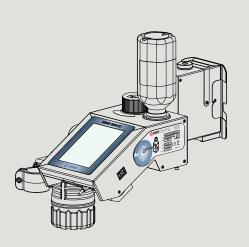
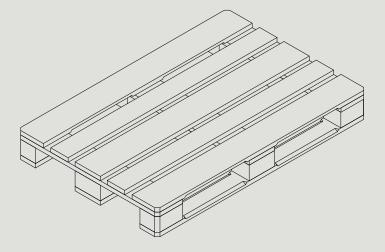


Hi-Res

EBS-2600 USER MANUAL

Industrial DROP ON DEMAND Printers Original Instructions





Part 1 of 3

EBS-2600 User Manual

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PART **1** OF **3**

1.	C	SENER	AL INFORMATION	10
1	l. 1 .	A PPL	LICATION	11
2.		ESCR	IPTION	13
2	2.1.	OVE	RVIEW	13
2	2.2.	Prin	TER STRUCTURE	13
	2.2.	1.	Front View	14
	2.2.	2.	Back View	16
	2.2.	3.	External Connections	17
	2.2.	4.	INK BOTTLE CONNECTION	22
	2.2.	5.	Consumables	22
	2	.2.5.1.	INK BOTTLE	22
2	2.3.	Inst	ALLING THE PRINTER	23
	2.3.	1.	Additional Information	30
	2.3.	2.	ELECTRICAL CONNECTIONS	35
	2.3.	3.	Hydraulic connections	36
	2.3.	4.	Installing Accessories	37
	2	.3.4.1.	Status Beacon	37
	2	.3.4.2.	Encoder	38
	2	.3.4.3.	External photodetector	39
	2.3.	5.	LABELING EURO-PALLETS	40
	2	.3.5.1.	Use of one photodetector - prints not synchronized with Euro-pallets	41
	2	.3.5.2.	Use of two photodetectora - prints synchronized with Euro-pallets	43
2	2.4.	STAR	TING THE PRINTER UP FOR THE FIRST TIME	45
	2.4.	1.	TEST PRINTS	45
2	2.5.	User	TRAINING	46
3.	ι	Jser I	NTERFACE	48
3	3.1.	Maii	N SCREEN	48
	3.1.	1.	STATUS BAR	49
	3.1.	2.	Project window	51
	3.1.	3.	Menu bar	52
3	3.2.	Rule	s for Using the User Interface	54

3.2.1	. Navigation	54
3.2.2	2. DIALOG BOXES	55
3.2.3	3. VIRTUAL KEYBOARD	56
3.3.	Types of Privileges/Users	58
3.3.1	L. Changing a User	59
3.4.	REMOTE CONTROL	60
3.4.1	. EBS WEB USER INTERFACE (WUI)	60
3.4.2	2. OFFLINE EBS WEB USER INTERFACE (OFFLINE WUI)	62
4. C	PERATION	64
4.1.	STARTING THE PRINTER UP	64
4.2.	SHUTTING THE PRINTER DOWN	64
4.2.1	L. Shutting down in Regular Mode	64
4.2.2	2. Shutting down in Emergency Shutdown Mode	65
4.2.3	B. RESTARTING THE PRINTER	65
4.3.	Printing	66
4.3.1	OPENING A PROJECT FOR PRINTING	66
4.3.2	2. STARTING PRINTING	67
4.3.3	B. Pausing Printing	67
4.4.	Previewing a Project	68
4.5.	Using an Ink Bottle	69
4.5.1	REPLACING THE INK BOTTLE	70
4.6.	EMPTYING THE WASTE BOTTLE	72
	Part 2 of 3	
5. E	DITING PROJECTS AND PROJECT PARAMETERS	76
5.1.	PROJECT EDITOR	76
5.1.1	L. Adding an Object	78
5.1.2	2. Editing the Selected Object	78
5.1.3	Changing the Position of an Object in a Project	78
5.1.4	1. CHANGING THE SIZE OF THE OBJECT FRAME	79
5.1.5	Using the Object Manager	80

81

82

82

83

84

85

86

86

95

95

_
_
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->
_
_
-
നാ
ഗാ
_
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_
0
(0
w
AI
N
48
v,
-

2023.05.16		5 of 184	G2023/04/26_1EN
6.2.	STATIS	TICS	123
6.1.	MESSA	AGE HISTORY	122
6. In	IFORM	ATION	122
5.9.	MANA	AGING PROJECTS	119
5.8.	DELET	ING A PROJECT	118
5.7.	CHAN	ging a Project Name	117
5.6.	Proje	CT RECOVERY	116
5.5.	SAVIN	g a P roject	116
5.4	1.4.5.	Creating/Editing an Intensifier-type Object	114
	1.4.4.	Creating/Editing a Spacer-type Object	114
	1.4.3.	Creating/Editing a Line divider-type Object	113
5.4	1.4.2.	Creating/Editing an Image-type Object	113
5.4	4.4.1.	Creating/Editing a Barcode-type Object	111
5.4.4	. (CREATING/EDITING THE OTHER OBJECTS	111
	4.3.3.	Creating/Editing a Ellipse-Shape	110
	1.3.2.	CREATING/EDITING A RECTANGLE-TYPE SHAPE	109
	4.3.1.	Creating/Editing a Line-type Shape	109
5.4.3		CREATING/EDITING A FEXT FILE-TYPE TEXT OBJECT CREATING/EDITING A SHAPE	107
	4.2.5. 4.2.6.	Creating/Editing a Communications port-type Text Object Creating/Editing a Text file-type Text Object	103 107
	1.2.4.	CREATING/EDITING A COUNTER-TYPE TEXT OBJECT	101
	1.2.3.	CREATING/EDITING A DATE/TIME-TYPE TEXT OBJECT	97
	1.2.2.	Creating/Editing a Normal text-type Text Object	97

5.1.6.

5.1.7.

5.2.1.

5.4.1.

5.4.2.

5.4.2.1.

5.2.

5.3.

5.4.

5.1.6.1.

