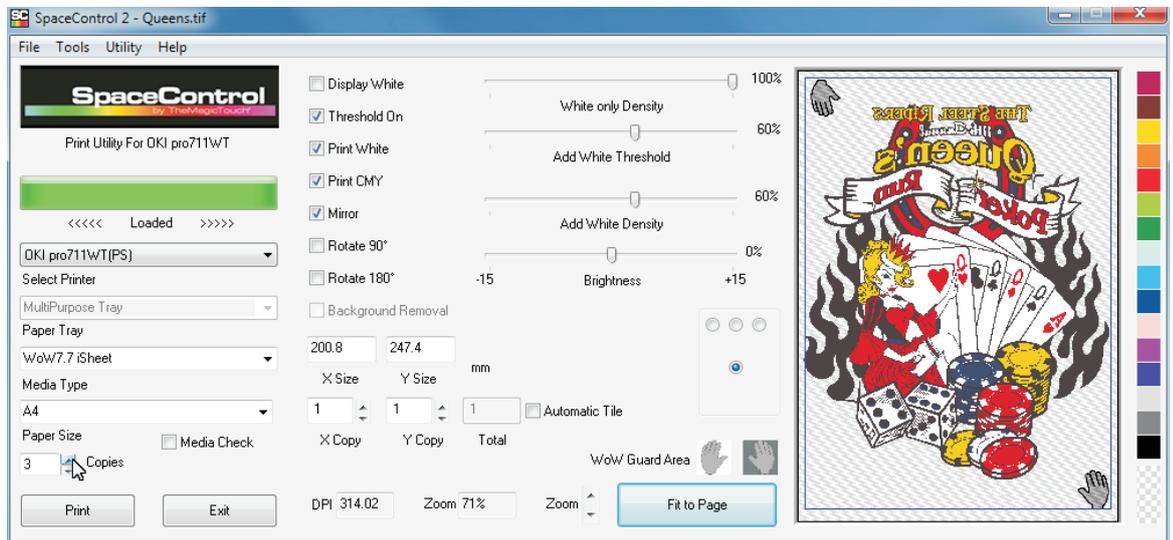
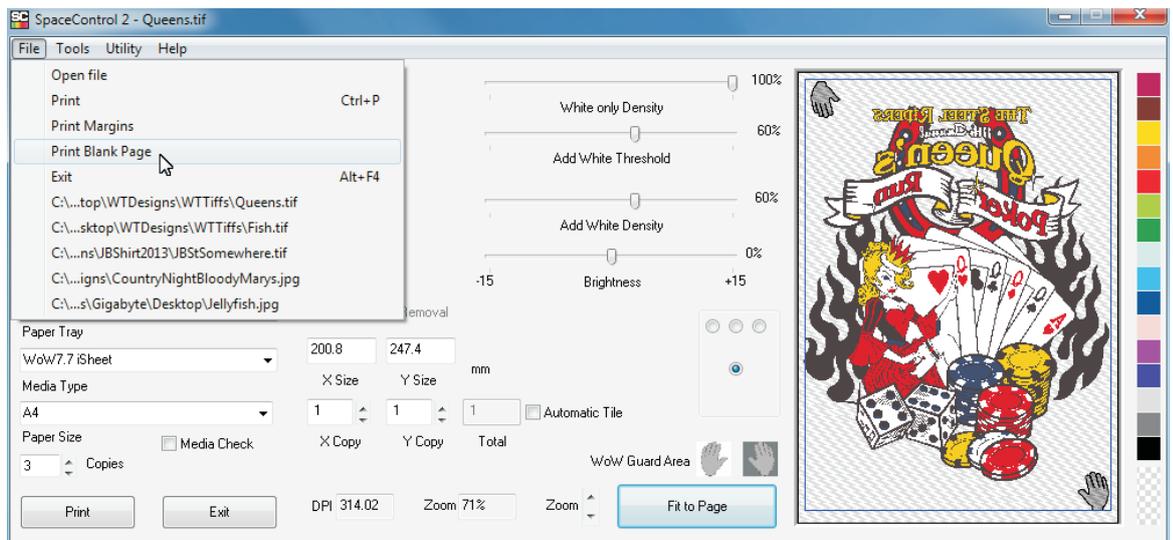


As the Fuser Units and the WoW7.7 iSheets have some Variables/Tolerances you might encounter cold offset /fusing problems of black areas in your images especially when the original file is a vector file with black fills. Those black areas converted to a bitmap .tif or .png etc. will pile up to 300% toner in the CMY conversion. To overcome the problem always use the latest release of SpaceControl and follow the steps below:

