

Near Edge Printhead Adjustment Procedure

*Applicable machines: 640x, ALX92x, ALX73x, XTP804, XPA93x
XPM94x, XDM94x, XLP60x*

This procedure may be required after a printhead replacement or if print contrast quality deteriorates. Tools required: 1.5mm hex key, 2.5mm hex key.

- Firstly, **make sure printhead is clean** by powering down machine and cleaning printhead with alcohol wipes.
- Print out a label for reference using your label design software, or in the printer settings using the following method:
 - In **OFFLINE/Home** mode, press **PROG** (or spanner icon for new gen machines) to enter printer menu.
 - If password is required press Enter, Enter, Up, Down, Enter, Enter.
 - On **PRINT INFO** or **INFO>STATUS PRINTOUTS** (new generation machines) menu, print the test **Reference Label**.
- To adjust the printhead, loosen the 4 screws marked A and B in Fig.1 below with a 2.5mm hex key. Do not screw out all the way.
- Once loosened, the printhead can be adjusted on the bracket by tightening or loosening the screws marked C (Fig.1) by ¼ of a turn at a time. Lock screws A and B after this adjustment.

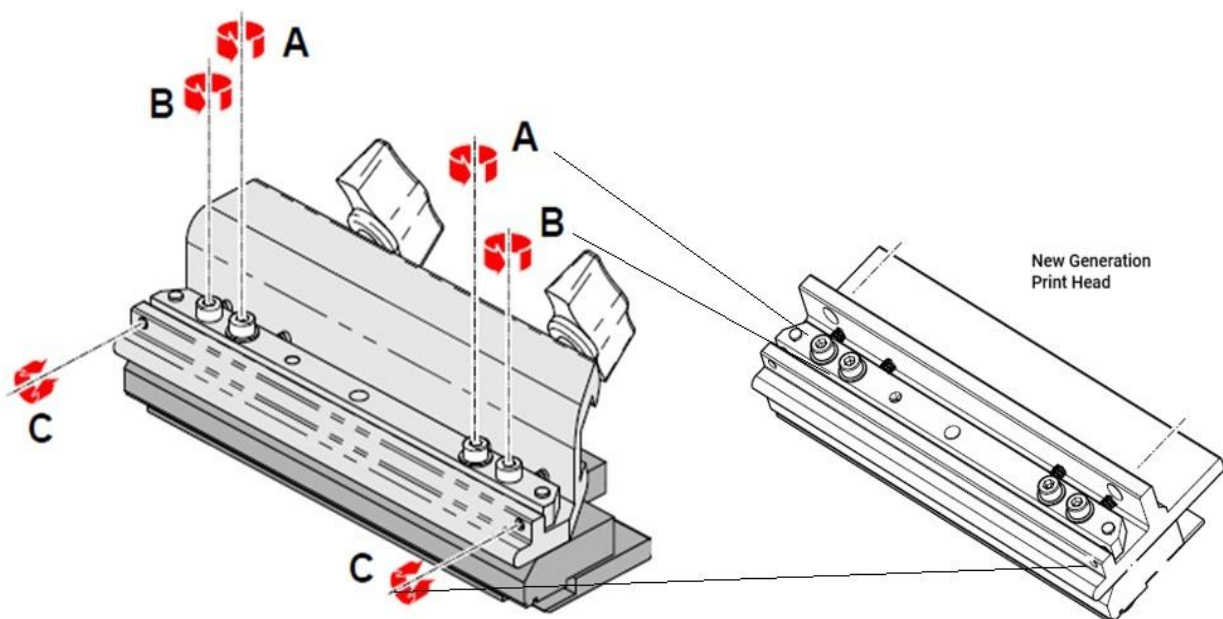


Fig.1 Printhead adjustment screws.

- Perform a test print as above and compare print quality. Repeat procedure ($\frac{1}{4}$ of a turn at a time) until print quality is good enough or begins to deteriorate. If this happens, perform the procedure above but *unscrew* C until the best quality is achieved.
- Other factors effecting print quality can be:
 - Darkness level setting for print (in software or on printer).
 - Printhead condition – normally missing lines in print (dead dots).
 - Print roller condition.
 - Incorrect foil type.

Note: ‘Closer’ is not necessarily better!

In unscrewing the grub screws (C), the print quality can actually deteriorate. The aim of the balancing is to align the printhead with the highest point of the roller (see Fig.2).

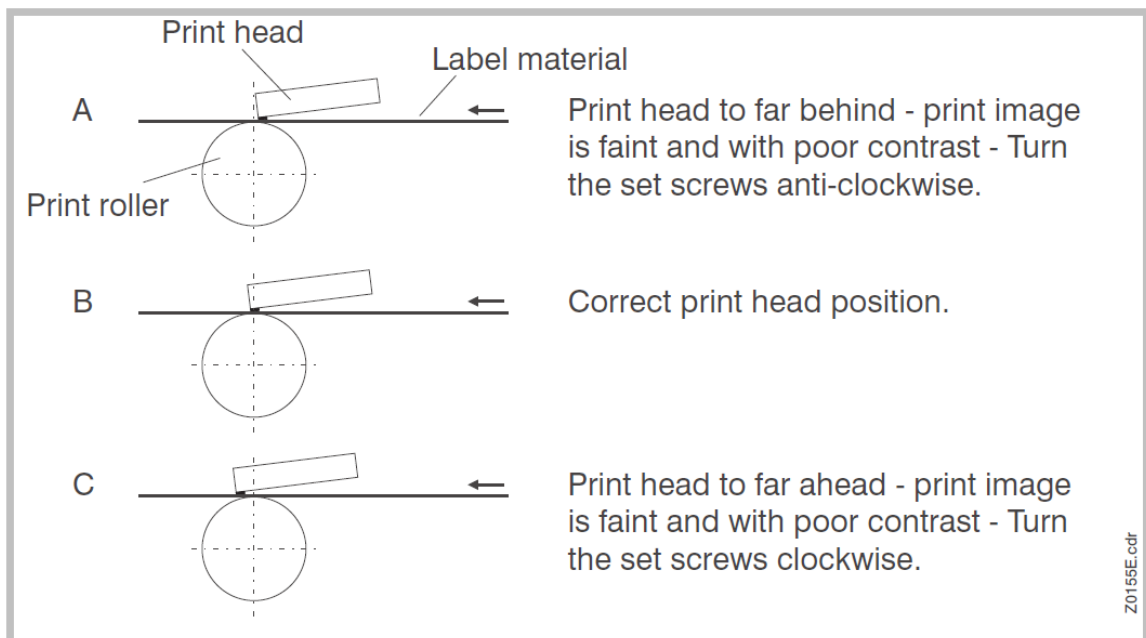


Fig.2 Alignment Position.

Note: Photos shown may be for wider/narrower machine, however procedure is identical.