



VUTEk M3h

VUTEk M3h is a hybrid production printer using UV ink.

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

Installation requirement:

- FAST Processing Option, e.g. Fiery proServer Premium
- Fiery XF 8.0.4 (8.0.5 for White Varnish)
- Fiery Command WorkStation 7.1

Supported printers

The following drivers exist:

Printer model	License
VUTEk M3h [FAST DRIVE]	Printer Option EFI FAST Drive Option

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 VUTEk M3h Printer software.

NEW PRINTER

Connection type
File output

Export path
C:\ProgramData\EFI\EFI XF\Server\Export\VUTEk_M3h_FastDrive Choose...

Naming
%order_%job_%jobid_%t_%p_%date ⓘ
Example: 001_FileName_1_T1_P1_20240926164302

< Back Finish Cancel

Settings

Output Settings

Resolution:	363 x 600	Color mode:	CMYK
Print mode:	Default	Dot size:	Fixed
Print direction:		Screening:	
Halftoning:	Stochastic Screening (SE2)	Smoothing level:	

Optional calibration steps

Include 'Gray Balance' step for neutral grays even without color management

Include 'Quality Control' step for gamut comparisons or re-calibration

Fixed
Grayscale
dotLutGen6_1_MP_2bpp
dotLutGen6_2_MP_2bpp
dotLutGen6_3_MP_2bpp
dotLutGen6_4_MP_2bpp
dotLutGen6_5_MP_2bpp
dotLutGen6_6_MP_2bpp
dotLutGen6_7_MP_2bpp
dotLutGen6_8_MP_2bpp

Resolutions

363*600, 363*1200, 363*1800, 363*2400

The exact horizontal resolution is 362.857 dpi.

Dot sizes

Dot Size	Drops	Description
Fixed	N.A.	1bpp Data
Grayscale	S,M,L	2bpp generic
dotLutGen6_1_MP_2bpp	S,M,L	More small drops than Grayscale
dotLutGen6_2_MP_2bpp	S,M,L	More small drops
dotLutGen6_3_MP_2bpp	S,M,L	More small drops
dotLutGen6_4_MP_2bpp	S,M,L	More small and medium drops
dotLutGen6_5_MP_2bpp	S,M,L	More small and medium drops
dotLutGen6_6_MP_2bpp	S,M,L	Few small, more medium drops
dotLutGen6_7_MP_2bpp	S,M,L	Only medium and large drops
dotLutGen6_8_MP_2bpp	S,M,L	Only large drops

Color Modes

The driver offers CMYK, CMYKcm and CMYKcmk. Advanced Linearization is used.

White Ink and Clear Ink

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
BountyWhitelnk.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 type="checkbox"/>	PANTONE 293	InkJet	100 70 0 0

↑ ↓ Edit In Color Editor...

In this Job Editor example, the job contains a separation “Wei” (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 “Wei” 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.