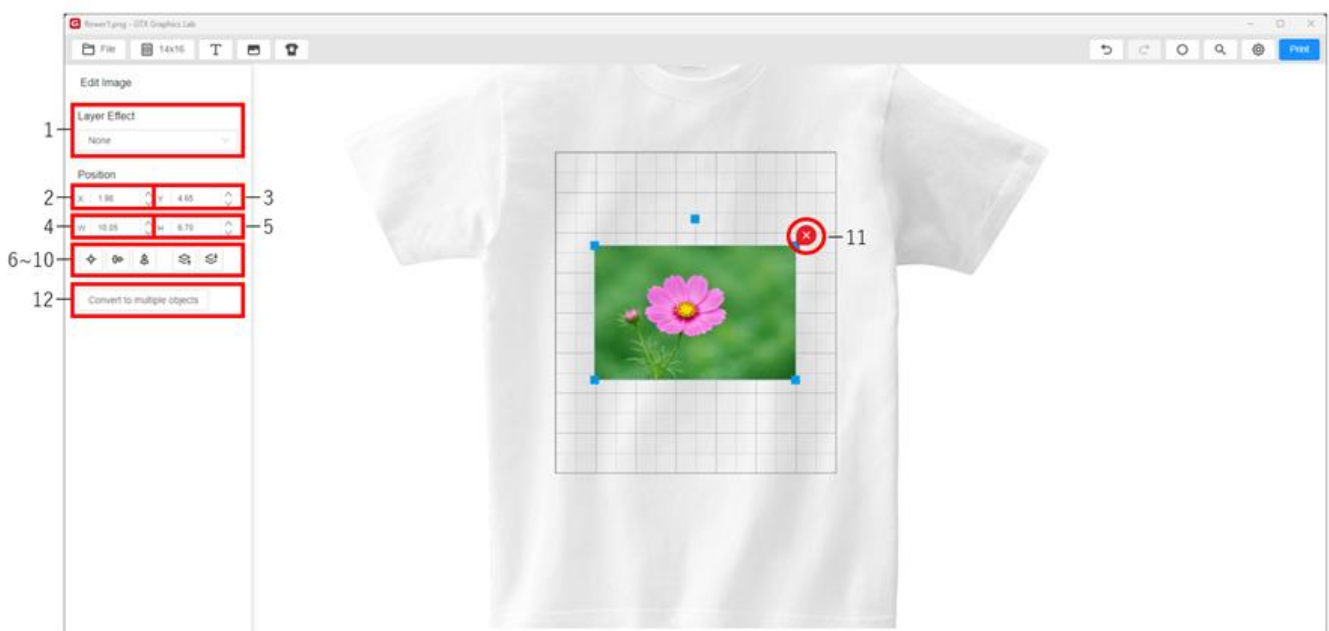


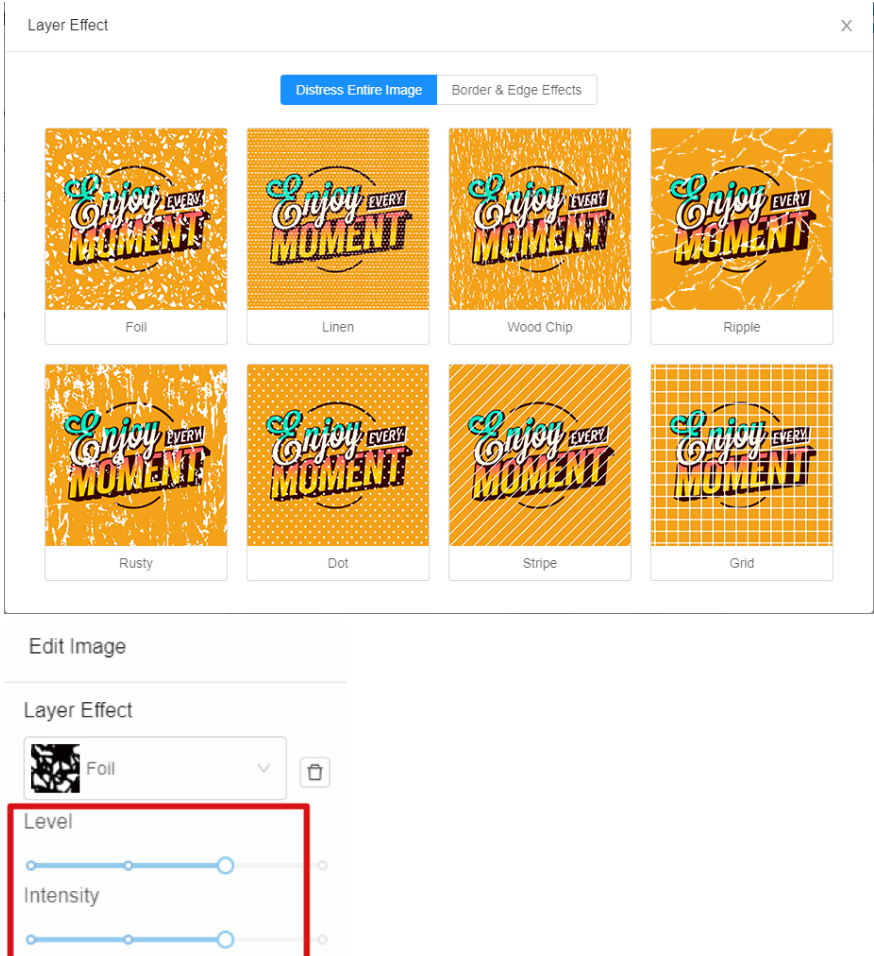
<TIPS>

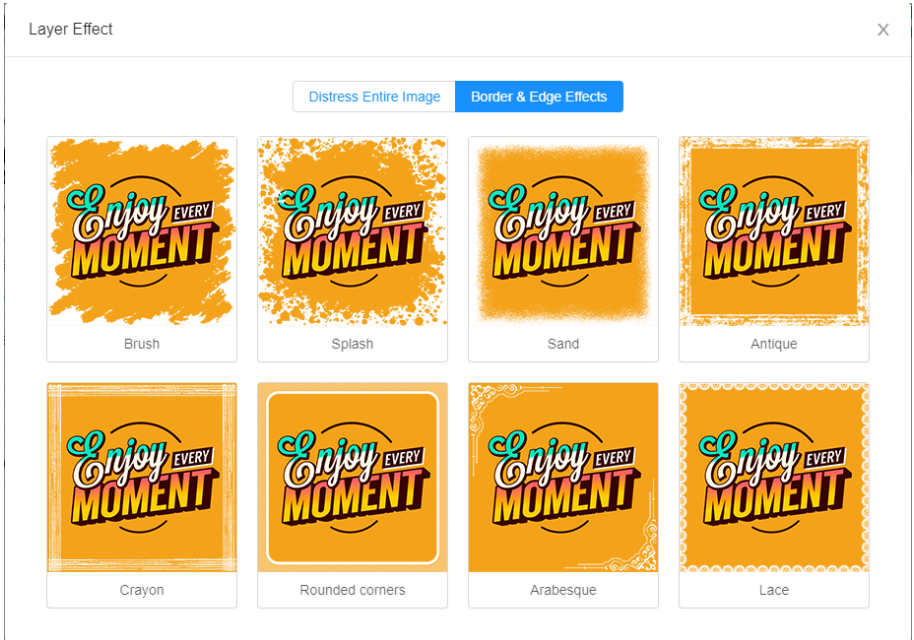
- If you check the [Save this choice] checkbox, the dialog box will not appear the next time you load an image larger than the platen size. The selected function ([Don't Adjust] or [Adjust]) will be executed automatically. You can reset the settings with the [Settings] button.

☞"3-5-8. Resetting >>P.28"

(7) Configure the detailed settings as needed, and drag the image to place it in your desired position.



No.	Name	Function
1	Layer Effect	- Distress Entire Image Applies the layer effect to an image object. <TIPS> The layer effect is a decoration that looks as if the entire surface of an object has been scraped off. The scraped area is treated as transparent, and the color of the underlying object or print medium appears. You can select a layer to reflect the layer effect. Furthermore, you can change both layer pattern size and intensity at four levels. Level: Enlarges the layer pattern. Intensity: Increases the area of the part that looks white. 

