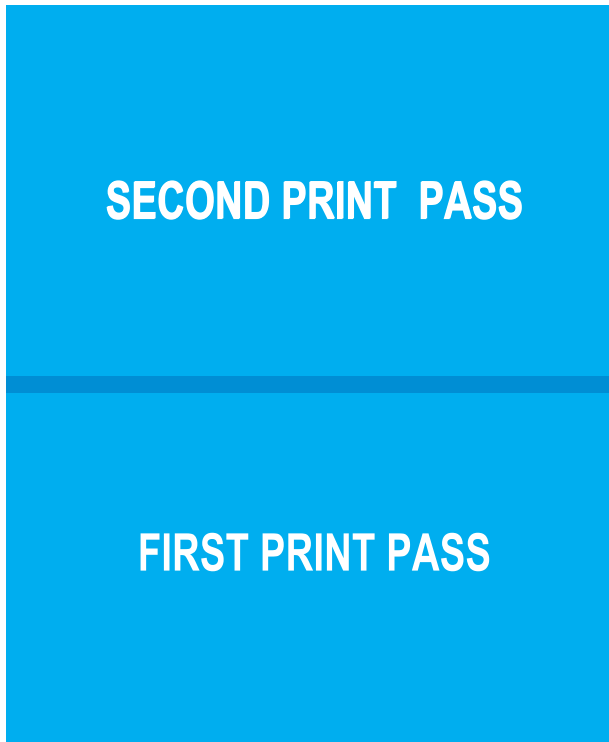


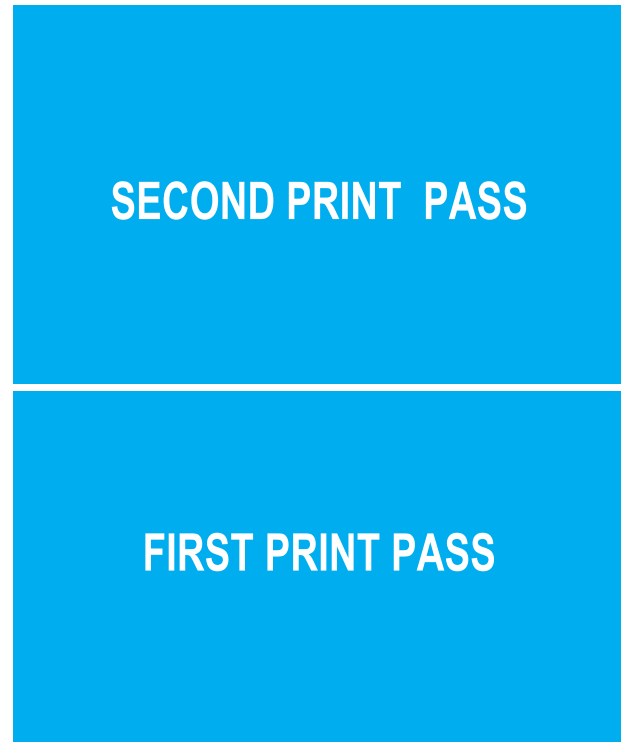
Summa DC4 & DC4sx Training Aid

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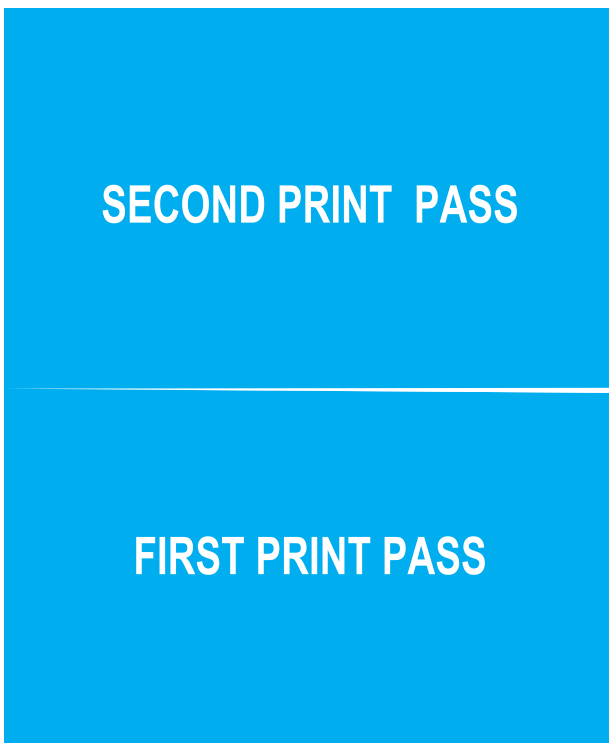
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Too much overlap
(Scenario 1)



Gap or Line Between Passes
(Scenario 2)



Gap between passes but more so on one side (left side is okay but the right side has a line...or vice versa).
(Scenario 3)

Resolution:

Scenarios 1 and 2 - Run a Linefeed Calibration Test.

Scenario 3 - Run a Linefeed Calibration Test.

If this does not solve the problem refer to the “Adjust Linefeed” document.

SECOND PRINT PASS

FIRST PRINT PASS

Magenta and/or yellow
lines between passes
(Scenario 4)

Resolution:

Scenario 4 - Run a Linefeed Calibration Test

SECOND PRINT PASS

FIRST PRINT PASS

Each Pass Is Offset or
Stair Stepped
(Scenario 5)

Scenario 5 - 1. Unclamp the vinyl, realign it, then
reclamp

2. Run a Linefeed Calibration Test

3. See if the problem is solved.
If not, Run an Automatic
Head Alignment Test

Heat Wrinkles



Resolution: Print head is burning too hot and the density needs to be lowered.