DELETING AN OBJECT

COPYING OBJECTS

EDITING A PROJECT

CREATING A **P**ROJECT

PROJECT PARAMETERS

CREATING/EDITING A TEXT OBJECT

COMMON PARAMETERS OF TEXT OBJECTS

RESTORING A DELETED OBJECT

COMMON PARAMETERS OF ALL OBJECTS

Types and Parameters of Objects

Z Z

0.3.	PRINTER INFORMATION	123
6.4.	INK BOTTLE INFORMATION	124
6.5.	DETERMINING FACTORY CONVEYOR PARAMETERS	125
	Part 3 of 3	
7. P	RINTER CONFIGURATION	132
7.1.	GENERAL SETTINGS	132
7.1.1	MAXIMUM PRINTING SPEED	133
7.2.	Local Settings	134
7.3.	SETTING THE CURRENT DATE AND TIME	135
7.3.1 7.3.2	Configuring the Display 2. Sound Signal Settings	135 136
7.4.	Configuring Communications Interfaces	137
7.4.1	. Ethernet	137
7.4.2	RS-232/RS-485	138
7.5.	Configuring Users	139
7.5.1	. Changing the User Password	139
7.5.2	Adding a User	139
7.5.3	B. Deleting a User	140
7.5.4	Changing an Access Level	140
7.5.5	CHANGING THE USER NAME	141
7.5.6	SELECTING A USER FOR AUTOMATIC LOGGING IN	141
7.6.	GLOBAL DATA	142
7.6.1	. Images	142
7.6.2	2. Text Files	142
7.6.3	S. SCRIPTS	143
7.6.4	. Fonts	143
7.7.	EXCHANGING DATA VIA A USB PORT	144
7.7.1	. EXPORTING/IMPORTING PROJECTS	145
7.7.2	2. Updating Software	146

_
20
2
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<u>U</u>
2
C
Q
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ņ
Ċ
竺
Ш

		П
	Ш	I
П		
	7	2
	7	T

8. Peri	IODIC MAINTENANCE	149
8.1. Po	JRGING/VENTING THE PRINTHEAD	149
8.2. R	EPLACING THE AIR FILTER	152
8.3. S ₁	TORING AND TRANSPORTING	154
8.3.1.	STORING THE PRINTER	154
8.3.1	.1. Installing a Sealing Cover	156
8.3.2.	Transporting the Printer	157
9. Tro	UBLESHOOTING	160
9.1. M	ESSAGE HANDLING	160
9.1.1.	Error Messages	160
9.1.2.	Warning Messages	161
9.1.3.	Informational Messages	162
9.2. D	IAGNOSTIC	163
9.2.1.	Preliminary Checks	163
9.2.1	.1. VISUAL INSPECTION	163
9.2.1	.2. Verification of Messages, Information and Settings	164
9.2.2.	PROBLEM SOLVING DIAGRAM	165
9.3. S	ERVICING	169
9.3.1.	CLEANING THE NOZZLE PLATE	169
9.3.2.	CLEANING THE DRIP RAIL AND INK FILTER	170
9.3.3.	Releasing Protections	172
9.3.3	.1. Entering Service Mode	173
9.3.4.	RESTORING THE DEFAULT SETTINGS	174
10. TECI	HNICAL SPECIFICATIONS	176
11. VER	SION CONTROL	182

CHAPTER 1

GENERAL INFORMATION

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Dear User,



Before using the **Hi-Res** EBS-2600 printer, please read carefully the documents attached to the printer, especially the Safety Manual and the material safety data sheets (MSDSs) of consumables in use.



This User Manual should be easily accessible and ready to use whenever the need to do so arises.

This version of the document includes most of the modifications implemented to the EBS printers (manufactured by EBS Ink Jet Systeme GmbH) up to version 1.03.21 of the system and the descriptions contained herein correspond to the printers on which the system in this version is installed. The scope of delivery depends on the order, therefore it may happen that the actual equipment and functions of your printing system differ slightly from some descriptions or illustrations. As we need to keep pace with continual technical advancement and our customers' individual requirements we have to reserve the right to introduce changes in the design, system version and technical solutions. Therefore, no data, illustrations and descriptions contained in this User Manual shall make grounds for any claims. Should your printer be provided with the details of the equipment or software that are not illustrated or described in this User Manual or should you have additional queries after having read this Manual, please contact an authorized representative of EBS Ink Jet Systeme GmbH for more information.

The manufacturer shall not be liable for any damage caused to the printer by improper handling or operation, that is the failure to follow this User Manual, and by the consequences of editorial or publishing errors in the Manual.

The application and use of products are beyond our control and thus you apply and use the products exclusively on your own responsibility.

Original Instructions.

The User Manual in the Polish and English languages are the original instructions. In case of disputes, these language versions shall prevail. The instructions in other languages are translation of the original instructions.

<u>2023.05.16</u> <u>9 of 184</u> G2023/04/26_1EN

GENERAL INFORMATION 1.

The following symbols are used in the manual:



Additional information on a given subject. A supplement or a reference to the text where more details can be found.



An important note, tip, piece of information on safety.

It is advisable to strictly follow the tips.



A list of tools, accessories and spare parts necessary for carrying out a given maintenance or service proce-

This User Manual applies to the **Hi-Res** EBS-2600 printer.

Regardless of the language version of the Manual, examples of printer screen dumps are presented in English.

Additional characteristics (bold face, italics, changed color) are applied to the document to highlight such items as:

- the printer name, access level or any other important information (e.g. Hi-Res EBS-2600),
- a part number in drawings (e.g. 3),
- a message available in the printer interface (e.g. an error message),
- a reference to another section or drawing (e.g. see "1.1. Application"),
- (h) to press an icon or a function key,
- $\overline{\mathbb{X}}$ to wait before a successive operation can be carried out.

1.1. **APPLICATION**

The **Hi-Res** EBS-2600 printers make firm and clear prints on:

- paper and cardboard,
- plastics,
- fabric,
- leather and leatherette,
- wood and wood-like products, e.g. Euro-pallets,
- glass and ceramic products,
- metal surfaces of any type.

The **Hi-Res** EBS-2600 printers print in black oil-based ink.

2023.05.16 11 of 184 G2023/04/26_1EN



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CHAPTER 2 DESCRIPTION

2. DESCRIPTION

2.1. OVERVIEW

The **Hi-Res** EBS-2600 printer is an industrial ink-jet **DOD** (Drop-on-Demand) printer for touchless labeling of objects moving (traveling, rotating) in front of stationary printhead **2** (see *Fig. 1 on page* **14**).

The printhead is equipped with **510 nozzles**, which generate **32** or **80 pl** drops, depending on the variant.

The distance between the centers of neighboring nozzles is **0.1411 mm (1/180 inch)**. Owing to that, print resolution in the vertical direction is **180 dpi (180 dot/inch)**, that is **about 7086 dot/m**. The distance between the centers of the outermost nozzles is **71.82 mm (2.83 inch)**. Owing to that, a maximum print height is about **71.8 mm (2.83 inch)**.

