JFX200-2513 EX

2.5D Texture Maker Guide

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Introduction

Thank you for purchasing the JFX200-2513EX inkjet printer.

This manual describes how to use this printer with the "2.5D Texture Maker" function in the included RIP [RasterLink6Plus] software to create smooth, semi-stereoscopic 2.5D data.

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Chapter 1 Overview of Functions

This chapter

This chapter provides an overview of 2.5D Texture Maker.

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1.1 2.5D Texture Maker

2.5D Texture Maker uses many stepped layers of UV ink to create bumpiness for a smooth, semi-stereoscopic finish.

This function allows the following types of printing.

Types of Printing

● Printing with different levels of bumpiness

You can create different levels of bumpiness from the tone information in a grayscale image.

☞ "Printing in Standard Mode by Using a Grayscale Image"(P. 14)

☞ "Printing in High Speed Mode by Using a Grayscale Image"(P. 21)

● Printing letters and shapes with uniform thickness

You can create a uniform thickness by printing the entire image on the same layer.

☞ "Printing in Standard Mode by Using a Vector Image"(P. 28)

☞ "Printing in High Speed Mode by Using a Vector Image"(P. 33)

Standard Mode and High Speed Mode

Standard mode and high speed mode are available to perform printing with 2.5D Texture Maker.

● Standard mode

You can express fine bumps.

- Ink expressing bumpiness: Clear ink

● High speed mode

You can create 2.5D prints in a short time.
The high speed mode can print about 3.7 times faster on the 4-color machine and about 1.85 times faster on the 6-color machine compared to the standard mode.

- Ink expressing bumpiness:Quaternary color (cyan + magenta + yellow + black)

- Two layers of white ink are automatically output on the quaternary color.

Chapter 2 Usage Environment and Limitations

This chapter

This chapter describes the usage environment and limitations for 2.5D Texture Maker.

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2.1 Usage Environment and Limitations

Usage Environment

The following environment is required to use 2.5D Texture Maker .

● Printer

Printer	Ink
JFX200-2513EX	Product specification ink

When using the standard mode, refer to the table of ☞ "Special Colorset"(P. 8) below.

● Software

RasterLink6Plus	Version 2.7 or later
RasterLinkTools	Version 1.7.0 or later
RasterLink7	Version 3.0.0 or later

The various conditions are as follows.

● Special Colorset

When you use standard mode, we recommend that you use a color set containing clear ink (CI), as shown below.

Refer to ☞ "Standard Mode and High Speed Mode"(P. 6) for more information about modes.

Color	Special Colorset
4Color+SP	CICIWW
6Color+SP	WCI

- When you use high speed mode, any special color set may be used.
- 2.5D Texture (standard mode) output using CIPWW is half the height of output using CICIWW.

● Recommended printing conditions

Settings	Standard mode:	High speed mode:
Media	[2.5D Texture]Standard	[2.5D Texture]HighSpeed
Resolution	600 x 900 VD	600 x 900 VD
Number of passes	24	• 12 (four-color printer) • 24 (six-color printer)

● Recommended media conditions

Substrate	LH-100	LUS-120	LUS-150	LUS-350
Polycarbonate	Yes	Yes	Not available	Yes
Polystyrene	Yes	Yes	Yes	Yes
ABS	Yes	Yes	Yes	Yes
PET w/ Adhesive Coating HK31WF	Yes	Yes	Yes	Yes
PET w/ Adhesive Coating U292W	Not available	Yes	Yes	Yes

If media other than the above is used, the following may occur.

Please check if there are any problems in the outputs.

- The media warps and collides with the head.
- Ink is peeled from the media over time.

Limitations

- 2.5D Texture Maker cannot execute the printing operations described below in the same job.
  Printing in Standard Mode by Using a Grayscale Image(☞ P. 14)
  Printing in High Speed Mode by Using a Grayscale Image (☞ P. 21)
  Printing in Standard Mode by Using a Vector Image (☞ P. 28)
  Printing in High Speed Mode by Using a Vector Image (☞ P. 33)
- 2.5D Texture Maker cannot be used in combination with the following functions.
  (1) Arrangement (Only jobs that are set to the same mode and layers can be imposition.)
  (2) Crop
  (3) Tiling
  (4) Step & Repeat
  (5) Special Plate (cannot be used for composite jobs)
  (6) Color Replacement
  (7) FOTOBA
  (8) Immediate Print
- When you specify a profile other than the one designed specifically for 2.5D Texture Maker, cannot be printted.
- If you specify WWWW as the special color set, [Standard mode] of 2.5D Texture Maker becomes hidden from view.
- When you change the attribute of a job created with a grayscale image to [2.5D Texture Maker], you cannot select [Slant].
- If auto execution is [Start], you can create a 2.5D Texture Maker job, but it will not be printed.
- You cannot save or apply the various settings saved in [Favorite].
- There are some combinations of RasterLinkTools and RasterLink6Plus that cannot be used depending on the version.

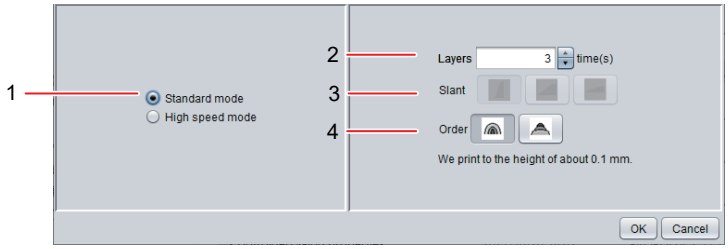
RasterLink6Plus	RasterLinkTools	
	~ Ver.1.10.0	Ver.1.11.0 ~
~ Ver.2.12	OK	Not available
Ver.2.13 ~	OK	OK

- RasterLink7 version 3.0.0 is RasterLinkTools version 1.11.0 or later.

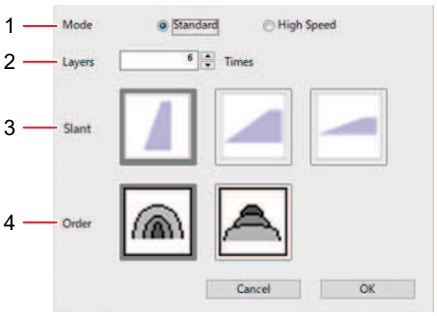
Settings

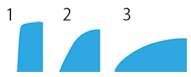
This section describes the settings for 2.5D Texture Maker.

[RasterLink6Plus]



[RasterLinkTools]



1	[Mode]	RasterLink6Plus: Select [Standard mode] or [High speed mode]. RasterLinkTools: Select [Standard] or [High speed].		
2	[Layers]	Printing is performed for the number of layers selected. Increasing the number of layers increases thickness.		
		Possible number of layers	Standard mode:	3 to 17 (approximately 0.1 mm to 0.5 mm)
			High speed mode:	3 to 6 (approximately 0.3mm to 0.5 mm)
3	[Slant]	Select the curve to be applied to edges for thick printing. Select from the following 3 settings. Edges become smoother with each selection to the right. • This setting is not available when printing from grayscale images. 		
4	[Order]	Select one of the following 2 settings. Each has a different level of bumpiness.		
			Printing is performed from the smallest special color region. The edges of the bump have a roundness.	
			Printing is performed from the largest special color region.	