No.	Name	Function
1	Layer Effect	- Border & Edge Effects Applies the frame effect to an image object. <TIPS> The frame effect is a decoration that looks like the surroundings (edges) of an object have been scraped off. The scraped area is treated as transparent, and the color of the underlying object or print medium appears. You can select a frame to reflect the frame effect. 
2	Horizontal Position	With the leftmost part of Platen Frame set to 0, this function enables you to display and change a horizontal position of an object. When you drag the object to move it elsewhere, the corresponding value changes accordingly.
3	Vertical Position	With the uppermost part of Platen Frame set to 0, this function enables you to display and change a vertical position of an object. When you drag the object to move it elsewhere, the corresponding value changes accordingly.
4	Image Width	By specifying the width, you can change the image size. When you change the image height, the corresponding value changes accordingly. The maximum value is 32 inches, and the minimum value is 0.1 inches. A unit for the values is the one specified by the Details button.
5	Image Height	By specifying the height, you can change the image size. When you change the image width, the corresponding value changes accordingly. The maximum value is 42 inches, and the minimum value is 0.1 inches. A unit for the values is the one specified by the Details button.
6	Center	 This function positions an object at the center of the platen grid in both vertical and horizontal directions.
7	Horizontal Center	 This function positions an object at the center of the platen grid in a vertical direction.
8	Vertical Center	 This function positions an object at the center of the platen grid in a horizontal direction.

No.	Name	Function
9	Bring to Front 	This function sends an object to the front. Among those objects that overlap with the selected object, this function moves one object to the foremost position in front of the object which is currently positioned at the front side. However, no change will take place if no object overlaps with each other.
10	Send to Back 	This function sends an object to the bottom/back of the overall image. Among objects that overlap with the selected object, this function moves one object to the bottommost position behind the object which is currently positioned at the rearmost of the overall image. However, no change will take place if no object overlaps with each other.
11	Delete 	Click the icon to delete any object.
12	Covert to multiple objects	This function arranges multiple copies of the selected object.

3-4. Using templates

Insert desired images to print using pre-prepared design templates.

There are seven templates to choose from.

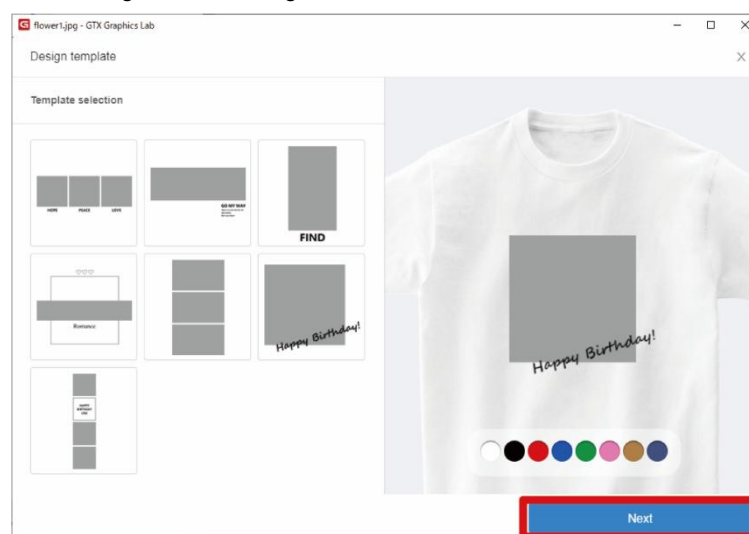
<TIPS>

- For some templates, changing the size and tilt may cause the solid lines on the template design to be so thin that they cannot be seen when printed. Check the preview screen before printing.

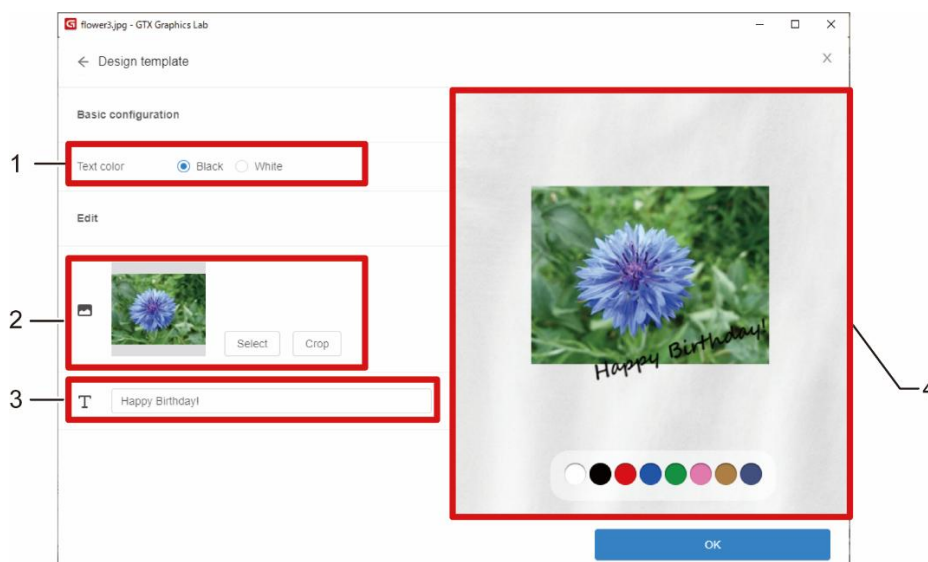
(1) Click  [Add template].

(2) Select the desired template and click [Next].

You can print T-shirts in a choice of eight colors. Change the color as needed.



(3) Complete the advanced settings and click [OK].



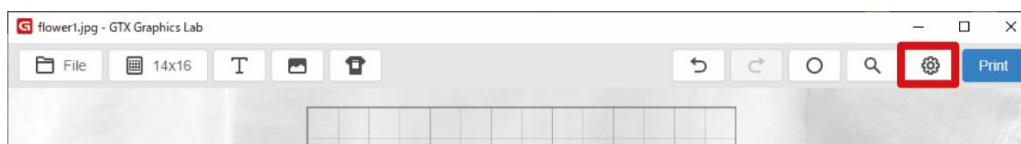
No.	Name	Function
1	Text color	You can select black or white for the text color.
2	Image 	Click [Select] and insert the image. Click [Crop] to crop the image. Click [OK] to reflect the operation.
3	Text 	With this function, you can change content of the text.
4	Preview	You can check the completed image. You can print T-shirts in a choice of eight colors. Change the color as needed.

3-5. Setting up the application

Allows you to perform setting switching and implement auxiliary functions related to GTX Graphics Lab.

- (1) Click  [Settings].

Configure the settings as needed.



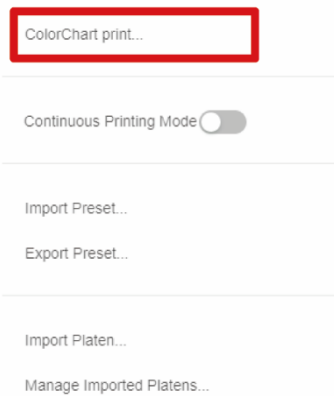
No.	Name	Function
1	Unit	Select whether to display the grid lines in units of inch or mm.
2	Grid Display	Allows you to set the grid line display method from the following three patterns. • Unscaled grid: With grid lines and without scales • Scaled grid: With grid lines and with scales • None: No grid lines and no scales
3	Grid Spacing	Allows you to set the grid spacing. This will change depending on the selected unit.
4	ColorChart print...	Allows you to adjust the color of actual printed material to be ideal colors. ☞"3-5-1. Printing a color chart >>P.20"
5	Continuous Printing Mode	Turning on this mode loads only one image at a time. Loading the second image removes the first image. ☞"3-5-2. Specifying to load one image at a time >>P.22"
6	Import Preset...	Imports exported preset data. ☞"3-5-3. Importing preset data >>P.23"
7	Export Preset...	Exports preset data to a file. ☞"3-5-4. Exporting preset data >>P.24"
8	Import Platen...	Allows you to import the platen data you created in advance. ☞"3-5-5. Importing platen data >>P.25"
9	Manage Imported Platens...	Allows you to delete imported platen data. ☞"3-5-6. Deleting platen data >>P.26"
10	Language Setting...	Select your desired display language. ☞"3-5-7. Configuring the language >>P.27"
11	Application Settings	Resets the setting for automatically adjusting the image size when loading images. The image interpolation method used during printing can also be changed. ☞"3-5-8. Resetting >>P.28"
12	Application Improvement Program	Select whether or not to allow the browser to collect the information regarding the operation of GTX Graphics Lab. ☞"3-5-9. Sending the application information >>P.29"
		<TIPS> • The default setting is determined by the setting specified during installation. • The information collected primarily includes the following: - Button actions - Layer effect types used - Parameters frequently used in printing
13	About...	Allows you to confirm the version information of GTX Graphics Lab.

3-5-1. Printing a color chart

Allows you to print a color chart for the comparison and proofing of actual and ideal colors of a printed material.