2.2. PRINTER STRUCTURE

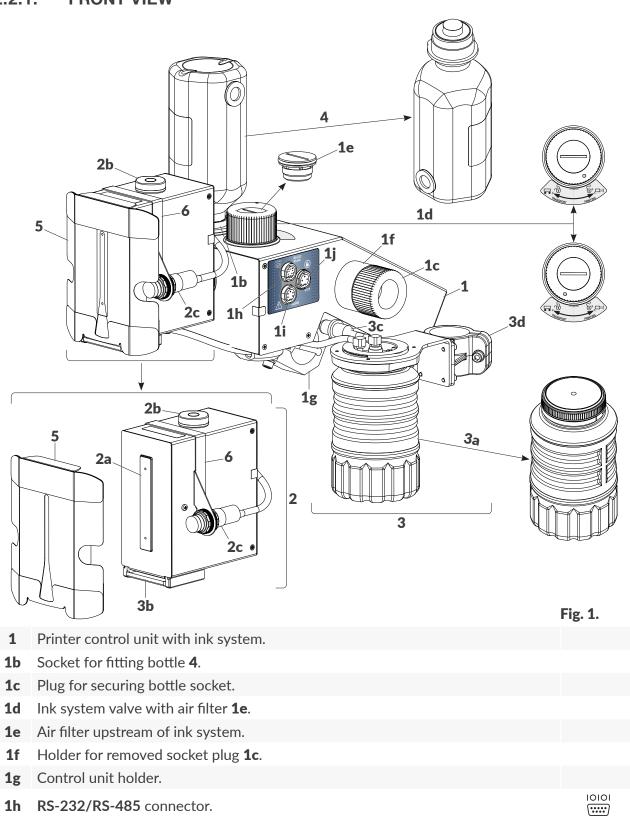
This printer is designed to be user-friendly and to provide the user with easy access to the parts that are needed for daily use and routine maintenance. The other parts, to which access is necessary for carrying out maintenance operations, are protected and are accessible only by **instructed** or **skilled persons**.

2023.05.16 13 of 184 G2023/04/26 1EN



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2.2.1. FRONT VIEW



- **1i** Status beacon output.
- **1j** Conveyor stoppage output.
- **2** Printhead.
- **2a** Plate with nozzles face of printhead (ink outlet).
- **2b** Level.
- **2c** Internal photodetector.
- **3** Waste system.

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- **3a** Transparent waste bottle.
- **3b** Drip rail.
- 3c Air filter.
- **3d** Drip system holder.
- **4** Bottle of ink (the printer comes with a 0.25 l starter bottle).
- **5** Printhead slide¹⁾.
- **6** Photodetector holder²⁾.
 - ¹⁾ the use of a slide is mandatory; the slide should be selected for the user's application; the slide shown in **Fig. 1 on page 14** is designed to label "soft" objects such as cardboard packages; for more information about slides see "2.3.1. Additional Information".

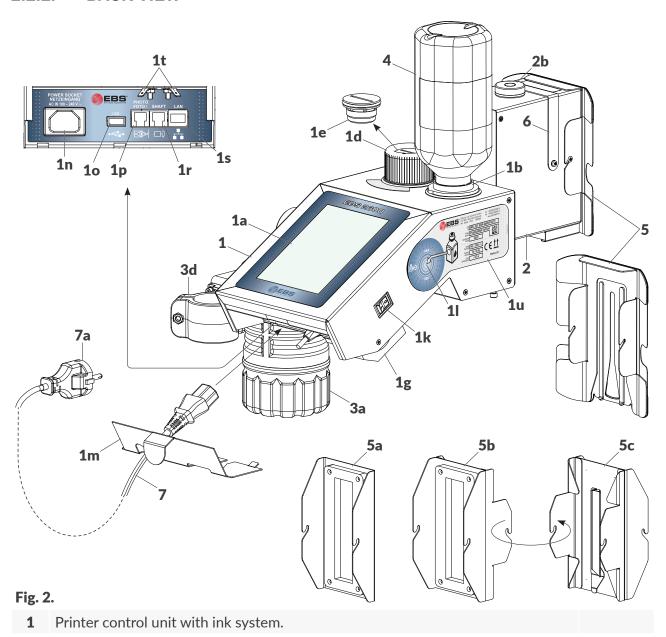


²⁾ - the photodetector holder should be selected for the slide applied; the holder shown in **Fig. 1 on page 14** is intended for one photodetector and for labeling objects moving in front of the printhead face from the left; for more information about photodetector holders see **"2.3.1. Additional Information"**.

For information about customized accessories contact an authorized representative of **EBS Ink Jet Systeme GmbH**.

2023.05.16 15 of 184 <u>G2023/04/26_1EN</u>

2.2.2. BACK VIEW



- 1a LCD control panel 5.7"/144.8 mm LCD display.
- **1b** Socket for fitting bottle **4**.
- **1d** Ink system valve with air filter **1e**.
- **1e** Air filter upstream of ink system.
- **1g** Control unit holder.
- **1k** Printer ON/OFF button.
- **1** Transponder reader for ink bottles.
- **1m** Connector socket guard on back panel.
- **1n** Power socket (inlet) to connect power cord **7**.
- **1o** USB connector.
- **1p** Connector for external photodetector.
- **1r** Input for rotational speed sensor (encoder).
- **1s Ethernet** connector.
- **1t** Shield connections for encoder and external photodetector.
- 1u Nameplate.



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- 2 Printhead. 2b Level. 3a Transparent waste bottle. 3d Drip system holder. 4 Bottle of ink (the printer comes with a 0.25 I starter bottle). 5 Printhead slide¹⁾. 5a Standard sealing cover (one-sided item). 5b Optional sealing cover (accessory; double-sided item). 5c Optional drip molding (accessory; double-sided item). 6 Photodetector holder²⁾. 7 Disconnectable power cord with plug **7a**³⁾.
 - ¹⁾ the use of a slide is mandatory; the slide should be selected for the user's application; the slide shown in **Fig. 2 on page 16** is designed to label "soft" objects such as cardboard packages; for more information about slides see **"2.3.1. Additional Information"**.