The following settings are displayed in RasterLink7.

5	[Enable Histogram equalization]	Select OFF when the histogram of a grayscale image is equalized. Normally, it should be selected ON. ☑ Enable Histogram equalization

Important!

- From RLTools Ver.1.11.0, the setting item 2 is changed from [layers] to [Level]. However, in RasterLink6Plus, it will remain as [layers]. The level set by RasterLinkTools becomes the following number of layers in RasterLink6Plus.

・Standard Mode

RasterLinkTools	Level	1	2	3	4	5
RasterLink6Plus	Layers	4	7	10	13	17

・High Speed Mode

RasterLinkTools	Level	3	4	5
RasterLink6Plus	Layers	4	5	6

Chapter 3 Printing with 2.5D Texture Maker

This chapter

This chapter describes 4 ways to perform printing.

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[RasterLink] Check and change settings 30
[RasterLink] Printing.....32

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[Illustrator] Creating Print Data.....33
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[RasterLink] Printing.....37

3.1 Printing in Standard Mode by Using a Grayscale Image

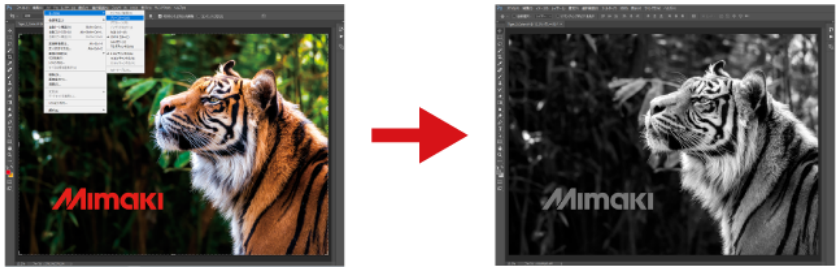
By printing in standard mode, you can express fine bumps.
Standard mode is suitable for printing images that gradually change colors.

[Photoshop] Creating Print Data

1 **Import an image into Photoshop.**

2 **From the menu, select [Image] - [Mode] - [Grayscale].**

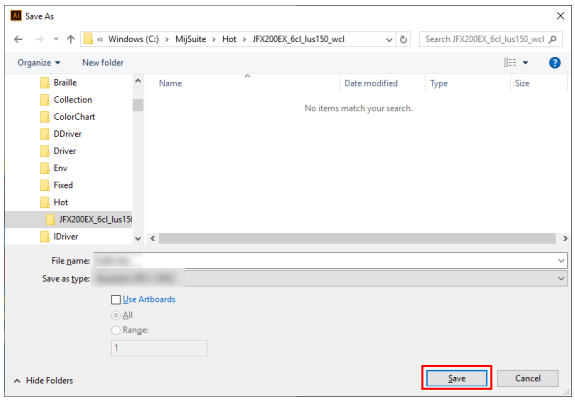
- The image is converted to grayscale.



- When creating a grayscale image, note that areas of lighter color (high tonal values) will result in thicker printing.

3 Save the image.

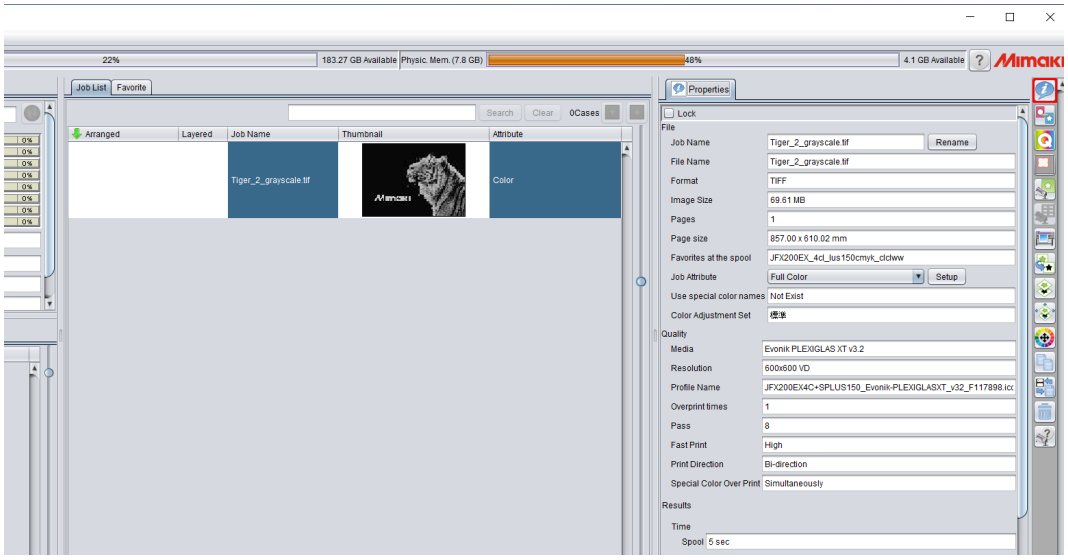
- Save the image in either TIFF or JPEG format.



- If you save the image in the Hot Folder, it will be automatically imported into RasterLink6Plus.

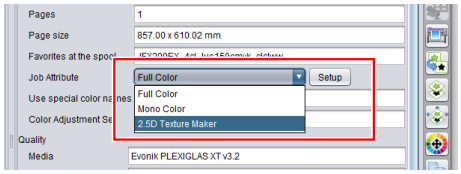
[RasterLink] Setting Up the Job

1 **Load a grayscale image with RasterLink.**



2 **Click the [Properties] icon.**

3 **Change [Job Attribute] to [2.5D Texture Maker].**



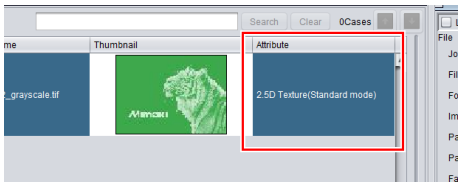
- If the image format is not TIFF or JPEG, you cannot select [2.5D Texture Maker].

4 **Select [Standard mode].**

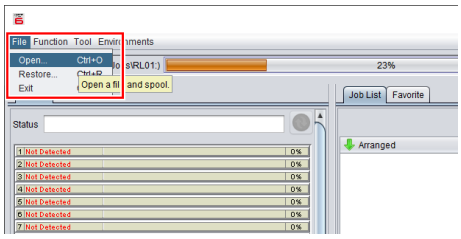
5 Select [Layers] and [Order], and then click [OK].

- For more information about settings, refer to "Settings"(P. 11).