☞"5-2. How to use color chart creation function >>P.36"

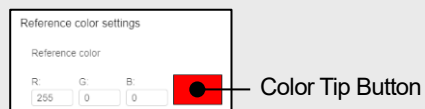
- (1) Click  [Settings].
- (2) Click [ColorChart print...].



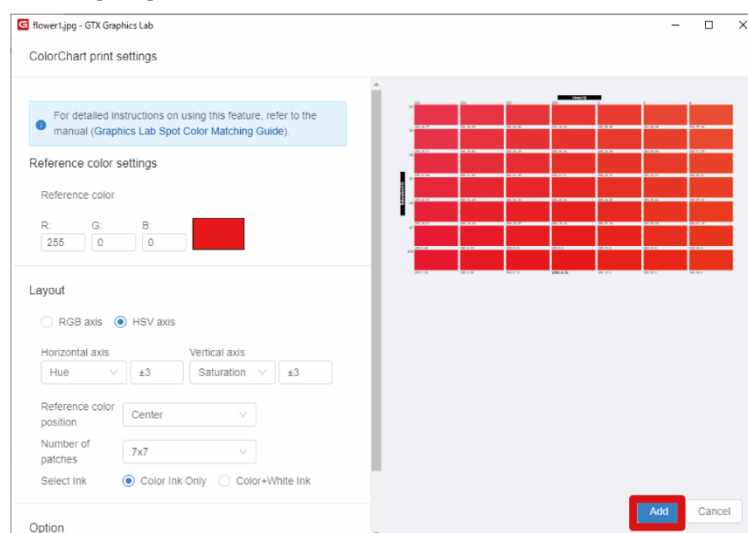
- (3) Click [Change] and set the reference color from the Color Picker / Use Lab Values option..

<TIPS>

- You can enter RGB values directly or use the "Color Tip Button" to enter color picker or Lab values.



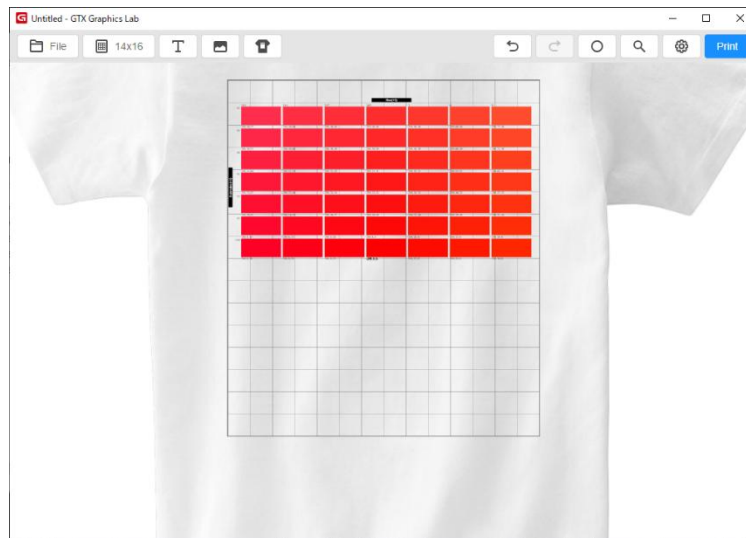
- (4) Check and correct the color chart layout settings.
- (5) Check the preview and click [Add].



- (6) Change the size of the color chart as needed.

<TIPS>

- Multiple color charts can be placed. To add a color chart, repeat the steps from the beginning.
☞"3-5-1. Printing a color chart >>P.20"



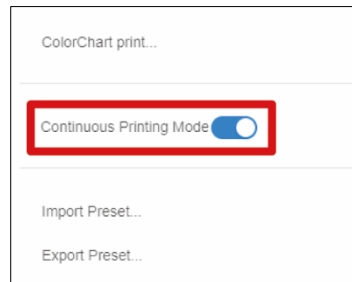
- (7) Click [Print].

Printing conditions, such as materials to be printed and print settings, should be set for the final actual printed matter.

3-5-2. Specifying to load one image at a time

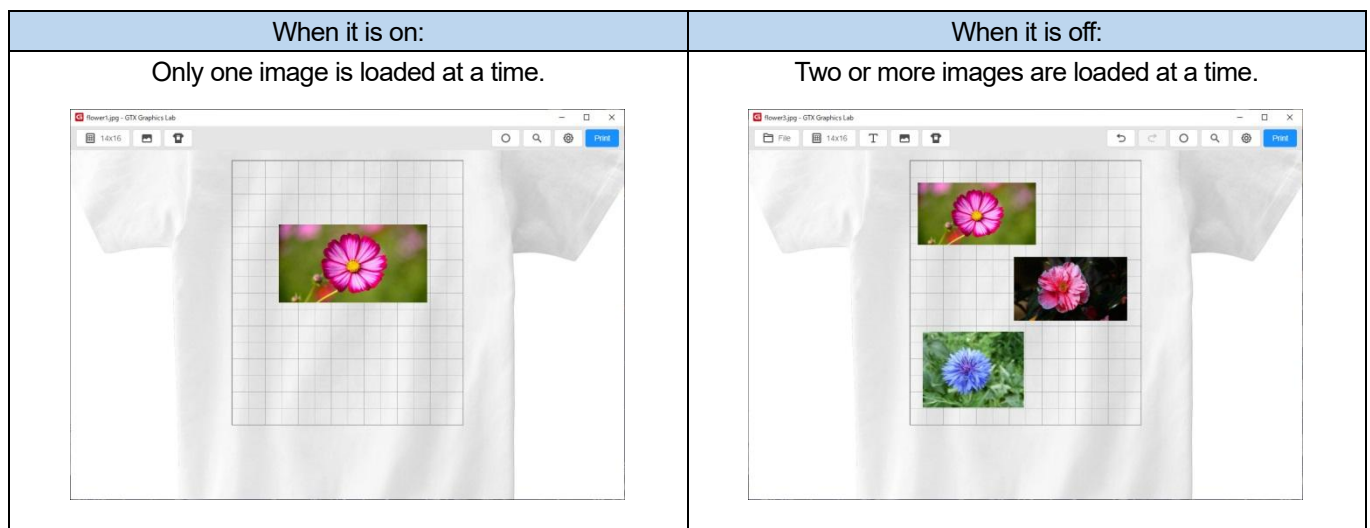
Turning on the auto print mode specifies that you can load only one image into GTX Graphics Lab at a time. This eliminates the need to click [New] or delete the current image when you want to change the image. The feature is useful when you want to continue printing while changing the images one after another without changing the layout or print settings.

- (1) Click  [Settings].
- (2) Click to turn on [Continuous Printing Mode].



<TIPS>

- The [File], [Add Text], and [Undo/Redo] buttons will disappear with the auto print mode turned on.

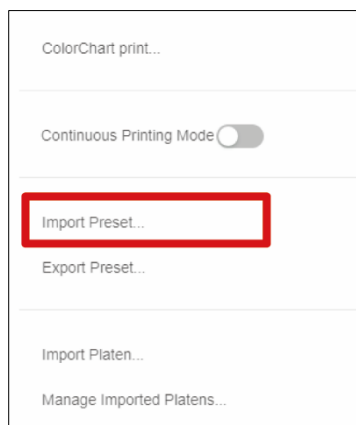


3-5-3. Importing preset data

Allows you to import a preset of print settings saved in a file with the export function.

☞ "3-5-4. Exporting preset data >>P.24"

- (1) Click  [Settings].
- (2) Click [Import Preset...].



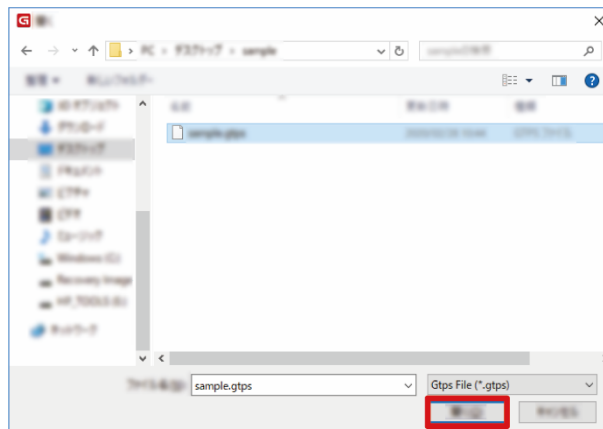
- (3) Select the file you want to import and click [Open].

The extension of the name of the file to be opened is "gtps".

The preset will be imported.

<TIPS>

- If the imported file contains a number of presets, all the presets will be imported.