- ²⁾ the photodetector holder should be selected for the slide applied; the holder shown in **Fig. 2 on page 16** is intended for one photodetector and for labeling objects moving in front of the printhead face from the left; for more information about photodetector holders see "2.3.1. Additional Information".
- ³⁾ depending on a given country, power plug **7a** may differ from that shown in **Fig. 2 on page 16**. For information about customized accessories contact an authorized representative of **EBS Ink Jet Systeme GmbH**.

2.2.3. EXTERNAL CONNECTIONS

USB connector **←**

An appropriate **USB** memory device connected to the **USB** port (**1o**; see *Fig. 2 on page 16*) can be used to:

- Import/export data to/from the printer,
- Update the printer software.



For more information see "7.7. Exchanging Data via a USB Port".

The current efficiency of the **USB** connector is **500 mA**. The printer may not recognize a **USB** memory device whose power consumption is higher.

A **USB** memory device connected to the **USB** port will be recognized by the printer if the memory is formatted with the **FAT** or **FAT32** file system.

External photodetector input

The photodetector is intended for detecting an object to be labeled and thereby for triggering printing at an appropriate moment.

The **Hi-Res** EBS-2600 printers are provided with internal photodetector **2c** (see **Fig. 1 on page 14**), as standard. If such a photodetector cannot be applied (*e.g.* when the user's photodetector is used or a photodetector with a longer cable is needed), an external photodetector can be applied.

Two photodetector

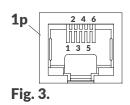
The external photodetector is connected to input **1p** (see *Fig.* **3**).

Two photodetectors can be used at the same time. The function can be used for synchronizing printouts while Euro-pallets are labeled, for example.



For more information see "2.3.4.3. External photodetector" and "2.3.5. Labeling Euro-pallets".

A description of 6-pin female connector **1p** (see *Fig. 3*) of the photodetector is given in the following table.



- 1 Not used.
- 2 GND (ground).
- 3 Input for photodetector pulses.
- 4 +24 VDC (power supply).
- **5** Not used.
- 6 Not used.



Fig. 3 shows a view of the connector from the outside of the printer.

The **Hi-Res** EBS-2600 printer is provided with the following by default: **NPN N/C (N/C Normally Closed)** photodetectors with an **RJ12** connector, a separate shield lead and two cables whose lengths are:

- 1 m / 39.4 inch (Part No. **P390094**),
- 5 m / 196.8 inch (Part No. P390058).

Photodetectors of other types can also be applied.



NOTE: Shielding must be connected!

The separate shield lead that the above-mentioned photodetectors are provided with must be connected to one out of two connections **1t** (see **Fig. 2 on page 16**) on the printer.



Set triggering parameters of your project for correct operation of the photodetector; for more details see **"5.4.1. Project Parameters"**.

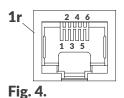
Rotational speed sensor (encoder) input -

A rotational speed sensor (encoder) is designed to measure the speed at which objects to be labeled move on a factory conveyor. With it, the printing speed can be adjusted to a variable speed of objects on the conveyor belt. The encoder is connected to input **1r** (see *Fig. 4 on page 19*).

If the conveyor belt travels at a constant speed, there is no need for using an encoder.

A description of 6-pin female connector 1r (see Fig. 4) of the rotational speed sensor is given in the following table.

Encoder pulse input (printing direction signal).



- 3 Not used.

1

2

- 4 +24 VDC (power supply).

GND (ground).

- 5 Not used.
- 6 Encoder pulse input (timing signal).



Fig. 4 shows a view of the connector from the outside of the printer.

The **Hi-Res** EBS-2600 printer is provided with a programmable encoder with an **RJ12** 5 m / 196.8 inch cable (Part No. P320437) and a separate shield lead by default. The encoder is preprogrammed to generate 63779 pulses/rotation; if the circumference of the roll is 250 mm, the encoder constant is **255116 pulses/meter**.

Encoders of other types can also be applied.

Moreover, if one encoder is to support two printers, the encoder signal can be distributed with an appropriate signal splitter.



NOTE: Shielding must be connected!

The separate shield lead that the above-mentioned encoder is provided with must be connected to one out of two connections **1t** (see **Fig. 2 on page 16**) on the printer.

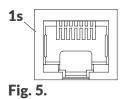


The encoder constant and an external source of timing pulses need to be set for correct operation of the encoder. For more details see "7.1. General Settings" and "5.4.1. Project Parameters".

An example of an application with two printers and an encoder signal splitter is shown in "2.3.5. Labeling Euro-pallets".

Ethernet connector

The **Ethernet** standard is used for linking the printer into an **Ethernet** network or direct to a computer. Owing to that, the printer or a network of printers can be controlled remotely. Ethernet can also be used for transferring data that can be printed using a **Communications port**-type object | . The **Ethernet** connector (1s) is an RJ45 connector (see Fig. 5).





For the description of how to configure **Ethernet** see "7.4.1. **Ethernet**".

The **Hi-Res** EBS-2600 printer is designed to be connected to a computer via an **Ethernet** 5 meter / 196.8 inch crossover cable (Part No. 2870005) by default. The cable is part of the installation

kit.



NOTE: The power cord must be disconnected!

An **Ethernet** cable can be connected to connector **1s** in control unit **1** only when the control unit is detached from mains electricity!

RS-232/RS-485 connector

1h

The **RS-232** standard is designed to transfer data to the printer from external devices such as a bar/matrix code reader, scales. The data can be printed using a **Communications port**-type object ... An external device can be connected to connector **1h** (see *Fig. 6*).

A description of 12-pin female connector **1h** (see *Fig. 6*) of the **RS-232/RS-485** is given in the following table.



B UART+.

C TXD (Transmitted Data) output.

D Not used.

E RTS (Request to Send) output.

F Not used.

G CTS (Clear to Send) input.

H Interface switch (between RS-232 and RS-485).

J GND (ground).

K UART-.

L Not used.

M Not used.

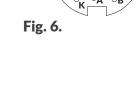




Fig. 6 shows a view of the connector from the outside of the printer.

The **RS-232** interface is activated on connector **1h** by default. To activate the **RS-485** interface, you need to connect pin **H**, that is the interface switch, to ground.

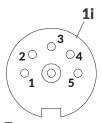
For the description of how to configure the RS-232 see "7.4.2. RS-232/RS-485".

Status beacon output /!

The status beacon is an external signaler of printer status that can be seen from a greater distance. The status beacon is connected to output **1i** (see *Fig. 7 on page 21*).

A description of 5-pin female connector 1i (see Fig. 7 on page 21) of the status beacon is given in

the following table.