Tension Wrinkles



Resolution: Adjustable in Summa Printer Control. Contact Summa Support for further assistance.

Print and Cut Calibration

Set 1	
-8	+8
-7	+7
-6	+6
-5	+5
-4	+4
-3	+3
-2	+2
-1	+1
0	0

perfectly calibrated
0 is the best match.

To determine the correct set find where the **vertical** line crosses over from one side to the other.

Summa

cut line is accurate

DARK COLORED OUTLINE IS THE CUT PATH

Summa

cut line is misaligned

Set 1	
-8	+8
-7	+7
-6	+6
-5	+5
-4	+4
-3	+3
-2	+2
-1	+1
0	0

Cut line would be misaligned. -4 is the best match.

Set 2	
-8	+8
-7	+7
-6	+6
-5	+5
-4	+4
-3	+3
-2	+2
-1	+1
0	0

perfectly calibrated
0 is the best match.

To determine the correct set find where the **horizontal** line crosses over top to bottom or vice versa.

Set 2	
-8	+8
-7	+7
-6	+6
-5	+5
-4	+4
-3	+3
-2	+2
-1	+1
0	0

Cut line would be misaligned. +5 is the best match.



Many variables can effect the look of a photograph or bitmap. Here are a few examples showing the differences of printing in CMYK or CMY modes (3-color / 4-color) and whether the image itself is set to RGB or CMYK (within the software). ICC profiles will also have an influence. (note: when printing bitmaps, they should be designed at 100 DPI at the output size for best results.)



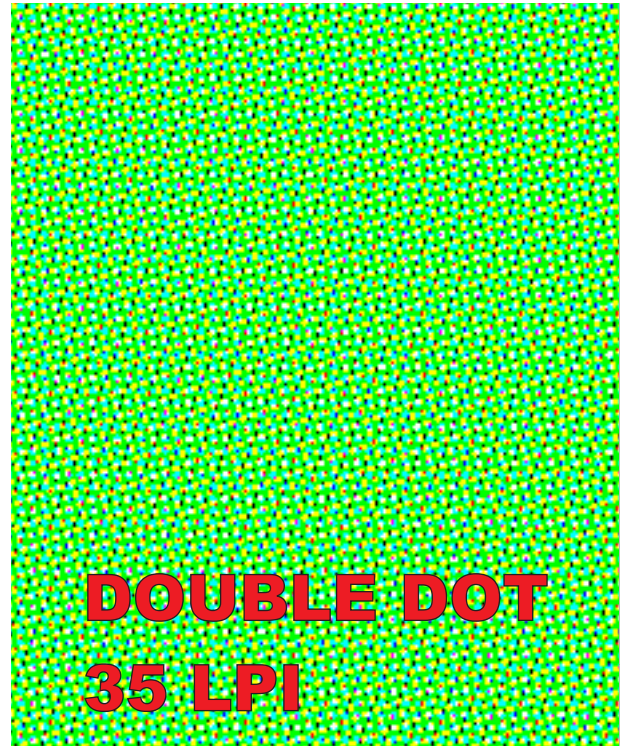
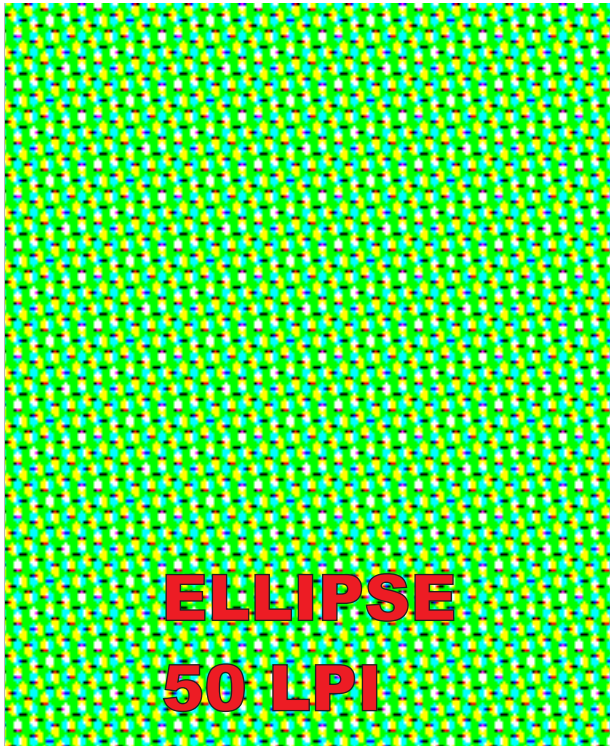


Vector

A smoother gradient can be achieved by converting the gradient object to a bitmap and adding noise to the image. In Corel, random gaussian noise is typically used with a level of 12 and a density of 100. Settings in Summa Color Control can also help. Such as the dot pattern used and/or printing in HI-Res mode. Using the Double Dot pattern at a 25 frequency works well with smaller graphics while the round dot pattern at 42 frequency works well with larger images. Printing Hi-Res mode from Color Control can also help.



Converted to Bitmap with noise added



Examples of different dot patterns. These are zoomed in samples for illustration purposes that show the effect dot patterns and frequency have. Ellipse is the default and the recommend pattern for most printing. Generally, double dot is used for smaller graphics because the viewing distance is typically fairly close. Also, when using double dot it is not recommended to use a frequency higher than 35 LPI. Rhomboid works well for larger graphics where the viewing distance will be greater than 10 ft and banding is a concern.