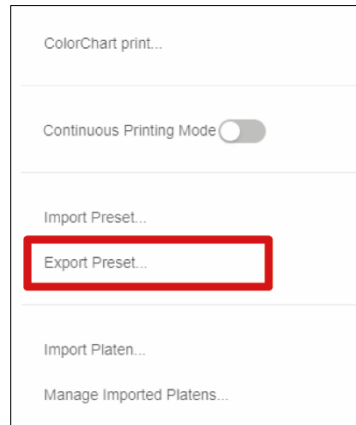


3-5-4. Exporting preset data

Allows you to export a preset saved in print settings to a file.

☞ "3-6-1. Saving preset data >>P.32"

- (1) Click  [Settings].
- (2) Click [Export Preset...].



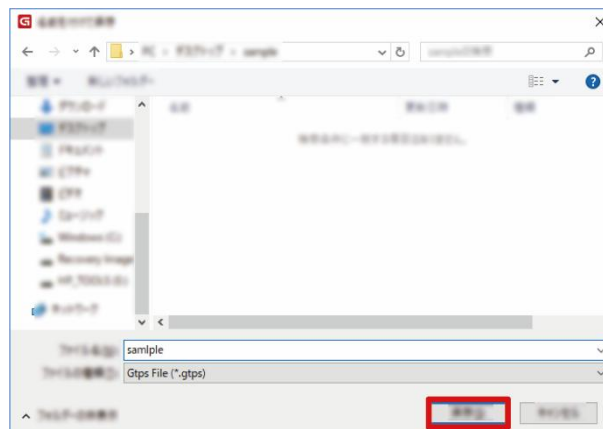
- (3) Select the destination folder and click [Save].

The extension of the name of the file to be saved is "gtps".

The preset will be exported.

<TIPS>

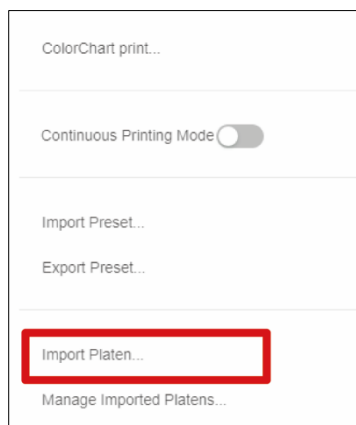
- All saved preset will be exported as one file.



3-5-5. Importing platen data

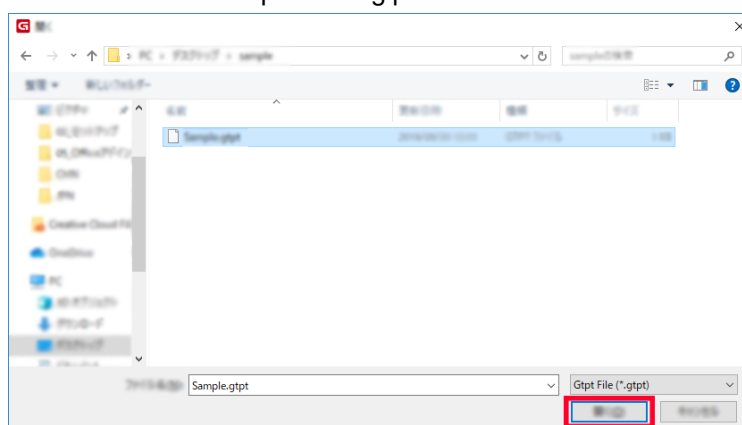
Allows you to import platen data created in another application.

- (1) Click  [Settings].
- (2) Click [Import Platen...].



- (3) Select the file you want to import and click [Open].

The extension of the name of the file to be opened is "gtpt".



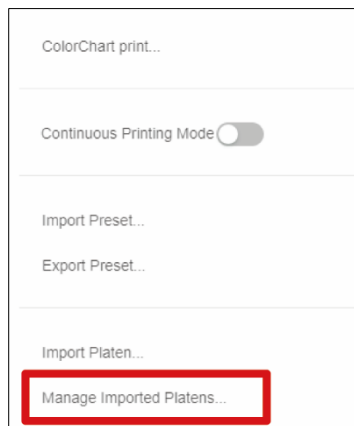
- (4) Click [OK].
- The platen data will be imported.

3-5-6. Deleting platen data

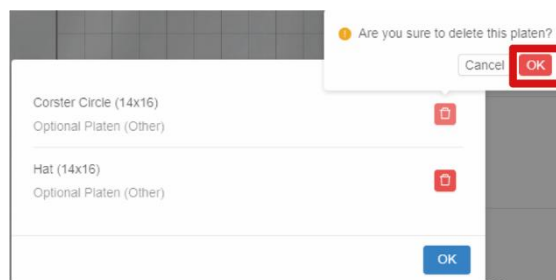
Allows you to delete imported platen data.

(1) Click  [Settings].

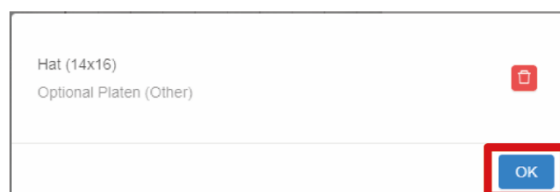
(2) Click [Manage Imported Platens...].



(3) Select the platen data you want to delete and click [OK].



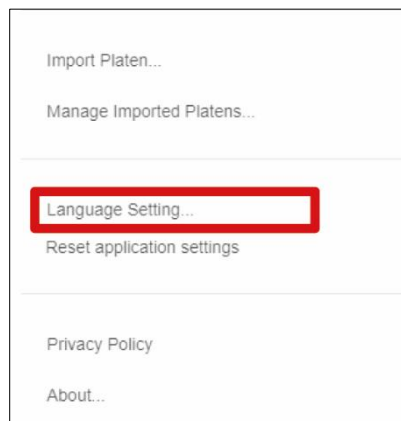
(4) Click [OK] to close the screen.



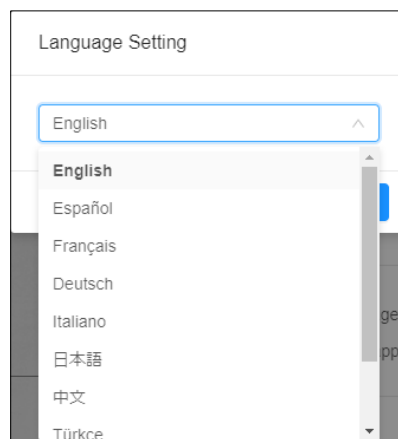
3-5-7. Configuring the language

Sets the language to be displayed in the Graphics Lab.

- (1) Click  [Settings].
- (2) Click [Language Setting...].



- (3) Select the language you want to view from the pull-down menu.



- (4) Click [OK] to close the screen.



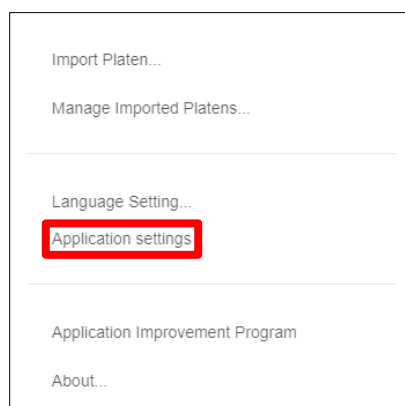
3-5-8. Resetting

Reset the settings that automatically adjust the image size to be loaded.

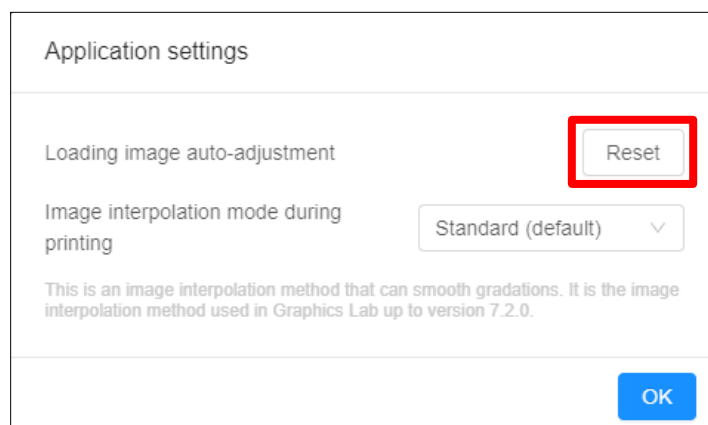
The settings are valid only if [Save this choice] is checked in the dialog that appears when an image larger than the platen size is inserted.