- 1 Error; open collector, max. 45 mA.
- **2** Warning; open collector, max. 45 mA.
- 3 Printing; open collector, max. 45 mA.
- 4 +24 VDC (power supply).

Fig. 7.

5 GND (ground).



Fig. 7 shows a view of the connector from the outside of the printer.

Conveyor stoppage output

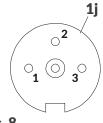
The **Hi-Res** EBS-2600 printer offers an option of stopping the factory conveyor if an error that makes printing impossible occurs. If the option is used, the factory conveyor is connected to output **1j** (see *Fig.* 8).



NOTE: Functional output!

The conveyor stoppage output does not serve a safety function. This is a functional output.

A description of 3-pin female connector **1j** (see *Fig. 8*) for stopping a factory conveyor is given in the following table.



- **1** NO Normally Open contact.
- **2 COM** COMmon contact.
- Fig. 8.
- **3** NC Normally Closed contact.



Fig. 8 shows a view of the connector from the outside of the printer.

The conveyor halt connector (is provided with the following relay contacts:

- Normally Open (NO COM), the contacts close when an alarm signal occurs,
- Normally Closed (NC COM), the contacts open when an alarm signal occurs.



Current-carrying capacity of the relay contacts:

- 0.5 A for 125 VAC,
- 0.3 A for 110 VDC,
- 2 A for 30 VDC.

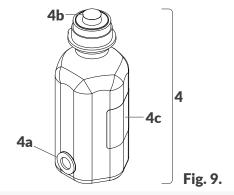
2.2.4. INK BOTTLE CONNECTION

Socket **1b** (see *Fig. 2 on page 16*) is used to fit ink bottle **4** in the printer. Owing to its construction, the connection ensures easy replacement of the bottle, while the *IMS* (Ink Monitoring System) with antenna **1l** situated on the side wall of control unit **1** prevents a bottle of ink that is incorrect or has passed its expiration date from being fitted in the printer.

2.2.5. CONSUMABLES

2.2.5.1. INK BOTTLE

The **Hi-Res** EBS-2600 printers are fed with the ink from bottle **4** (see *Fig. 9*) whose capacity is 0.25 liter (a 0.25 I starter bottle is part of the installation kit) or 0.5 liter.



- 4 Ink bottle.
- **4a** Transponder.
- **4b** Aluminum protective film.
- 4c Label.

Each bottle is secured with aluminum protective film **4b**. The film must be removed before the bottle is installed in the printer.

Weight of a 0.25 I ink bottle: about 0.25 kg (0.55 lb).

Weight of a 0.5 l ink bottle: about 0.5 kg (1.10 lb).

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2.3. INSTALLING THE PRINTER



The printer can be basically installed or relocated by an **instructed person** in accordance with the recommendations given in **The User Manual**.

Installation of advanced features (to use special types of ink, integrate the printer with a production line, work with external devices, etc.) can only be done by a **skilled person**, who will bear the full responsibility for the job.

A typical installation kit for the **Hi-Res** EBS-2600 printer consists of:

Component part		Quantity	
1	Printer control unit with ink system.		
2	Printhead with internal photodetector.	Printer.	1
3	Drip system with transparent waste bottle.		
4	0.25 I starter bottle of ink.		1
5a	Standard sealing cover (one-sided item).		1
7	Disconnectable power cord, its version depends on the count tined for.	ry the printer is des-	1
	Ethernet crossover cable, 5 m.		1
	Disposable foam cleaner for nozzle plate.		10
	Foam cleaner handle.		1
	A USB memory device containing user documentation in elec	tronic format.	1
	Safety instructions in paper format.		1

The installation kit also includes all necessary screws, washers, nuts, etc.

Extra accessories (included in the description of an example of installation further in this chapter) depending on user application:

Component Qual		Quantity
5	Printhead slide. Designed to label "soft" objects such as cardboard packages.	1
6	Photodetector holder. Designed to hold one photodetector and used for labeling objects moving in front	1
	of the printhead face from the left.	
8	Support beam (450 mm in length) with clamp holders 8a.	1
9	Printer beam (185 mm in length) with articulated holder 9a.	1

Important hints on how to install the **Hi-Res** EBS-2600 printer:

- Objects to be labeled must move in front of the face of the printhead from the slide and the photodetector.
- The printer must be leveled (use level 2b located on printhead 2),
- The printer must be positioned in a place that is free from vibration, shocks, excessive dust, smoke, dirt and aggressive or flammable vapors and gases.

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There are many potential configurations of the **Hi-Res** EBS-2600 printer on a factory conveyor, therefore the description given in this chapter applies to the configuration given in the following example. Actual or optional components may differ from those depicted in illustrations. For information about optional accessories contact an authorized representative of **EBS Ink Jet Systeme GmbH**.

Before you start installing your printer, read carefully the information that is given at the beginning of this chapter and in **The Safety Instructions**.



To install the printer:

Tools required:



- a #5 angle hex (Allen) key,
- a #3 hex (Allen) key with a ball tip,
- a #7 open ended spanner (optionally; for changing the position of articulated holder 9a),
- a cross head screwdriver,
- a drilling machine.
- 1. Prepare appropriate mounting holes in the conveyor frame (see Fig. 10).

NOTE: Firm fastening is required!

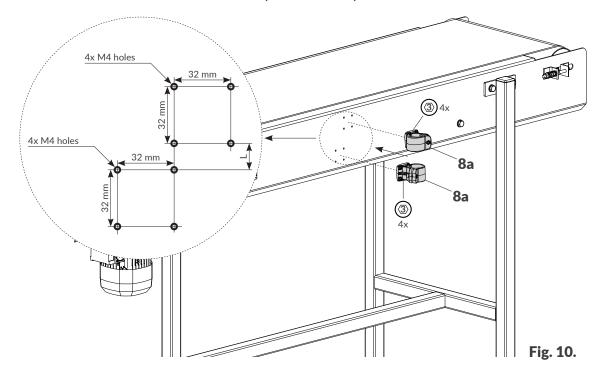


Adjust the installation to the existing technical conditions to ensure that the printer is steadily fastened to the conveyor.

Never tilt the printer away from the vertical direction (to any side) through an angle greater than 30° while performing all installation operations and while using the printer.

Assort distance L (see *Fig.* 10) depending on the amount of free space available on the conveyor and on the layout of printer components on printer support beam 8.

2. Fasten clamp holders **8a** to the belt conveyor and position them according to **Fig. 10**. Tighten the screws in holders **8a** with the #3 hex key with a ball tip.