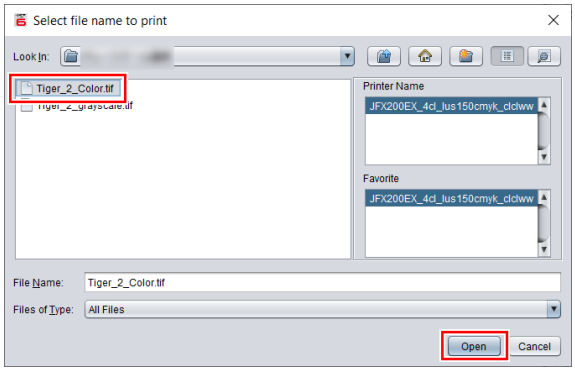
- [Attribute] changes to 2.5D Texture (Standard mode).



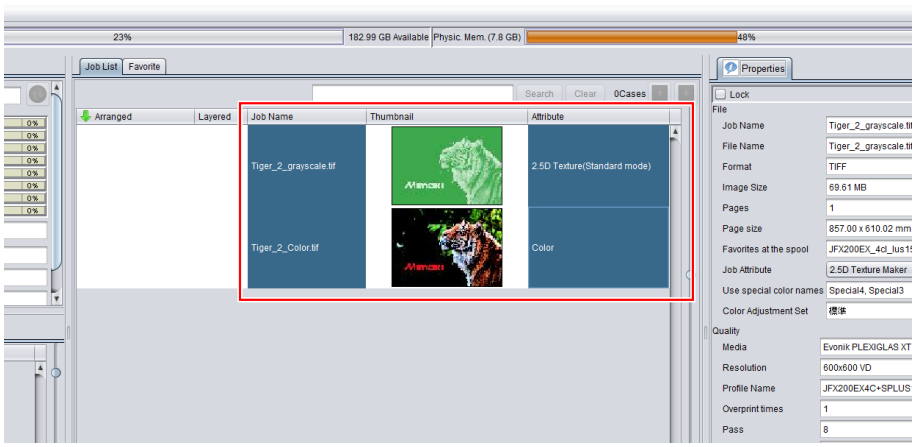
6 From the [File] menu, select [Open].



7 Import the original color image.



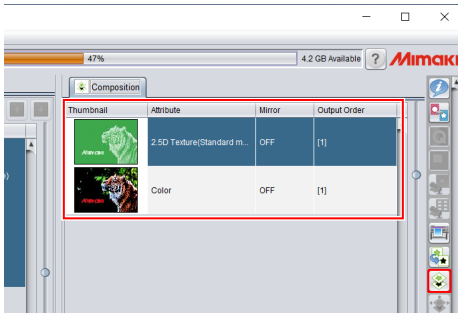
8 Select the two jobs.



9 **Select the [Composition] icon.**

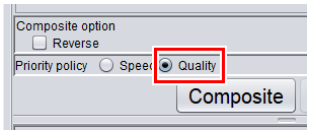
10 **Set the output order of composite jobs to Color -> 2.5D Texture (standard mode).**

- Jobs are output, starting from the bottommost one.

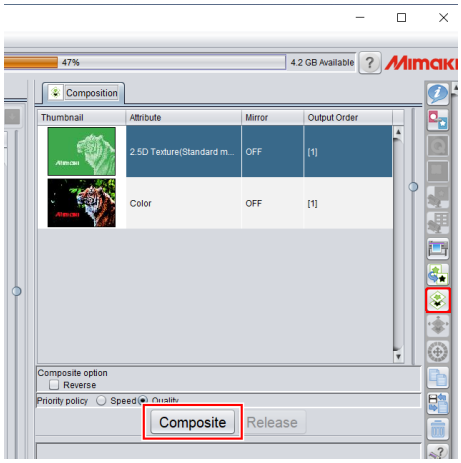


- When you use standard mode, Color -> 2.5D Texture (Standard mode) is recommended as the job output order. However, printing can be performed regardless of which job is output first.

11 **Click the [Quality] icon.**



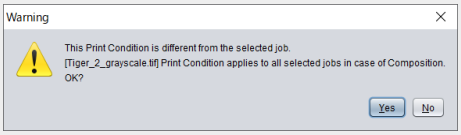
12 **Click [Composite].**



- Jobs are composited.

When the following pop-up appears during the image composition process

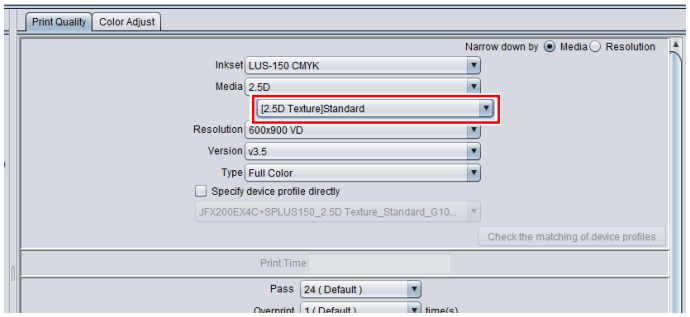
- This pop-up appears when two jobs to be synthesized have different print conditions. You need to determine which print condition you will apply before compositing the jobs.



13 **Select the [Quality] icon.**

14 Make sure the appropriate profile is selected.

- For a job whose [Attribute] is [2.5D Texture] (Standard mode),check that the media is set to “[2.5D] - [2.5D Texture] standard mode”.

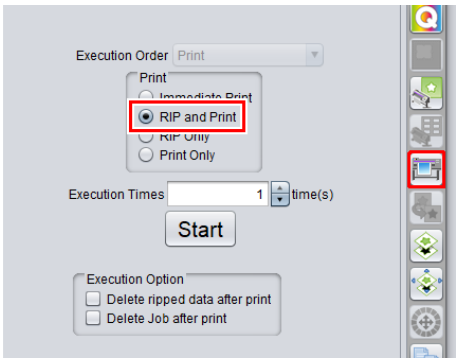


- For jobs whose [Attribute] is other than [2.5D Texture] (Standard mode), check that the media is not in “[2.5D]-[2.5D Texture]Standard”.

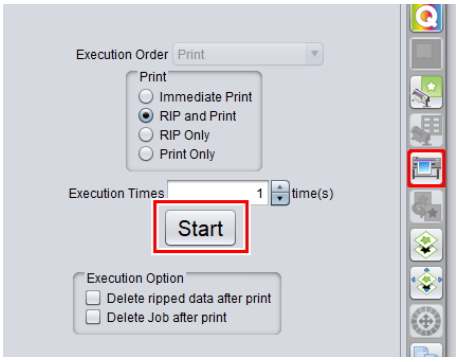
[RasterLink] Printing

1 **Click the [Execution] icon.**

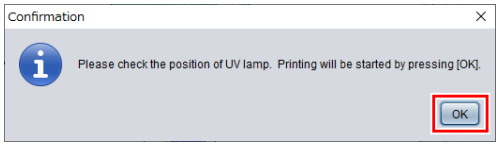
2 **Select [RIP and Print].**



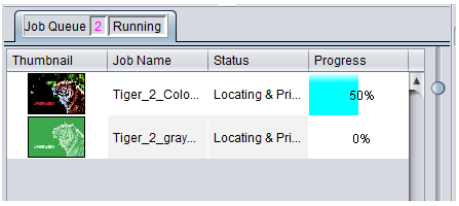
3 **Click the [Start] icon.**



- The [Confirmation] dialog appears. If there is no problem, click [OK].