⇒"3-3. Inserting an image >>P.14"

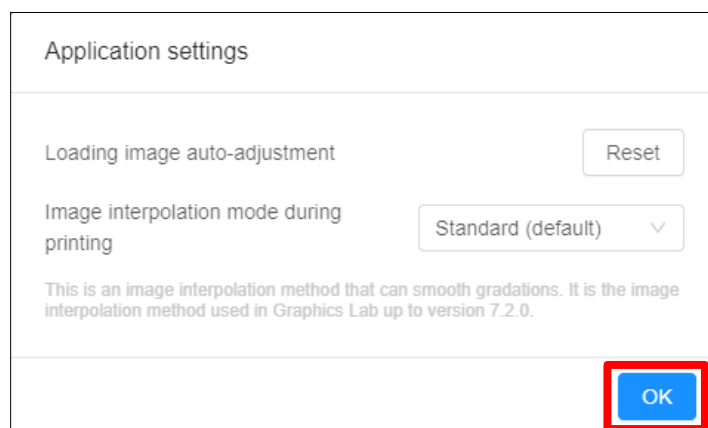
- (1) Click  [Settings].
- (2) Click [Application settings].



- (3) Click [Reset].



- (4) Click [OK] to close the screen.



3-5-9. Sending the application information

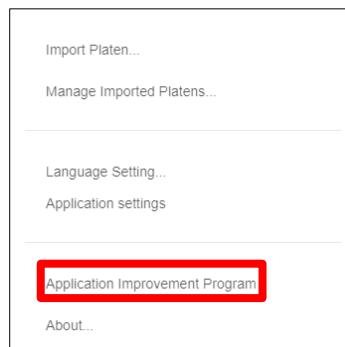
Select whether or not to allow the browser to collect the information regarding the operation of GTX Graphics Lab. The default setting is determined by the setting specified during installation.

The information collected primarily includes the following:

- Button actions
- Layer effect types used
- Parameters frequently used in printing

(1) Click  [Settings].

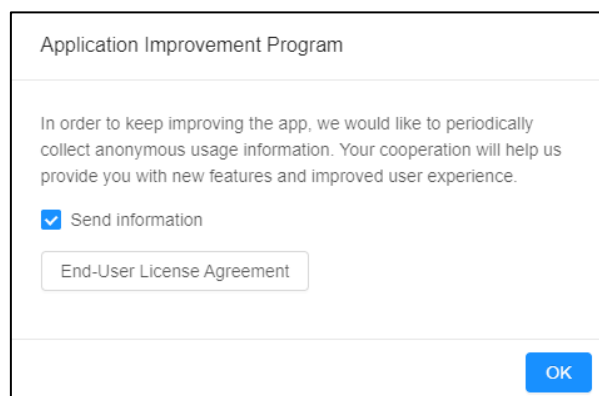
(2) Click [Application Improvement Program].



(3) Read the content carefully and select the checkbox to send the information.

<TIPS>

- To review the End User License Agreement, click [End User License Agreement]..

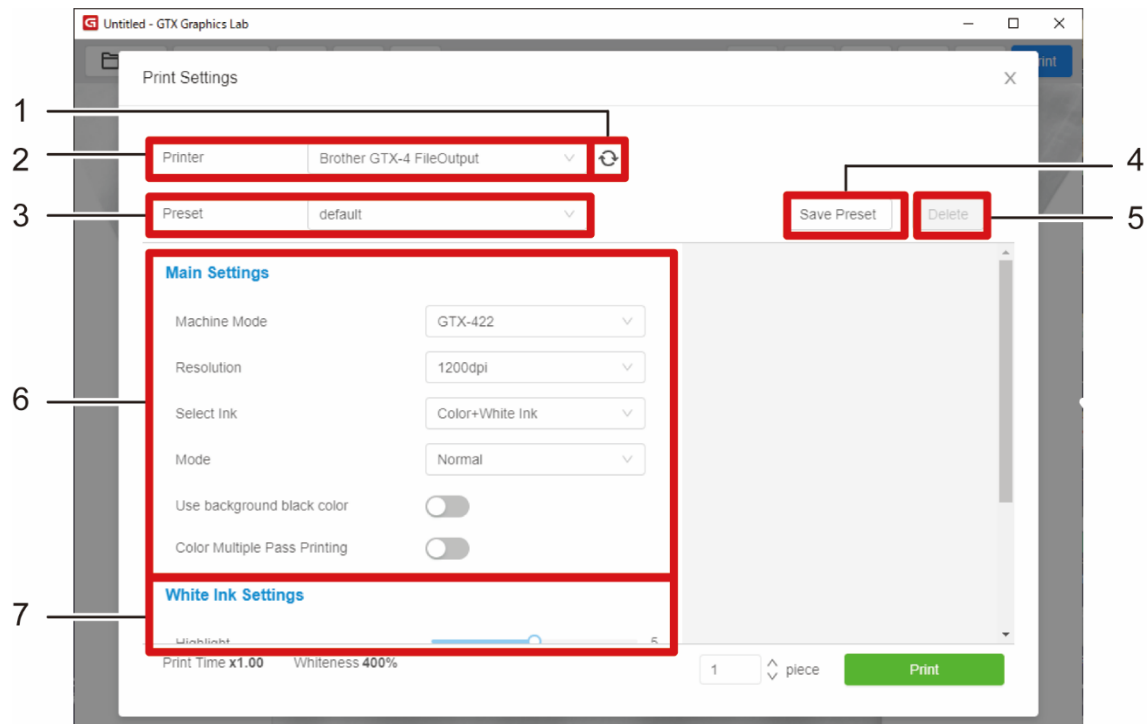


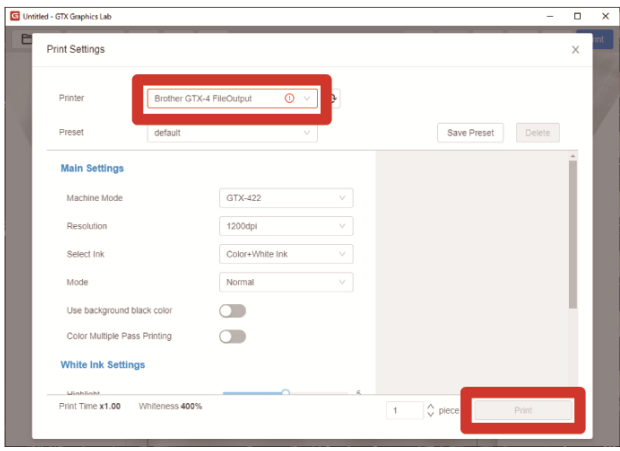
3-6. Making print settings for the printer

(1) Click [Print].



(2) Configure the settings as needed.



No.	Name	Function
1	Search for printer list 	Allows you to search for printers. Only on-line printers appear in the list. If you select a printer that does not support the platen size,  will appear, and a red square frame will surround the printer field. In this state, the [Print] button is grayed out, and you cannot press it. 
2	Select Printer	Select the printer you want to send print data to.
3	Preset	Select the preset name you want to use from the list. A list appears once you import a preset. ☞ "3-5-3. Importing preset data >>P.23"

No.	Name	Function
4	Save Preset	Allows you to save the print settings for the printer as [Presets]. ☞ "3-6-1. Saving preset data >>P.32"
5	Delete	Allows you to delete the preset you saved. ☞ "3-6-2. Deleting preset data >>P.33"
6	Main settings	For details, refer to the Instruction Manual of your printer.
7	White/Color ink settings	For details, refer to the Instruction Manual of your printer.

3-6-1. Saving preset data

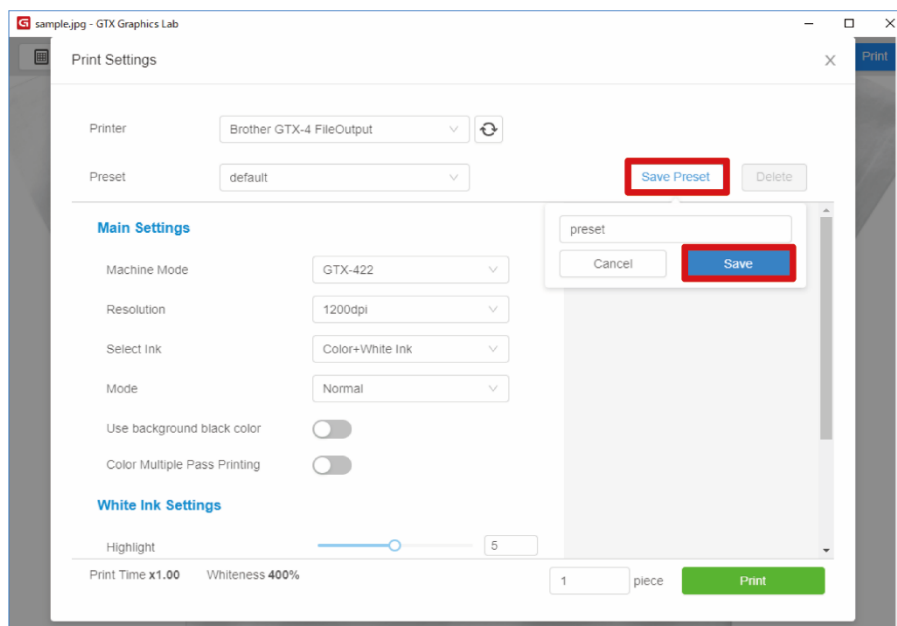
Allows you to save the print settings for the printer as [Presets].

