

3ALPS HS/BY series

3ALPS HS130X SERIES and 3ALPS BY130X SERIES are proof / photo printers using water-based ink.

3ALPS HSflatbed SERIES and 3ALPS BYflatbed SERIES are production printers using UV ink.

HS and BY SERIES differ in electronics and print data format. The drivers for one ink type are profile compatible but print files are not compatible.

This document provides information on how to drive the printers from Fiery XF.

The following version of Fiery XF is the recommended version for 3ALPS printers:

• Fiery XF for 3ALPS

The drivers are also included in the following version (see licence below):

• Fiery XF 8.0.4

Supported printers

The following drivers exist:

Printer model
3ALPS HS130X SERIES
3ALPS BY130X SERIES
3ALPS HSflatbed SERIES
3ALPS BYflatbed SERIES

License

Following license is required to run a 3ALPS printer with Fiery XF:

- In regular channel version a Printer Option Group 4 license is needed for all models.
- In Fiery XF for 3ALPS a Printer Option 3ALPS is needed. Note: The Printer Option 3ALPS is not supported in the regular channel version.

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Setting up the printer in Fiery XF

Set up the export path in Server Manager to generate a *.prn file which you can load into the 3ALPS Printer software.

NEW PRINTER	×
Connection type	
File output ~	
Export path	
C:\ProgramData\EFI\EFI XF\Server\Export\3ALPS	oose
Naming	
%order_%job_%jobid_%t_%p_%date v i	
Example: 001_FileName_1_T1_P1_20240717140947	
< Back Finish	Cancel

Settings

Resolutions

The driver offers 720x1200, 720x1800, 720x2400, 720x3600.

For the UV models the driver offers 720x720, 720x1200, 720x1800, 720x2400.

Print modes

The driver offers 2,3,4,6,8,12,16,18,24,32,36 pass print modes.

Dot sizes

S, M, L stands for Small, Middle, Large dot.

Highest head distance

High resolution

Higher head distance, middle resolution

Color mode: Dot size: Screening: Smoothing level:		СМҮК 🗸			
		SML ~			
		SML ML SL SM			
		Large Middle Small			
Dot Size	oot Size Purpose				
SML	Lowest resolution or high ink medium				
ML	Higher head distance				
SL	Anti-banding measure				
SM	Middle resolution				

Color Modes

Large Middle

Small

Water based models: The driver offers CMYK, CMYKcmkk, CMYKOGcm. Standard Linearization is used.

UV based models: The driver offers CMYK, CMYKcmOG. Advanced Linearization is used.

White Ink and Clear Ink

These settings are available for the UV printers.

Print mode lets you select how the spot color is generated. The default takes it from a separation of a separated job. You can also generate the spot color by a choice of algorithms.

White/Clear ink coverage sets the amount or factor of the color (depending on Print mode setting).

Spread and choke increases or decreases the image.

Spot color settings of a separated job:

Spot color library										
BountyWhiteInk.cxf \checkmark										
Spot color priority $CMYK \rightarrow L^*a^*b^* \rightarrow Internal \rightarrow Source \rightarrow $										
Spot color handling										
Automatic (default) ~										
Available spot colors on this job										
		Name	Source		Map to					
		Cyan	CMYK		100	0	0	0		
•		Magenta	СМҮК		0	100	0	0		
		Yellow	CMYK		0	0	100	0		
 Image: A start of the start of		Black	СМҮК		0	0	0	100		
 Image: A start of the start of		Wei;	PRINTER	-	WHITE_INK					
 Image: A start of the start of		PANTONE 478	PANTONE	-	PANTONE 478 C					
 Image: A start of the start of		PANTONE 465	PANTONE	-	PANTONE 465 C					
•		PANTONE 334	PANTONE	-	PANTONE 334 C					
		DANITONIE 203	Inklat	_	100	70	٥	٥	1	
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Edit In Color Editor										

In this Job Editor example, the job contains a separation "Weiß" (German for White) which is assigned directly to the printer-specific spot color "WHITE_INK", bypassing color management. Together with the Print mode setting "Spot color WHITE_INK", the separation "Weiß" is printed with the white ink of the printer.

Another case of bypassing color management for a certain separation is the Source "InkJet". If you want to print a "Barcode" separation with printer black only, Source "InkJet", Map to "0 0 0 100" is what you need.

With Color Editor you can manage such settings and store them in a Spot color library.