



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.

Installation requirement:

- Fiery XF 8.0.4
- Fiery Command WorkStation 7.1.0.157 or higher

Supported printers

The following drivers exist:

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

License

All 3ALPS models are supported by Printer Option Group 4 license

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 Choose...

Naming
%order_%job_%jobid_%t_%p_%date ⓘ
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.

The image shows a portion of a printer driver interface. On the left, there are four settings: 'Color mode:', 'Dot size:', 'Screening:', and 'Smoothing level:'. To the right of these settings is a dropdown menu. The 'Color mode:' dropdown is set to 'CMYK'. The 'Dot size:' dropdown is open, showing a list of options: 'SML', 'ML', 'SL', 'SM', 'Large', 'Middle', and 'Small'. The 'SML' option is currently selected and highlighted in blue.

Dot Size	Purpose
SML	Lowest resolution or high ink medium
ML	Higher head distance
SL	Anti-banding measure
SM	Middle resolution
Large	Highest head distance
Middle	Higher head distance, middle resolution
Small	High resolution

Color Modes

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

Spot color priority
CMYK → L*a*b* → Internal → Source ...

Spot color handling
Automatic (default)

Available spot colors on this job

	Name	Source	Map to
<input checked="" type="checkbox"/>	Cyan	CMYK	100 0 0 0
<input checked="" type="checkbox"/>	Magenta	CMYK	0 100 0 0
<input checked="" type="checkbox"/>	Yellow	CMYK	0 0 100 0
<input checked="" type="checkbox"/>	Black	CMYK	0 0 0 100
<input checked="" type="checkbox"/>	Wei;	PRINTER	WHITE_INK
<input checked="" type="checkbox"/>	PANTONE 478	PANTONE	PANTONE 478 C
<input checked="" type="checkbox"/>	PANTONE 465	PANTONE	PANTONE 465 C
<input checked="" type="checkbox"/>	PANTONE 334	PANTONE	PANTONE 334 C
<input checked="" type="checkbox"/>	PANTONE 293	InkJet	100 70 0 0

↑ ↓ 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.