# GETTING STARTED ON THE LARGE FORMAT PRINTER









## LOADING YOUR FILE

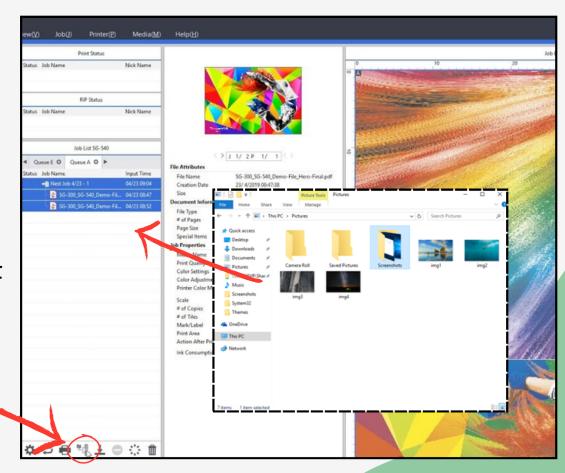
This machine takes the following file types: .jpeg, .pdf, and .eps

It cannot load .png files

Locate your file(s) in the file folder and drag it into the queue.

If you have multiple files you want to print in one print job, highlight the files in the queue, then click the **Nest** icon.

Double click on your file(s) in the queue. This will take you to the editing screen.



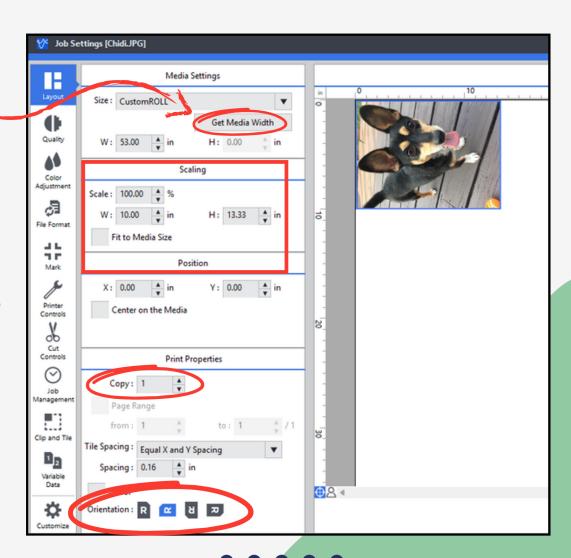


#### **EDITING YOUR FILE - LAYOUT**

On this screen, you'll use the Layout, Cut Controls, and Clip and Tile tab options the most.

Before editing your design,
ALWAYS click **Get Media Width** first. This lets the
software know the width of roll
you've put into the machine.

In the **Layout** tab, you can change the size, center, add the number of copies you want to make, and rotate your design.

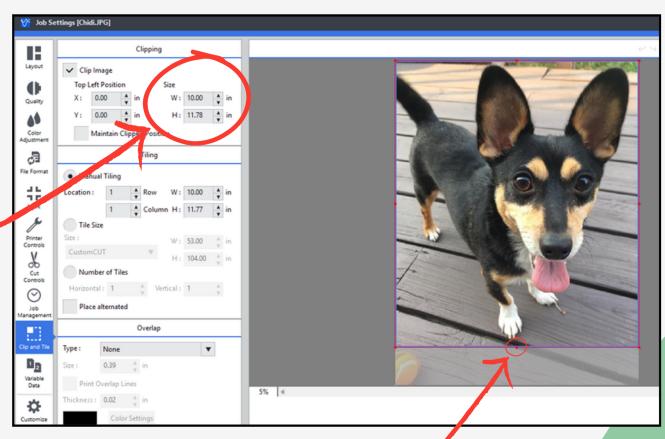


### **EDITING YOUR FILE - CROPPING**

In the Clip and Tile tab, you

can crop your image.

You can put in the size you want your image to be here or drag the edges of your image to crop.



When dragging the edges to crop, you **must grab the** red boxes. If you do not, it will tile your image instead - we do not want that.



### **EDITING YOUR FILE - STICKER SETTINGS**

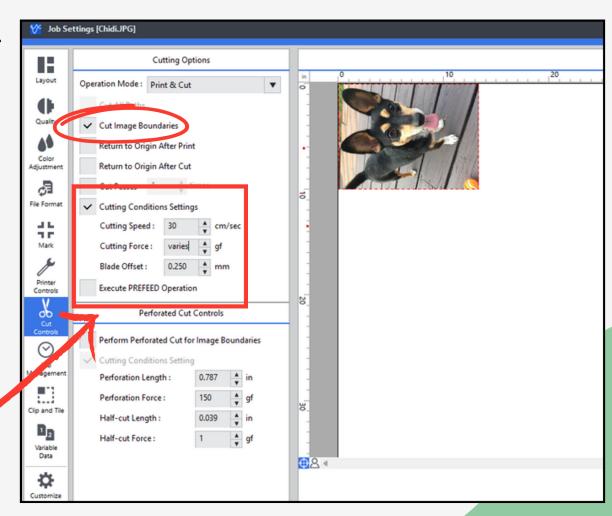
In the **Cut Controls** tab, you'll input your cut settings for stickers.

If you have square/rectangular stickers, checkmark **Cut Image Boundaries**.

If you have already added cutlines to your sticker, skip this step.

Next, checkmark Cutting Conditions Settings.

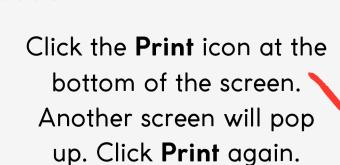
The cutting force varies depending on blade usage.
Check the sign on the printer that says **Offset Blade Replacement Date** or ask a staff member for assistance.

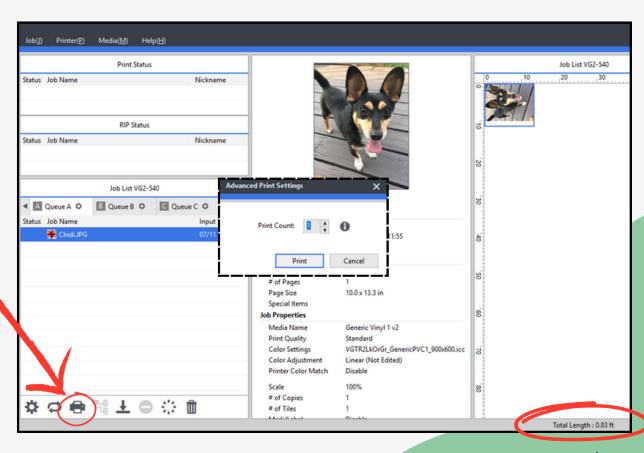




#### **READY TO PRINT**

Once you are ready to print, click **Okay**. This will take you back to the home screen.





We charge \$4 per foot on all 54" wide rolls. Any of the shorter rolls, we charge \$2 per foot. Length total will be rounded up to the next foot.



Total print length (this includes all files loaded into the software)