- After RIP is performed for the set number of layers, printing starts.



3.2 Printing in High Speed Mode by Using a Grayscale Image

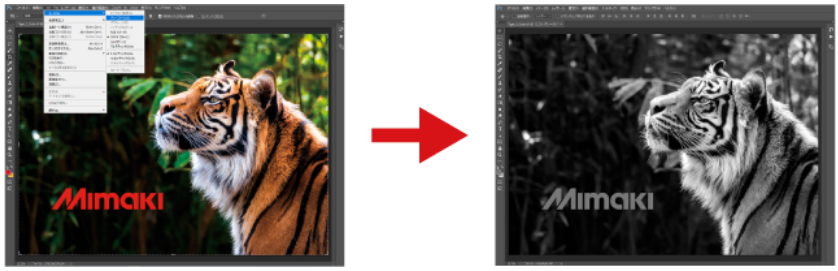
The high speed mode can print about 3.7 times faster on the 4-color machine and about 1.85 times faster on the 6-color machine compared to the standard mode.

[Photoshop] Creating Print Data

1 **Import an image into Photoshop.**

2 **From the menu, select [Image] - [Mode] - [Grayscale].**

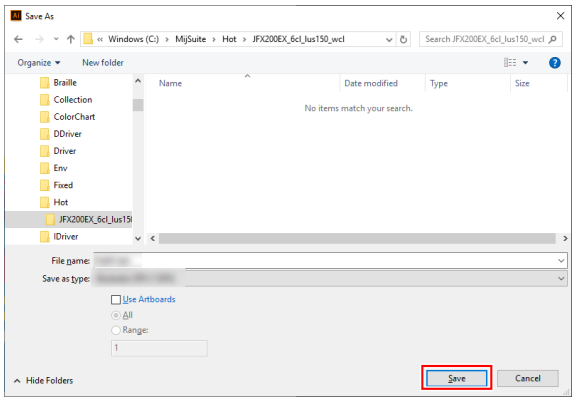
- The image is converted to grayscale.



- When creating a grayscale image, note that areas of lighter color (high tonal values) will result in thicker printing.

3 Save the image.

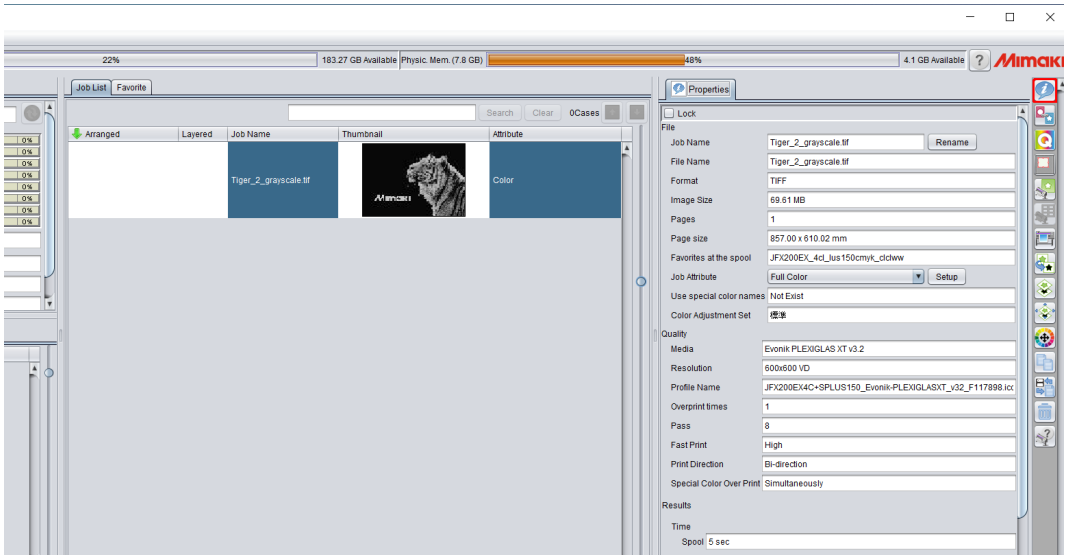
- Save the image in either TIFF or JPEG format.



- If you save the image in the Hot Folder, it will be automatically imported into RasterLink6Plus.

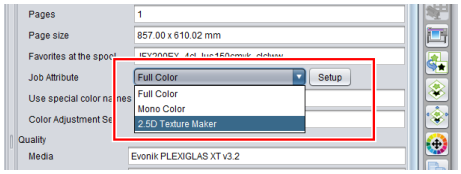
[RasterLink] Setting Up the Job

1 **Load a grayscale image with RasterLink.**



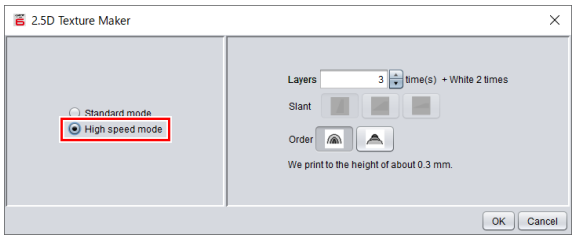
2 **Click the [Properties] icon.**

3 **Change [Job Attribute] to [2.5D Texture Maker].**



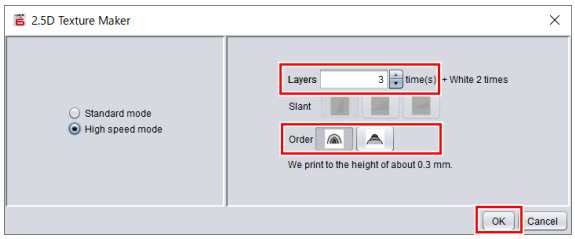
- If the image format is not TIFF or JPEG, you cannot select [2.5D Texture Maker].

4 **Select [High speed mode].**

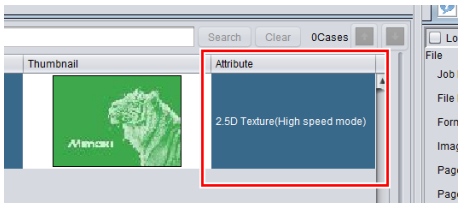


5 Select [Layers] and [Order], and then click [OK].

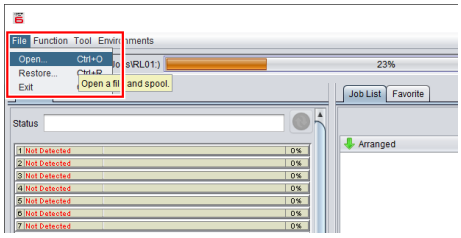
- For more information about settings, refer to "Settings"(P. 11).



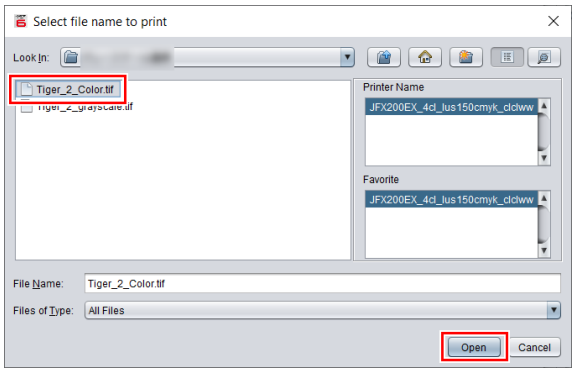
- [Attribute] changes to 2.5D Texture (High speed mode).