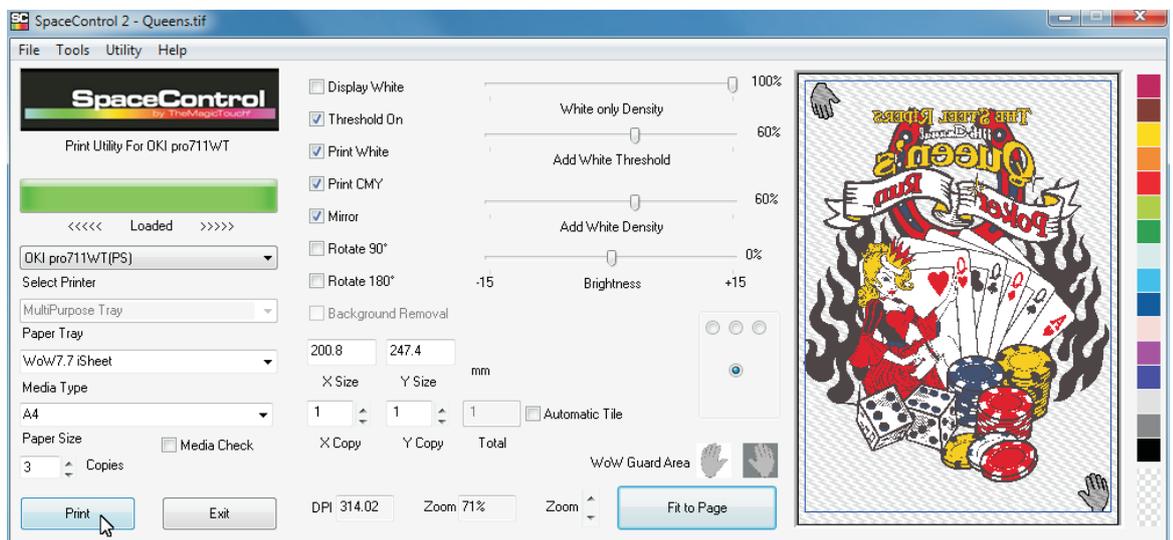
1. Open your file and set up your print job selecting WoW7.7 iSheets and i.e. 3 Copies. Place 3 or more iSheets in the MultiPurpose Tray.



2. Select 'File' and 'Print Blank Page'. The Printer will now run the selected number of iSheets without printing anything on them. Take those iSheets from the exit tray and place them back into the MultiPurpose Tray.



3. Now select 'Print' and your image will be printed on the selected number of iSheets. In case you still have small bits of black toner not fusing completely or small blisters in black areas repeat Step 2. for a second time.

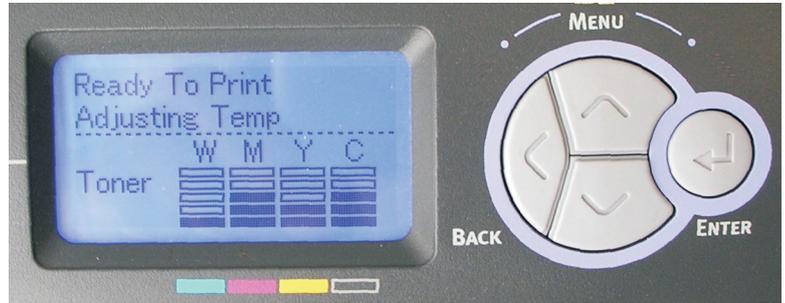


Further Information on Page 2 >>>

Make sure you don't print vector black starting the printer from 'Power Save' mode. Always use the 'Wake Up' button and let the printer warm up for a few minutes. To force the fuser warming up quicker you could print a configuration page or a demo page. If all measures fail you have one last option: Lower the CMY print density to -1, -2 or -3. Here is how you do this:

Go to your printer's control panel.

Press 'Menu'
Press Down Arrow to 'Calibration'
Press 'Enter'
Press Down Arrow to 'Cyan Density'
Press 'Enter'
Press Down Arrow to either -1 or -2 or -3
Confirm your selection by pressing 'Enter'
Press Left Arrow and select 'Magenta Density'
and follow the same steps as you did for 'Cyan Density' and after this the same for 'Yellow Density'.



Please note, as this measure will reduce the print density of the CMY toners and you will lose overall colour vibrance of your image. Alternatively you could use 80 or 90% black in your vector file before you convert it to a bitmap .tif or .png.