When repeatedly using the same setting for creating print data, it is recommended to save the preset data.

- (1) Click [Print] on the GTX Graphics Lab screen.
 - (2) Select the printer, make print settings for steps in and after Main Settings, and click [Save Preset].
 - (3) Enter the preset name and click [Save].
- The preset is saved.

<TIPS>

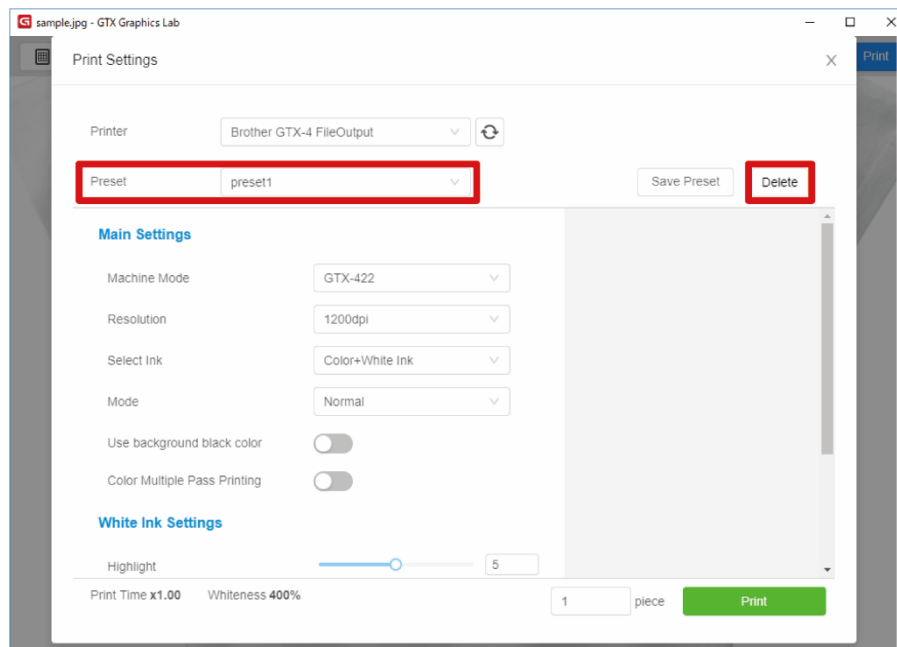
- You can enter up to 15 characters.



3-6-2. Deleting preset data

Allows you to delete the preset you saved.

- (1) Click [Print] on the GTX Graphics Lab screen.
- (2) Select the preset name you want to delete from the list of [Preset] and click [Delete].



A camera system or projector system can be added to the GTX printer to work with the GTX Graphics Lab. Printed results are more easily visualized on the GTX Graphics Lab screen and on the printer platen.

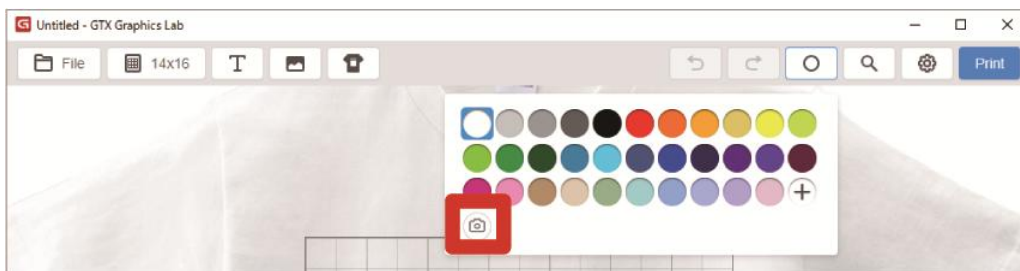
<TIPS>

- This feature is not supported on some models..

4-1. Displaying an image taken with a camera in GTX Graphics Lab

You can take an image on the platen with a camera attached to the printer and display it in GTX Graphics Lab. You can preview the print image by aligning the taken image as the GTX Graphics Lab background with the platen. This feature is useful when you want to print on a shoe or something else other than a T-shirt.

To use the function, you must install the AccuLine application. Once AccuLine is installed, a camera icon will appear in  [Background Color], and the AccuLine application will automatically launch. Click on the camera icon after selecting, configuring, and calibrating the camera in the AccuLine application. Then the objects on the platen of the printer will be photographed with AccuLine, and the photographed image will replace the background of the Graphics Lab. For details, refer to the AccuLine Instruction Manual.

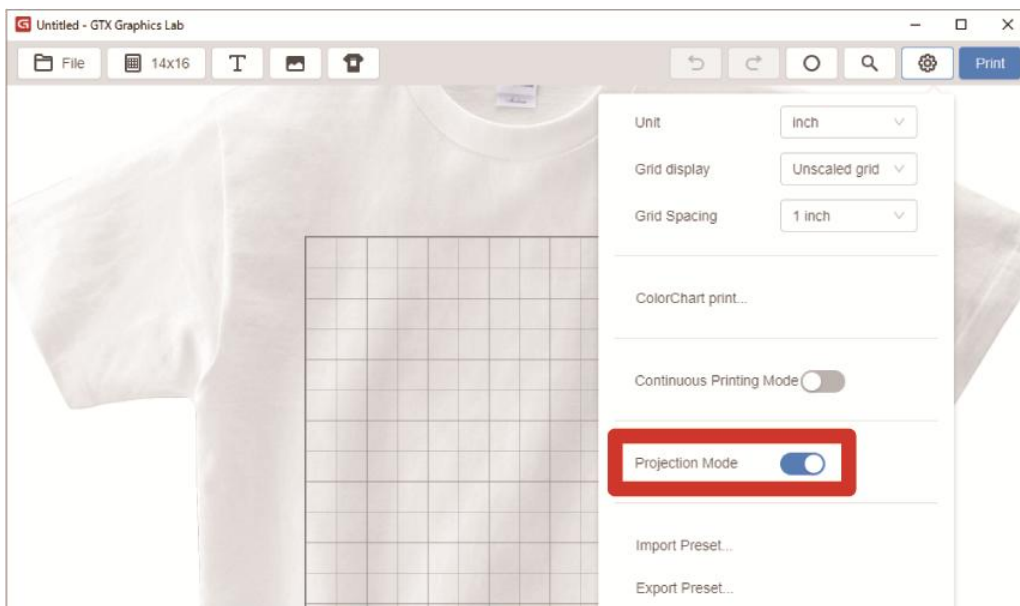


4-2. Projecting a layout from GTX Graphics Lab to the T-shirt

Connecting to a projector allows you to project an image or text being edited in GTX Graphics Lab to the T-shirt over the platen.

You can preview the print image including the image/text position and size.

To use the function, you must install the Envision application. The [Projection Mode] item will appear under  [Settings] after Envision is installed and all conditions are met. By turning the mode on, the object displayed on the platen in the Graphics Lab will be projected onto the platen of the printer. Turning the mode off will terminate the projection. You must adjust the projector in advance to project objects correctly. For details, refer to the Envision Instruction Manual.



5-1. About shortcut keys

<TIPS>

- Shortcut keys may differ depending on the PC language settings.

	Command	Win	Mac
Edit	Copy	Ctrl+C	Command+C
	Paste	Ctrl+V	Command+V
	Cut	Ctrl+X	Command+X
	Undo	Ctrl+Z	Command+Z
	Redo	Ctrl+Y	Command+Shift+Z
	Select all	Ctrl+A	Command+A
	Deselect all	Ctrl+Shift+A	Command+Shift+A
	Move	↑ (↓→←)	↑ (↓→←)
	10× speed move	Shift +↑ (↓→←)	Shift +↑ (↓→←)
	Move upwards	Ctrl+]	Shift+Alt+Command+F
	Move downwards	Ctrl+[	Shift+Alt+Command+B
	Move to the top	Shift+Ctrl+]	Shift+Command+F
	Move to the bottom	Shift+Ctrl+[	Shift+Command+B
	Delete	[Backspace] [Delete] key	[Delete] key
File	New...	Ctrl+N	Command+N
	Open...	Ctrl+O	Command+O
	Save...	Ctrl+S	Command+S
	Save as...	Shift+Ctrl+S	Shift+Command+S
	Print...	Ctrl+P	Command+P
	Exit	Ctrl+Q	Command+Q

5-2. How to use color chart creation function

5-2-1. What is color proofing?

