The Printing Process with GTX

OVERVIEW

The printing process is defined by how to go about performing the acts after file creation, such as loading garments, and how we are sending the file over to the printer. There are a couple of key things to note about the printing process which we will cover in this overview. How to load the garment and check the platen height properly can avoid untimely obstacle errors that require the platen to reset before continuing.

These processes include the various ways you can load files to the printer and any limitations that you may need to be aware of. This section also includes how to utilize the Print History feature to reprint one of the recently printed files as well as how to load data from a USB stick and the requirements surrounding that process. It also discusses when sending files while printing, or even directly, one file after a finished print; and what the size limitations of those files are.

Lastly, we will discuss artwork placement and positioning in terms of the garment and how to avoid misprints. Included with this is the overview of the software for the AccuLine camera system.

KEY LEARNING OBJECTIVES:

- ☑ How to properly load a garment
- ☑ How to adjust for and test a garment's height
- ☑ How to find the proper printing location
- ☑ Using the Grid and Test print technique
- ☑ File size limitations when sending to the printer and sending while printing
- ☑ How to use the AccuLine Camera Software
- ☑ AccuLine Software Interface and Key functions

ADDITIONAL DOCUMENTATION:

How to assemble the AccuLine Camera for GTX!

AccuLine Camera Driver Uninstall/Update Video – Coming Soon

AccuLine Camera Software Use Video

Printing Locations Sales Sheet

LOAD THE GARMENT:

Loading the garment properly is important to avoid ink passing through to the back of the garment while printing, to avoid tripping the obstacle sensor beam, and to ensure your garment does not get caught going into and leaving the printer. You will want to make certain your garment is smoothed out flatly before printing as much as possible to prevent any defects in the print from occurring or creases being printed on; possibly missing part of the garment.

- • How to dress the garment onto the platen.

- How to judge distance, the garment should rest on the platen.
- How to tuck the garment onto the platen tray.
- How to ensure the garment is flat without any rolls, seams, or threads sticking up.

CHECK THE PLATEN HEIGHT:

Aside from loading the garment, the best way to avoid the obstacle sensor from tripping and that your media will pass into the printer is by adjusting the platen height. Adjusting the platen height to fit our media and having the smallest possible gap also minimizes the mist in the printer. This means that there is less need for cleaning the printer and less chance of mist build up within the printer which could cause a printer malfunction.

- Checking the garment's height.
- Avoiding obstacle sensor errors when printing.
- Making any platen adjustments.
- Why do I need to make platen adjustments?
- Print Uni-directional only when it is a must.

LOAD DATA FROM THE COMPUTER:

To load data from the computer we will need to be connected via a LAN or USB cable. We can send data from the computer in two ways: via FileViewer or by sending it directly to the printer from a Graphics Program.

- Sending files direct to the printer.
- USB sending and LAN sending.
- Sending direct from a program.
- Sending an ARX4 from FileViewer.

LOAD DATA FROM A USB FLASH DRIVE:

Optionally, you can load data onto a properly formatted USB flash or thumb drive and use it at the printer control panel to load print data. The files will all need to be ARX4 files for the printer to read them. The USB flash drive will also need to be formatted a certain way for it to work with the printer.

- What type of USB flash drive works with the printer?
- How can I check the format of the flash drive?
- How to load the files from the USB onto the printer.

LOAD DATA FROM HISTORY:

Once a file has been printed you may load the file again from the **Receiving History**. Please note that the history is wiped each time you power off the printer even in the instance it was powered off for a maintenance cycle. You will want to ensure you have named your files in a distinct manner if you have several of the same image that you have been printing. We will go over how to load data from the history and the size limitations of the history here.

- Ensure that you name your files.
- Files with the same name but different settings

- How to load files using the print history.
- My history is blank, what happened to my files?
- What are the size limitations of the history?

PRINTING LOCATION:

The printing location is specific to not just what your trying to print but in many cases the position of how the garment is sitting on the platen. We have a few tips that can help if you are having trouble lining up even your standard T-shirts. Regarding suggested artwork placement, we will offer a sheet for that and talk about the grid system and templates to help get things lined up.

- Where is the default printing location?
- How do I line my garment up?
- When printing a larger sized garment is there a way to line it up?
- How can I line up a pocket print?
- What are the Grid and test print techniques?

FILE SIZE LIMITATIONS:

In this section, we will give the file size limitations for sending files via USB and through LAN along with how long you can send before the printer errors out. This can be helpful to know, for example, when using a very long cable that would slow the file sending speeds.

- File size limitations when sending via USB.
- File size limitations when sending via LAN.

SENDING WHILE PRINTING AND LIMITATIONS:

Sending while printing can be helpful to minimize any down time between prints. You will need to understand the limitations on file size that can be used with this method or when it is possible to use this method.

- How to send files while printing.
- What are the size limitations for sending while printing?
- What methods can be utilized for this function?

USING THE ACCULINE WITH THE LATEST UPGRADES:

In this section, we cover the use of the AccuLine camera software and its features. To utilize this software, you will want to be familiar with how to calibrate the camera, how to take a snapshot, how to bring in and size artwork, and lastly how to use the erase tool. We will cover these topics in this section.

- Launching the software and daily calibration.
- L -bracket alignment.
- List of features by diagram.
- How do I take a snapshot?
- How do I bring my artwork in?
- How to utilize the erase tool.

FOR ADDITIONAL TECHNICAL SUPPORT INFORMATION:

GTX Support Videos

GTX Drivers/Firmware