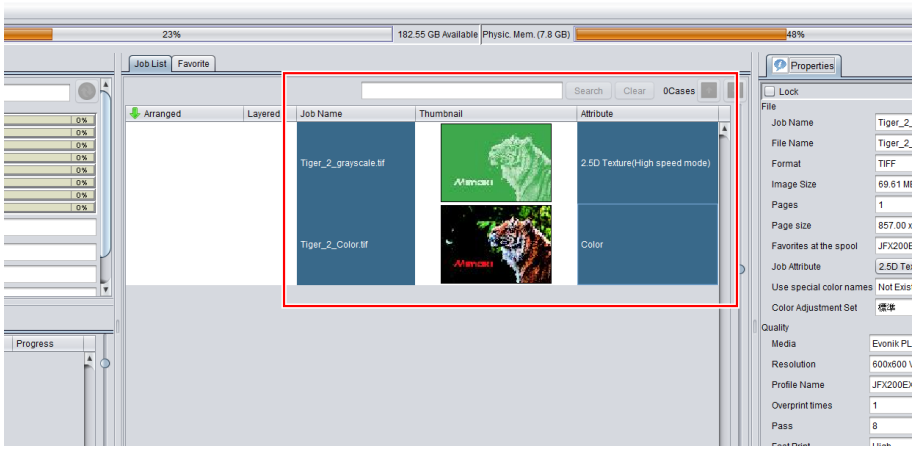
6 From the [File] menu, select [Open].



7 Import the original color image.



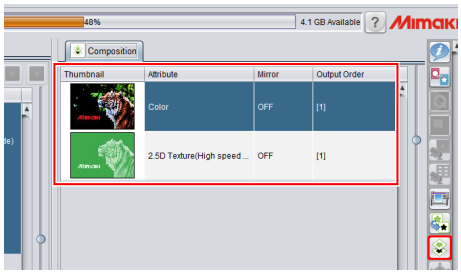
8 Select the two jobs.



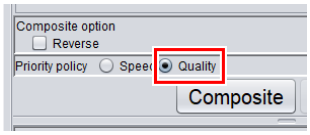
9 **Select the [Composition] icon.**

10 **Set the output order of composite jobs to 2.5D Texture (High speed mode) -> Color.**

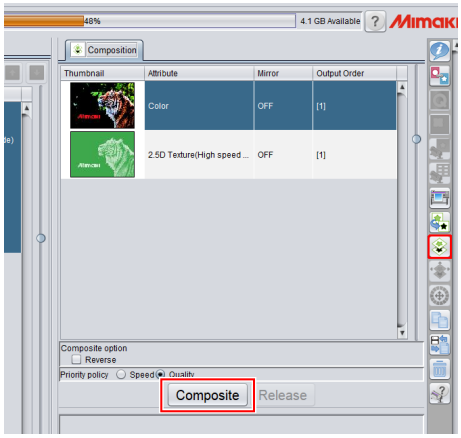
- Jobs are output, starting from the bottommost one.



11 **Click the [Quality] icon.**



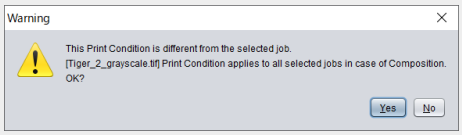
12 **Click [Composite].**



- Jobs are composited.

When the following pop-up appears during the image composition process

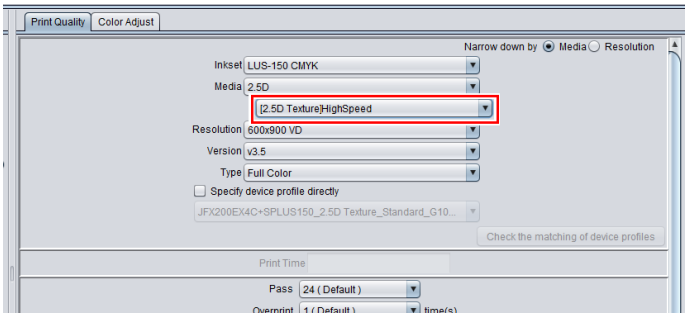
- This pop-up appears when two jobs to be synthesized have different print conditions. You need to determine which print condition you will apply before compositing the jobs.



13 **Select the [Quality] icon.**

14 Make sure the appropriate profile is selected.

- For a job whose [Attribute] is [2.5D Texture] (High speed mode),check that the media is set to “[2.5D] - [2.5D Texture] High speed mode”.



- For jobs whose [Attribute] is other than [2.5D Texture] (High speed mode), check that the media is not in “[2.5D]-[2.5D Texture]HighSpeed”.

[RasterLink] Printing

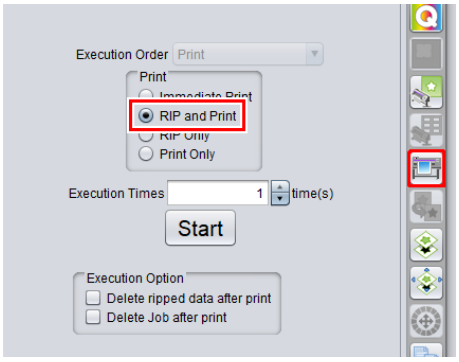
The output of white ink can be thickened.

- When white ink is output on the quaternary color in high-speed mode, the edge of the quaternary color below the white ink may be visible.

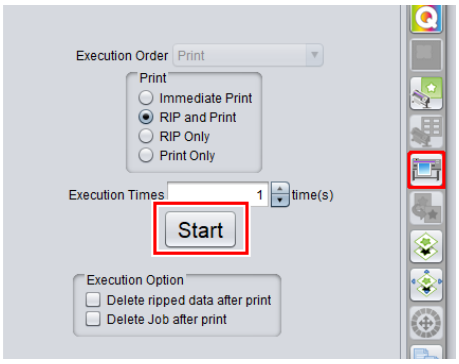
  In that case, use the size correction function of [Special plate] to make the setting to thicken the output of white ink. For details, refer to "RasterLink6Plus".
- This setting applies only to the two layers of white ink, not to the quaternary color area.

1 **Click the [Execution] icon.**

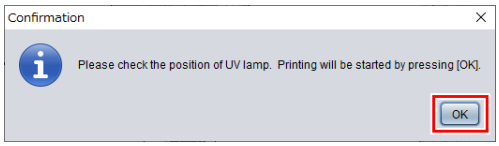
2 **Select [RIP and Print].**



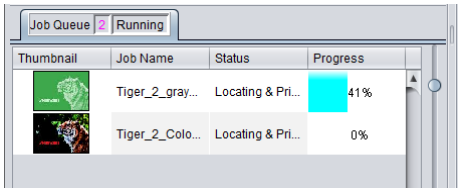
3 **Click the [Start] icon.**



- The [Confirmation] dialog appears. If there is no problem, click [OK].