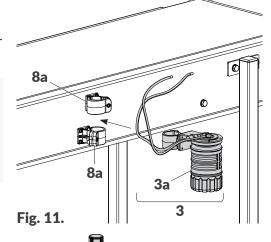


3. Make drip system **3** and waste bottle **3a** ready for fastening to support beam **8**.

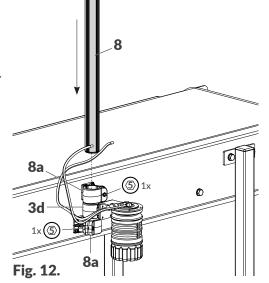


Before drip system **3** is installed, you must remove the plugs from the tubes that are part of the system.

While positioning the drip system, you should take into consideration the length of the tubes that are part of drip system **3**.



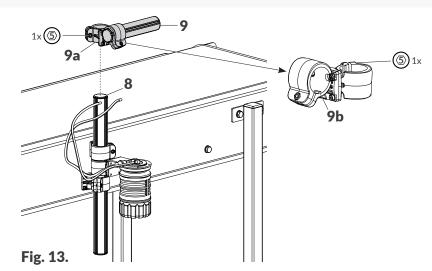
4. Put support beam 8 in clamp holders 8a and in the holder of drip system 3d, inserting it according to Fig. 12. Use the #5 angle hex key to tighten the appropriate screws that are part of clamp holders 8a and 3d, clamping the holders to support beam 8.



5. Fasten printer beam **9** and articulated holder **9a** to support beam **8** (see *Fig.* **13**). Use **#5** angle hex key to tighten the appropriate screw that is part of holder **9a**, clamping the holder to support beam **8**.

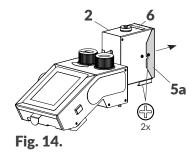


Articulated holder **9a** can be configured in 3 ways. For more details see **"2.3. Installing the Printer" \(\Disp "2.3.1. Additional Information"**.



While installing the printer make sure that holder fins **9b** (see *Fig.* **13**) are properly put into the vertical grooves on the beams.

- 7. Re
- 6. Use the cross head screwdriver to loosen two screws (see *Fig. 14*) that fasten sealing cover *5a*.
 - 7. Remove sealing cover 5a.



- 8. Select slide 5 for the user's application and a holder of photodetector 6 for the selected slide (5) and for the direction in which objects move in front of the face of printhead 2. Fig. 15 shows an example of slide 5 dedicated to "soft" objects such as cardboard packages.
- 9. Fasten slide **5** and photodetector holder **6** to printhead **2**. Use the cross head screwdriver to tighten two screws that fasten slide **5** and two screws that fasten holder **6** to printhead **2**.

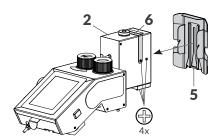


Fig. 15.



NOTE: A slide must be used!

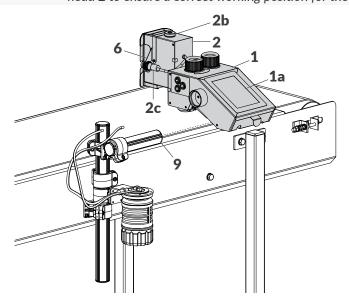
The **Hi-Res** EBS-2600 printer must be provided with slide **5** to protect the printhead against mechanical exposure. For more details about the accessories available see **"2.3.1. Additional Information"**.

- 10. Put internal photodetector **2c** in holder **6** (see **Fig. 16**).
- 11. Fasten the printer (control unit **1** with printhead **2**) to beam **9** (see *Fig.* **16**). Use the **#5** angle hex key to tighten the screw that is part of holder **1g**, clamping the holder to printer beam **9**.



NOTE: The printer must be leveled!

The **Hi-Res** EBS-2600 printer must be leveled at the workstation. Use level **2b** situated on printhead **2** to ensure a correct working position for the printer.



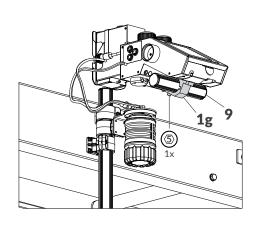
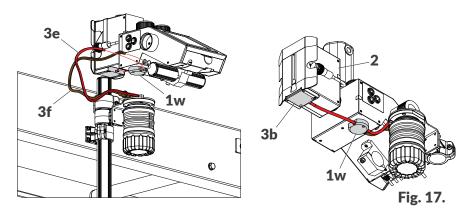


Fig. 16.

- 12. Remove protective film from LCD control panel 1a.
- 13. Pull ink tube 3e of the drip system through the strain relief in through element 1w. Pull the tube

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through towards printhead 2.

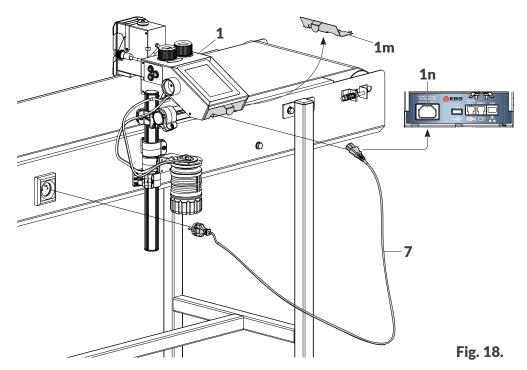


- 14. Attach the following tubes within the drip system:
- Air tube **3f** to the stub pipe in through element **1w** on the bottom side of control unit **1**,
- Ink tube 3e (that has previously been pulled through the strain relief in through element 1w to the stub pipe in drip mold 3b.
- 15. Remove guard 1m, which protects connection sockets on the back panel (see Fig. 18).
- 16. Plug power cord **7** into connector **1n** in control unit **1** and into an electric outlet with the earth pin (see *Fig.* **18**).



The requirements for the electrical mains and location of the mains socket are given in **The Safety Instructions**.

17. Install guard 1m.



- 18. Set ink system valve 1d (see Fig. 19 on page 28) at the PRINTING position.
- 19. Press button **1k** situated on the side wall of the printer's control unit **1** to start the printer up.

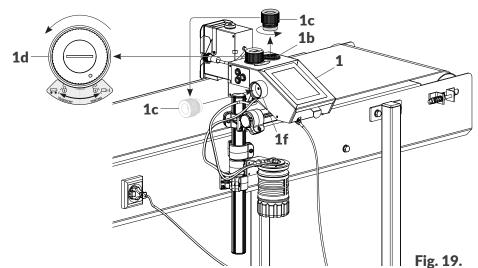


For more details about printer startup see "4.1. Starting the Printer up".