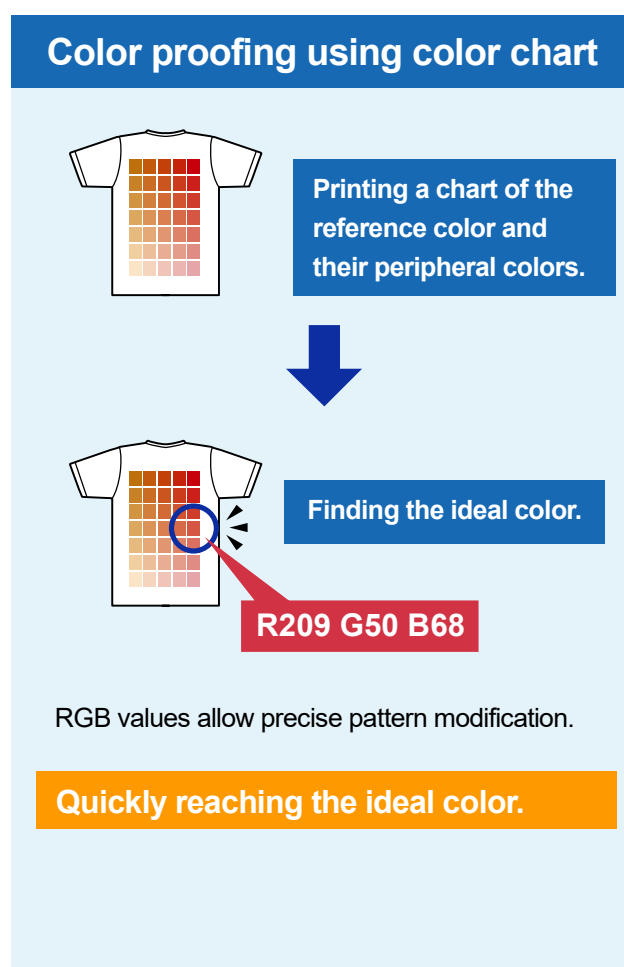
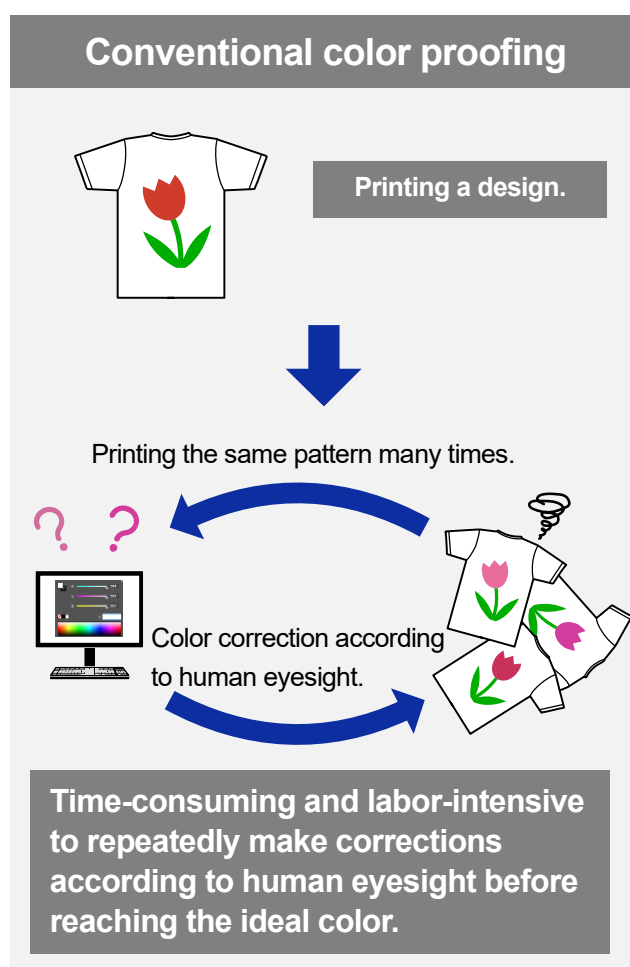
Color proofing adjusts the color of actual printed material to be ideal colors.

With digital printing, there is a difference between the colors seen on the screen and the colors printed, making it difficult to reproduce the perfect colors, and color proofing takes time.

5-2-2. Color chart creation function

This function allows you to perform color proofing work easily and in a short time.

You can print a chart of the color (**reference color**) and their peripheral colors to compare these colors and check the printing results.



X1074

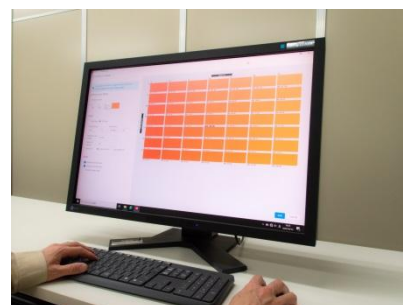
5-2-3. Work Flow

This section describes the procedure for color matching using the color chart creation function.

1 Creating a Color Chart

Create a color chart using the **Graphics Lab's color chart creation function**.

☞ "3-5-1. Printing a color chart >>P.20"



2 Printing

Print a color chart with GT.

Color appearance changes depending on the texture of the material to be printed on, the amount of ink used for printing, and other factors. Therefore, printing media, print settings, and other conditions should be set for the final actual printed matter.



3 Selecting Colors and Modifying the Design

Find the color closest to the ideal in the printed color chart and use the RGB values listed under each patch to modify the designed color.



X1075

<TIPS>

- The ideal color may not be obtained in "3. Selecting Colors and Modifying the Design". In that case, start over from "1. Creating a Color Chart".

For details, refer to ☞ "5-2-4. Making Full Use of Color Chart Creation Function >>P.38"

5-2-4. Making Full Use of Color Chart Creation Function

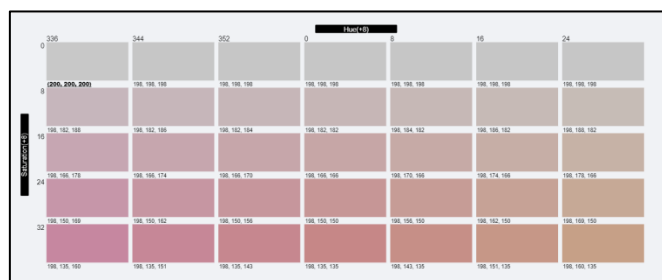
Knowing the possible range of colors printed by the GT

Possible lightness and chroma axis values are 0 to 100, and possible RGB axis values are 0 to 255.

The color with the maximum value on each axis is the color at the lightness and chroma limits that the GT can reproduce.

<TIPS>

- The hue axis loops between 0° to 360°.



Changing the position of the reference color

Changing the position of the reference color increases the number of color changes in the intended direction and facilitates ease of checking.

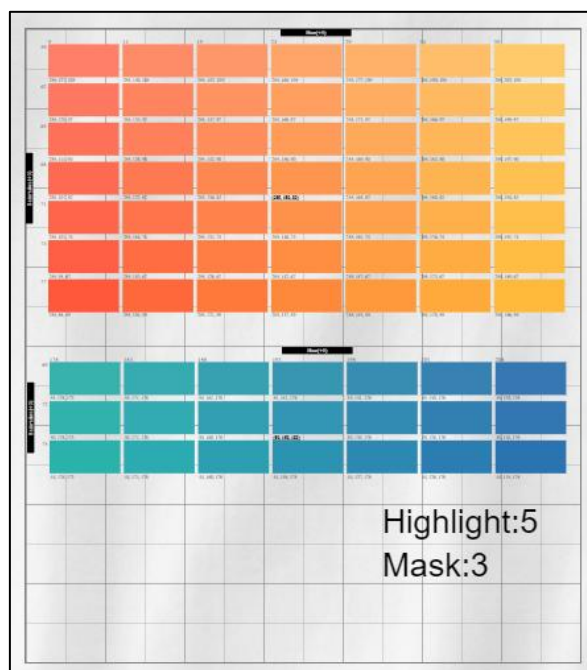


Center



Upper left

5-2-5. Customizing the Color Chart to an Easy-to-see Color Chart on the Layout Edit screen



Multiple color charts on one sheet

Multiple color charts can be placed. It is more efficient to create multiple color charts at a time by reducing the number of patches per reference color and limiting the number of patches to where they are needed.