- After RIP is performed for the set number of layers (+ white 2 layers), printing starts.



3.3 Printing in Standard Mode by Using a Vector Image

Printing in standard mode allows you to print slanted sides smoothly.

[Illustrator] Creating Print Data

1 **Create data to print with Illustrator.**

Important! • When printing thin lines, the image might not be printed at the set thickness. Adjust the thickness setting so that ruled lines are at least 3 mm thick when printed.

2 **Select objects you want to print.**

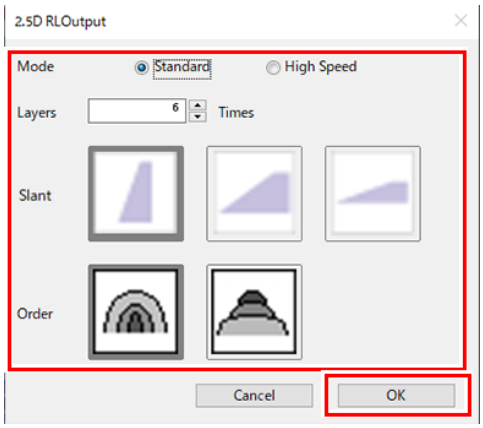
3 **Click the [2.5D RLOutput] icon of RasterLinkTools.**

- Alternatively, from the [File] menu, select [RasterLink] - [2.5D RLOutput].

- The [2.5D RLOutput] dialog appears.

4 Set [Mode], [Layers], [Slant], and [Order], and then click [OK].

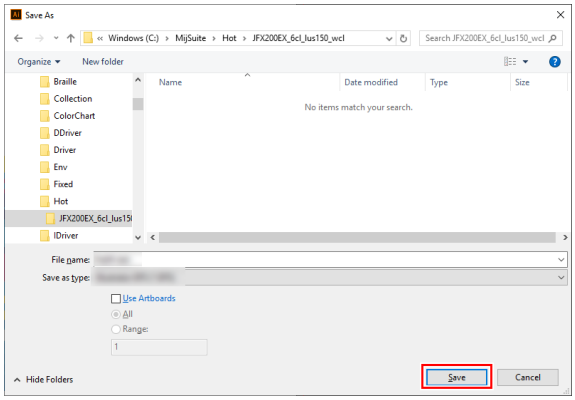
- To use standard mode, select [Standard Mode].



- For more information about settings, refer to "Settings"(P. 11).

- In case of RasterLinkTools Ver.1.11.0 or later, set [Mode], [Level], [Slant] and [Order].

5 Select the Hot Folder, and then click [Save].



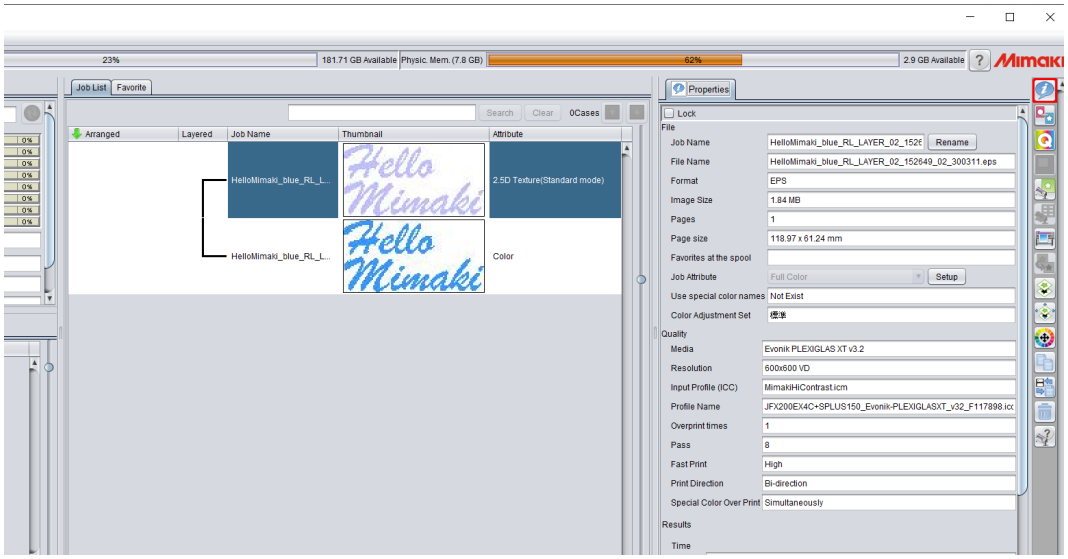
- If you save the image in the Hot Folder, it will be automatically imported into RasterLink6Plus.

[RasterLink] Check and change settings

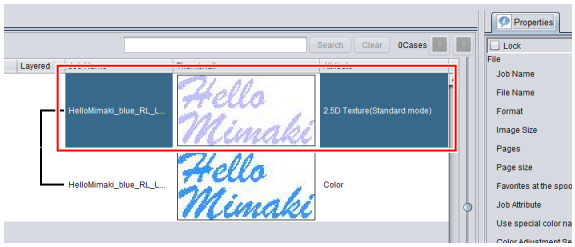
- If you do not check or change the settings of 2.5D Texture Maker, the following operations are not required.

1 Start RasterLink6Plus.

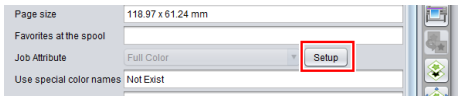
- If you saved the image in the Hot Folder in the previous step, it will be automatically imported.



2 Select a job whose [Attribute] is [2.5D Texture(Standard mode)], and then click the [Properties] icon.



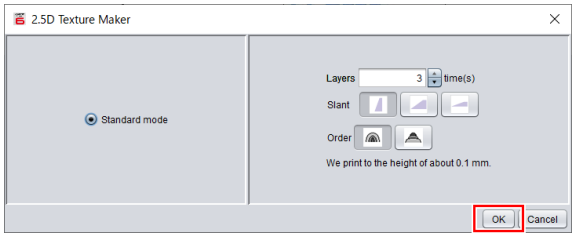
3 Click [Setup] for [Job Attribute].



- The [2.5D Texture Maker] dialog appears.

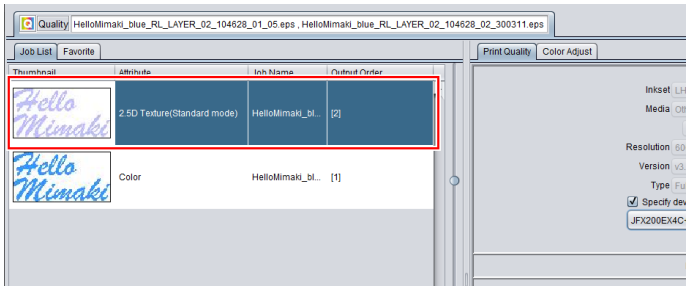
4 Check the 2.5D Texture Maker settings and click [OK].

- If you want to change the settings, change them here.
- For more information about settings, refer to "Settings"(P. 11).