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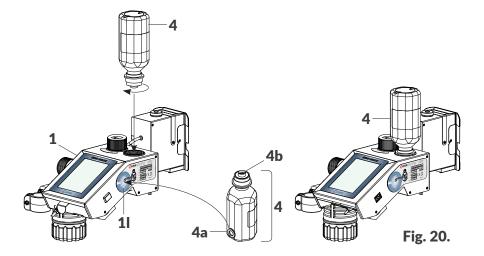
20. Unscrew plug **1c** that secures bottle socket **1b**.

Place the unscrewed plug **1c** into holder **1f** on the side wall of the printer's control unit **1**.



- 21. Put transponder **4a** of starter ink bottle **4** (see *Fig.* **20**) to reader **1I** on the side wall of the printer's control unit **1**.
- 22. Acknowledge the message saying that ink bottle **4** has been accepted.
- 23. Tear aluminum protective film 4b out of starter ink bottle 4.
- 24. Install starter ink bottle 4 screwing it into socket 1b.
 - 1

The turning of a new bottle of ink upside down will not cause the ink to spill out because the bottle is equipped with a protective valve.



25. Carry out the long purging procedure until the ink starts flowing out of nozzles.



For more details about purging procedures see "8.1. Purging/Venting the Printhead".

26. Make a test print and assess print quality.



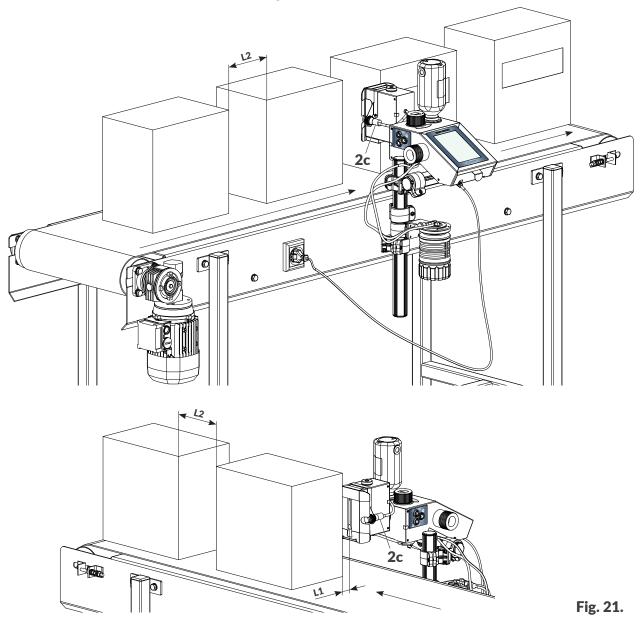
For more details about test prints see "2.4.1. Test Prints".

27. If print quality is not satisfactory, carry out the long or short purging procedure.



The amount of ink in starter ink bottle **4** is sufficient to start the printer up for the first time. When the printer signals no ink in the starter bottle, the ink bottle needs to be replaced with a new one. For more details about the bottle replacement procedure see "**4.5.1. Replacing the Ink Bottle**".

The printer is installed in its standard working position and ready for startup.



Objects to be labeled must be within the reach of a photodetector selected as the source of the trigger signal:

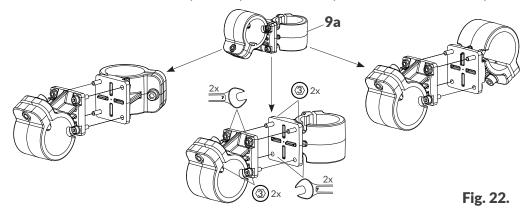
- internal photodetector 2c (standard),
- external photodetector; connected to connector **1p** in control unit **1** (option),
- two photodetectors; when printouts should be synchronized with objects (e.g. to label Europallets).

Distance **L1** from the face of the printhead to objects to be labeled: **max. 4 mm (max. 0.16 inch)**. Minimum distance **L2** between consecutive objects on a factory conveyor: **50 mm (1.97 inch)**.

2.3.1. ADDITIONAL INFORMATION

Articulated holder

Articulated holder **9a** (see *Fig. 22*), part of the installation kit, offers 3 positions. Owing to that, the printer can be fastened to a factory conveyor and thereby customized in a variety of ways.





A #7 open ended spanner and a #3 hex (Allen) key are necessary for changing the position of articulated holder 9a.

Slide, photodetector holder

The use of slide **5** for protecting the printhead against mechanical exposure is mandatory. The slide must be selected for the user's application.

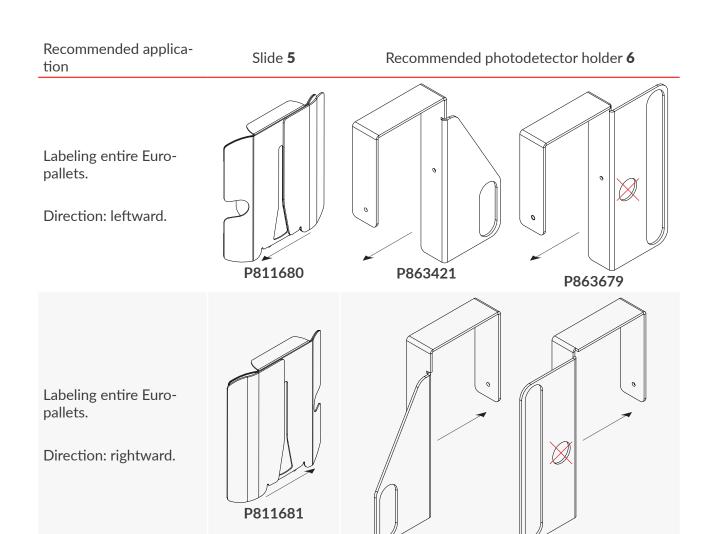
It is also necessary to select an appropriate photodetector holder **6**. The selection of a photodetector holder depends on the following:

- Selected slide 5; it must not veil a photodetector,
- The number of photodetectors in the given application; one or two photodetectors can be used,
- The direction in which objects to be labeled move in front of the printhead face.

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Below there is a list of selected slides **5** and photodetector holders **6**.