Making a color chart larger/smaller

The size of a color chart can be made larger or smaller to match the color sample used for color proofing, ensuring ease of visual checking.

Inserting notes

Adding a text object and entering notes, such as notes on printing conditions, can be useful to reproduce a color chart you have created in the past.

5-2-6. Using Lab Values

This method requires a commercially available colorimeter or calibration monitor.

5-2-7. Performing Color Proofing Using L*a*b* Values (Colorimetric Values) on the Lab Values Screen

This method determines if the input L*a*b* value is for a color that the GTX can reproduce, and if so, the Graphics Lab automatically converts it to the corresponding RGB values.

Even if the color cannot be reproduced, it can be converted to the closest possible color.

As an advanced setting, you can also select [Color Difference Priority], [Lightness Priority], [Chroma Priority], or [Hue Priority] from the [Conversion Rules] menu.

Use the converted RGB values as the reference color for the color chart.

Usage example conditions

- The Lab values are fixed for the object of color matching.
- The color example is on hand, and a colorimeter capable of measuring Lab values is available.

5-2-8. How to Check L*a*b* Values

L*a*b* values will vary depending on the environment and settings in which the measurement is made.

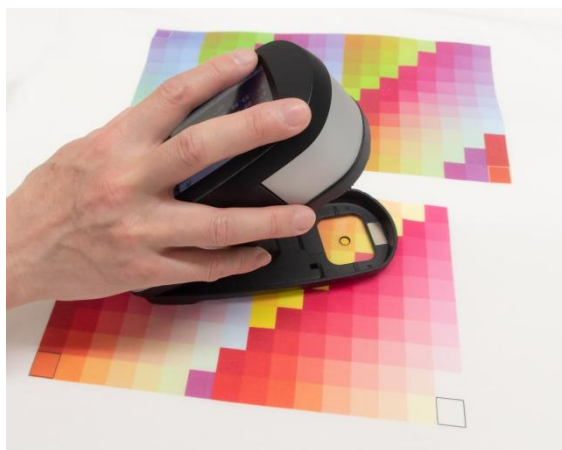
Prepare equipment suitable for the following settings: **Optical geometry condition: 45°/0°**, **observation light source: D50**, **observation condition: 2° field of view**, **light source condition: M0 (no filter)**.

Method 1: Measure color samples with a colorimeter.

Measure a color sample > Enter L*a*b* value > Convert > Select conversion method > OK

<TIPS>

- This method requires a commercially available colorimeter.

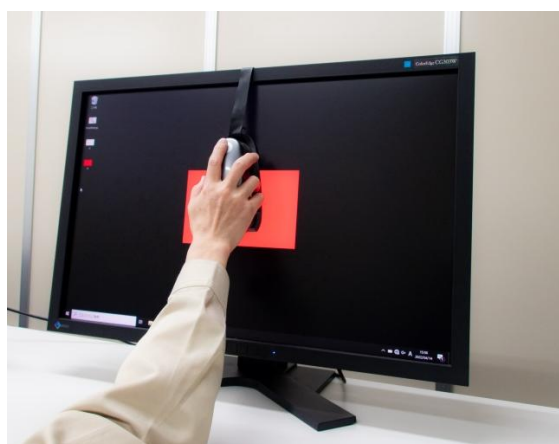


Method 2: Use a calibration monitor

Obtain L*a*b* values from monitor display colors (RGB values) > Convert > Select conversion method > OK

<TIPS>

- This method requires a calibration monitor with a gamut capable of reproducing the specified color profile, regular color calibration, and an appropriate viewing environment.



5-3. About the ICC Conversion Feature

5-3-1. What Is the ICC Conversion Feature?

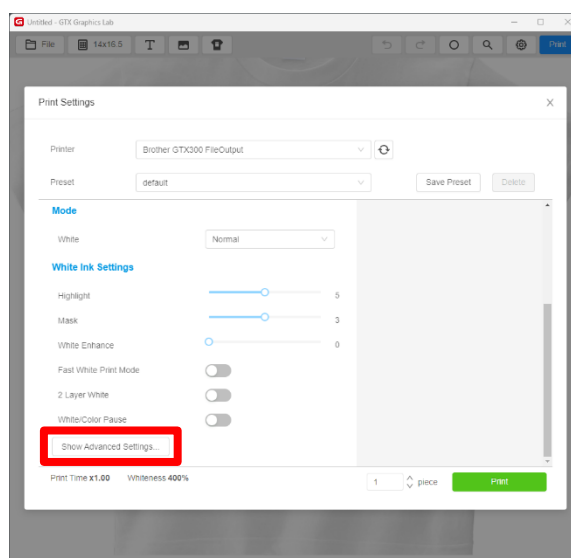
The ICC conversion feature replaces the color profile specified in the print data with another profile. By changing the color profile used, it is possible to adjust the output color tone and color gamut.

<TIPS>

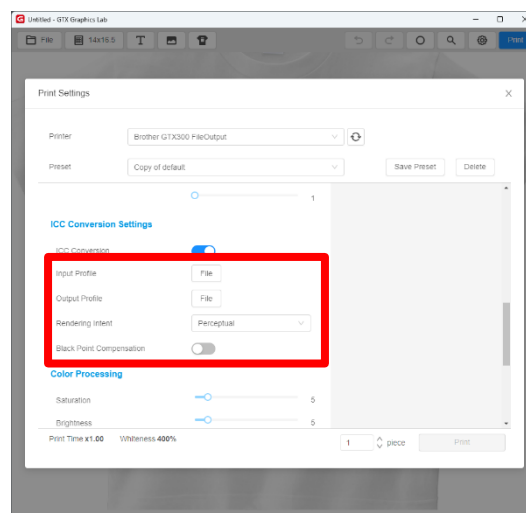
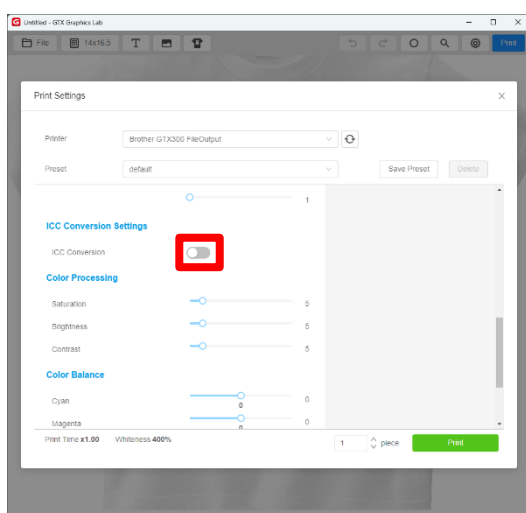
- In GraphicsLab v8.3.0, the ICC conversion feature is supported only on the GTX300.

5-3-2. How to Use the ICC Conversion Feature

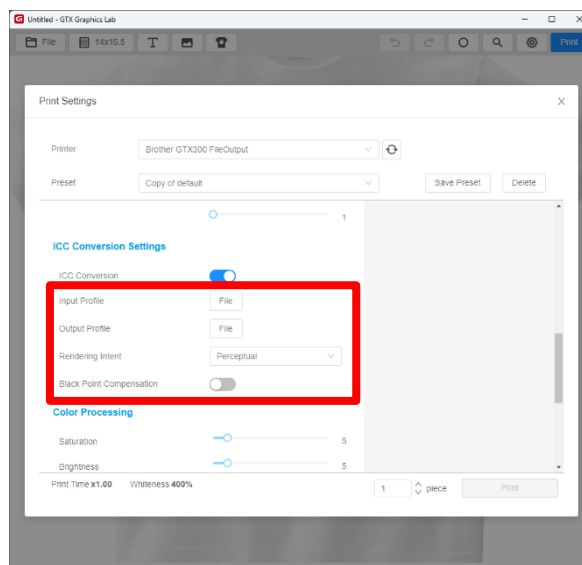
- (1) On the Print Settings screen, click [Show Advanced Settings].



- (2) Turn [ICC Conversion] ON to display the ICC conversion settings.



(3) Enter the required profiles and ICC conversion settings.



<TIPS>

- Text entered in GraphicsLab is not affected by ICC conversion.
- When the ICC conversion feature is enabled and print data is created, ICC conversion may take some time depending on the number and size of images.



*Please note that the contents of this manual may differ slightly from the actual product purchased as a result of product improvements.

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