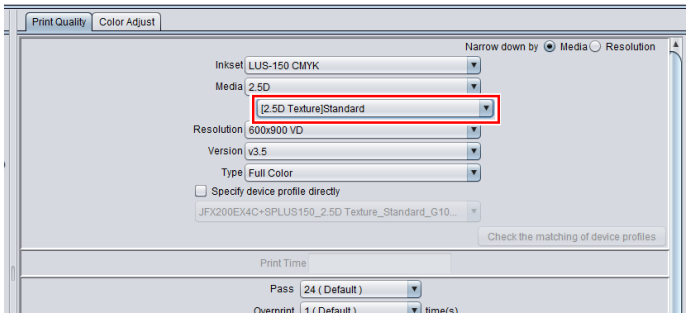
5 Select the [Quality] icon.

6 Select a job whose attribute is [2.5D Texture(Standard mode)].



7 Make sure the appropriate profile is selected.

- For a job whose [Attribute] is [2.5D Texture] (Standard mode),check that the media is set to “[2.5D] - [2.5D Texture] standard mode”.

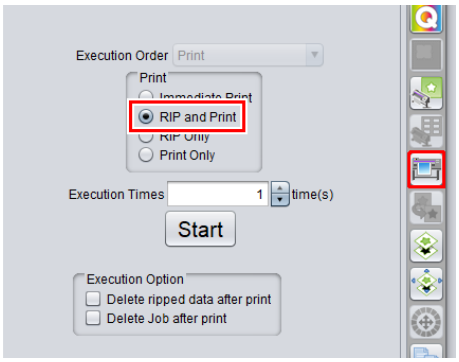


- For jobs whose [Attribute] is other than [2.5D Texture] (Standard mode), check that the media is not in “[2.5D]-[2.5D Texture]Standard”.

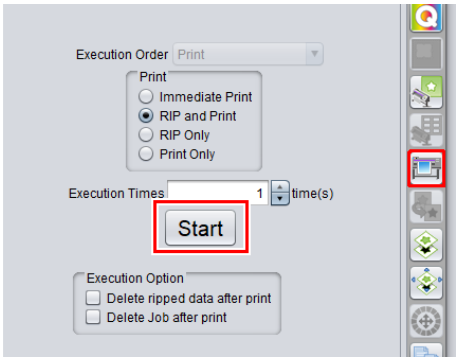
[RasterLink] Printing

1 **Click the [Execution] icon.**

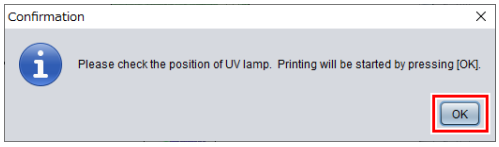
2 **Select [RIP and Print].**



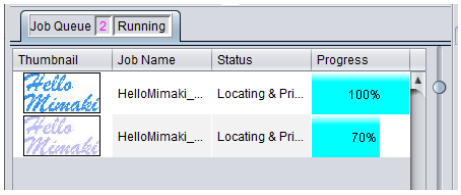
3 **Click the [Start] icon.**



- The [Confirmation] dialog appears. If there is no problem, click [OK].



- After RIP is performed for the set number of layers, printing starts.



3.4 Printing in High Speed Mode by Using a Vector Image

The high speed mode can print about 3.7 times faster on the 4-color machine and about 1.85 times faster on the 6-color machine compared to the standard mode.

[Illustrator] Creating Print Data

1 **Create data to print with Illustrator.**

Important!

- When printing thin lines, the image might not be printed at the set thickness. Adjust the thickness setting so that ruled lines are at least 3 mm thick when printed.

2 **Select objects you want to print.**

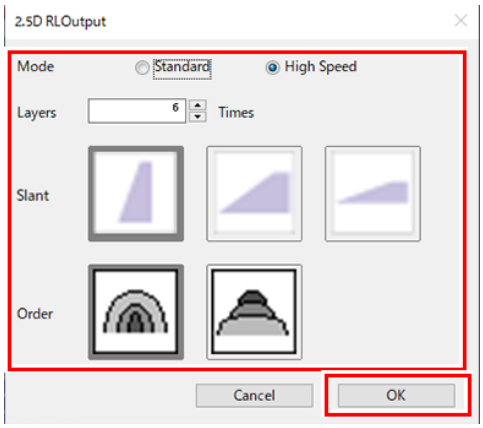
3 **Click the [2.5D RLOutput] icon of RasterLinkTools.**

- Alternatively, from the [File] menu, select [RasterLink] - [2.5D RLOutput].

- The [2.5D RLOutput] dialog appears.

4 Set [Mode], [Layers], [Slant], and [Order], and then click [OK].

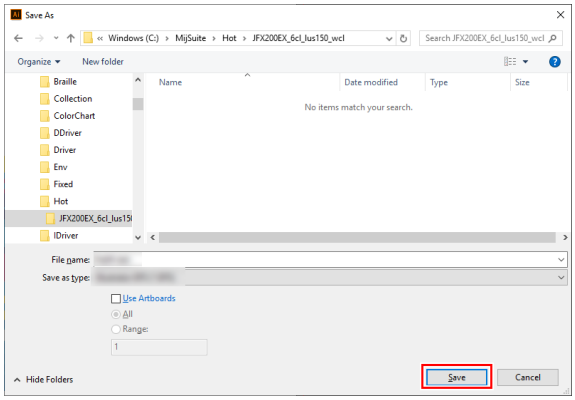
- To use high speed mode, select [High speed mode].



- For more information about settings, refer to "Settings"(P. 11).

- In case of RasterLinkTools Ver.1.11.0 or later, set [Mode], [Level], [Slant] and [Order].

5 Select the Hot Folder, and then click [Save].



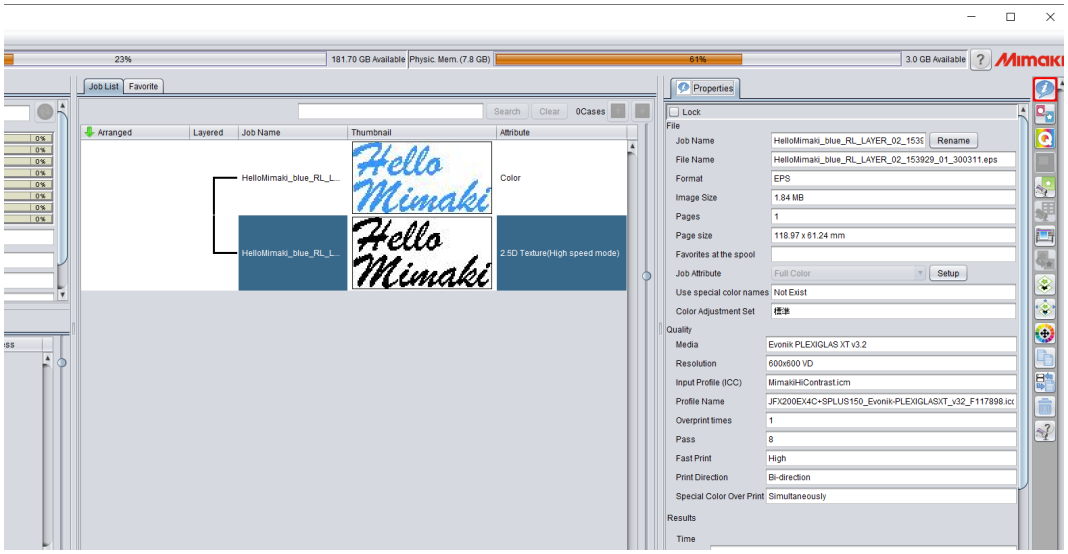
- If you save the image in the Hot Folder, it will be automatically imported into RasterLink6Plus.

[RasterLink] Check and change settings

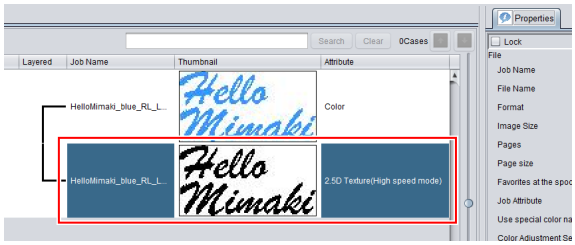
- If you do not check or change the settings of 2.5D Texture Maker, the following operations are not required.

1 **Start RasterLink6Plus.**

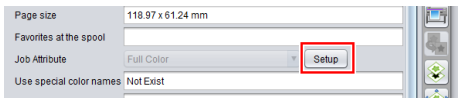
- If you saved the image in the Hot Folder in the previous step, it will be automatically imported.



2 **Select a job whose [Attribute] is [2.5D Texture(High speed mode)], and then click the [Properties] icon.**



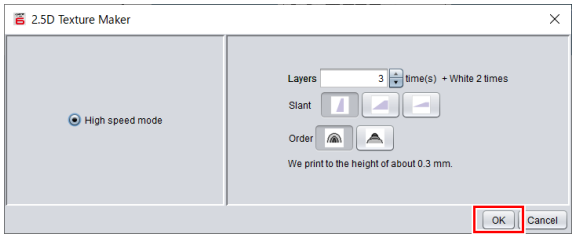
3 **Click [Setup] for [Job Attribute].**



- The [2.5D Texture Maker] dialog appears.

4 **Check the 2.5D Texture Maker settings and click [OK].**

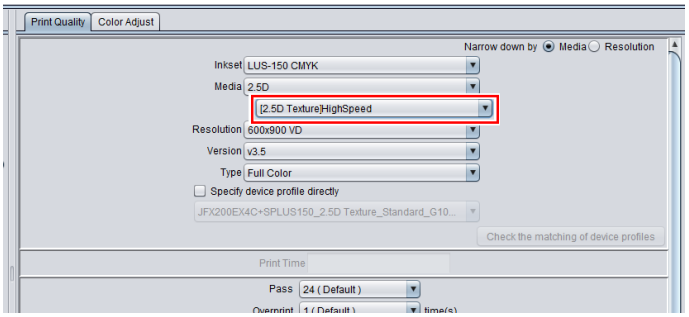
- If you want to change the settings, change them here.
- For more information about settings, refer to "Settings"(P. 11).



5 **Select the [Quality] icon.**

6 Make sure the appropriate profile is selected.

- For a job whose [Attribute] is [2.5D Texture] (High speed mode),check that the media is set to “[2.5D] - [2.5D Texture] High speed mode”.



- For jobs whose [Attribute] is other than [2.5D Texture] (High speed mode), check that the media is not in “[2.5D]-[2.5D Texture]HighSpeed”.

[RasterLink] Printing

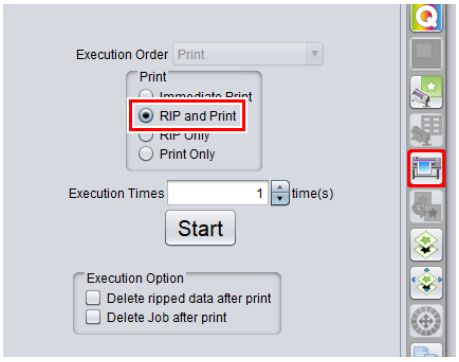
The output of white ink can be thickened.

- When white ink is output on the quaternary color in high-speed mode, the edge of the quaternary color below the white ink may be visible.

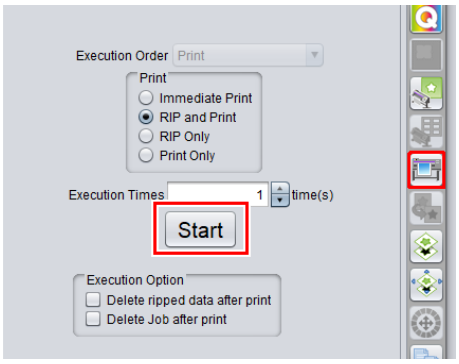
  In that case, use the size correction function of [Special plate] to make the setting to thicken the output of white ink. For details, refer to "RasterLink6Plus".
- This setting applies only to the two layers of white ink, not to the quaternary color area.

1 **Click the [Execution] icon.**

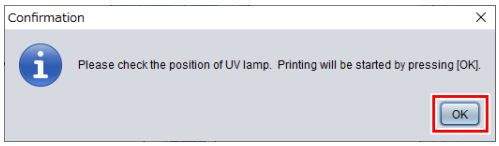
2 **Select [RIP and Print].**



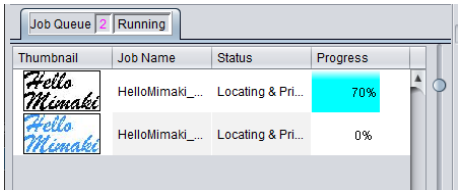
3 **Click the [Start] icon.**



- The [Confirmation] dialog appears. If there is no problem, click [OK].



- After RIP is performed for the set number of layers (+ white 2 layers), printing starts.



Chapter 4 Error Messages

This chapter

This chapter describes the error messages displayed by 2.5D Texture Maker.

Displayed Messages and the Conditions Under Which They Are Displayed 40

4.1 Displayed Messages and the Conditions Under Which They Are Displayed

The following table describes the messages displayed by 2.5D Texture Maker and the conditions under which they are displayed.

Error Messages	Indicate condition
A 2.5D Texture (Standard mode) profile is not selected. Select a 2.5D Texture (Standard mode) profile.	A 2.5D Texture (Standard mode) profile is not selected although 2.5D Texture (Standard mode) is set as the job attribute.
A 2.5D Texture (High speed mode) profile is not selected. Select a 2.5D Texture (High speed mode) profile.	A 2.5D Texture (High speed mode) profile is not selected although 2.5D Texture (High speed mode) is set as the job attribute.
The selected profile does not match the ink set of the printer in use. Select another profile.	The ink set of the printer in use is different from the ink set of the selected 2.5D Texture profile.
A 2.5D Texture profile is selected. Select another profile.	A 2.5D Texture profile is selected although a job attribute other than 2.5D Texture is set.

JFX200-2513EX 2.5D Texture Maker Guide

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