Recommended application	Slide 5	Recommended photodetector holder 6
Labeling "soft" objects such as cardboard packages. Direction: any (leftward/rightward).	P511642	P561253 P863678 P863679
Labeling Euro-pallet brackets. Direction: leftward.	P811528	P561253 P863679
Labeling Euro-pallet brackets. Direction: rightward.	P811599	P561253 P863678





A cross head screwdriver is required to attach/detach slide **5** and photodetector holder **6** to/from the printhead.

P863422

P863678

Additional Information:

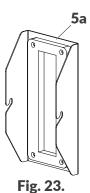
- The direction in which objects to be labeled move in front of the printhead face is marked with arrows in the above list,
- Holder P561253 is a general application item, that is it can be used for labeling objects moving
 in both the leftward and rightward directions in front of the printhead face,
- Holders P863678 and P863679 can be used for fastening <u>one or two</u> photodetectors; the other holders are intended for fastening <u>only one</u> photodetector,
- Combinations of slide 5 and photodetector holder 6 different than those listed above are permissible; in each case you should take the direction in which objects to be labeled move in front of the printhead face into consideration and make sure that the selected slide does not veil the photodetector(s).

Drip molding/sealing cover

The face of the printhead must be secured with an appropriately selected slide during printing.

For the time required to carry out selected service/maintenance procedures, the slide should be removed and replaced with:

- standard sealing cover **5a** (one-sided item; see **Fig. 23**),



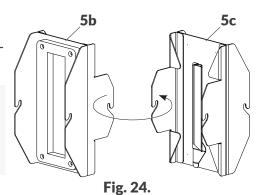
or

a double-sided accessory* (see Fig. 24), which is used as sealing cover 5b or drip molding 5c, depending on the direction in which it is installed on the printhead.



* The double-sided accessory (Part No. **P513324**) **is not supplied** with the printer.

For information about customized accessories contact an authorized representative of **EBS Ink Jet Systeme GmbH**.



A sealing cover, either standard (5a) or optional (5b) should be used:

- if the printer is to remain unused for at least 1 week,
- each time idle time or downtime occurs if the printer operates in an environment where dirt or contamination could deposit on printhead nozzles,
- if it is to be transported.



For more details see "8.3.1.1. Installing a Sealing Cover".

Optional drip molding **5c** should be used while the short or long purging/venting procedures are conducted in the printhead.



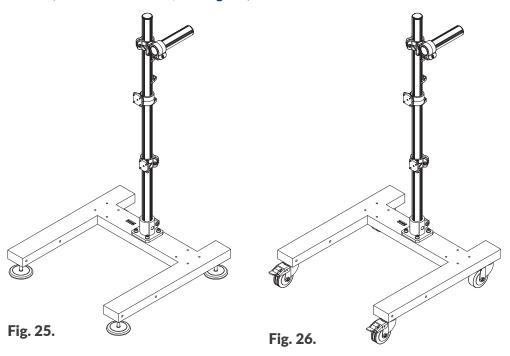
For more details see "8.1. Purging/Venting the Printhead".

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Dedicated stands

Section "2.3. Installing the Printer" shows an example of how to install the **Hi-Res** EBS-2600 printer on a factory conveyor. In fact, the printer can be installed in many ways, also by means of dedicated stands such as:

- a legged stand (Part No. **P910214**; see **Fig. 25**),
- a wheel stand (Part No. **P910208**; see **Fig. 26**).



NOTE: The system must be checked for stability!

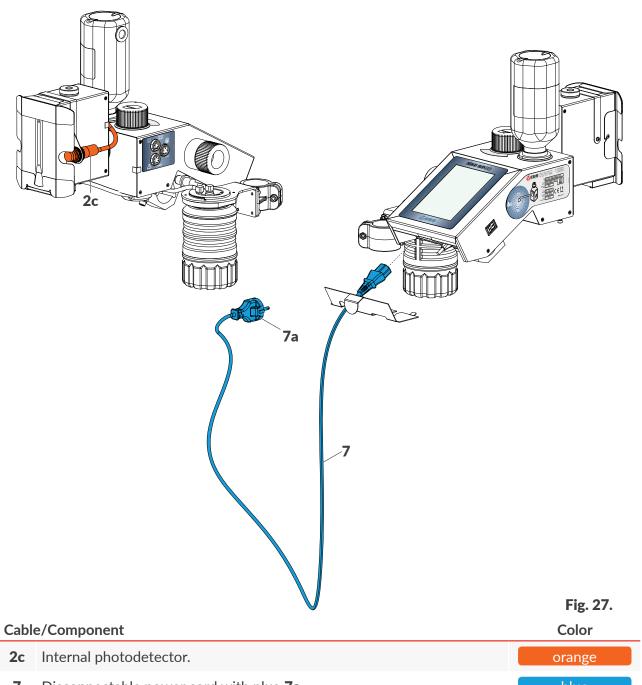
The stability of the system where the printer is installed using the stands shown in **Fig. 25** and **Fig. 26** has been tested in the worst foreseeable scenario. However, due to the fact that the printer can be configured in many ways, it is required that system stability be confirmed each time the installation is complete. The stand with the printer fastened to it must not tilt or overturn.



The stand with the printer fastened to it should be secured against shifting. If the printer is installed on a wheel stand, the brakes at the stand wheels must be put on.

The use of stands other than the dedicated ones depicted in **Fig. 25** and **Fig. 26** does not guarantee required stability of the system, which may lead to personal injuries when the stand with the printer on it tilts or overturns.

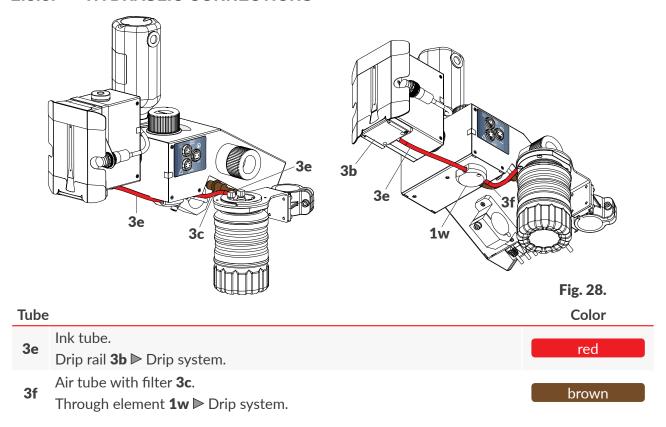
2.3.2. ELECTRICAL CONNECTIONS



7 Disconnectable power cord with plug **7a**. blue

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2.3.3. HYDRAULIC CONNECTIONS



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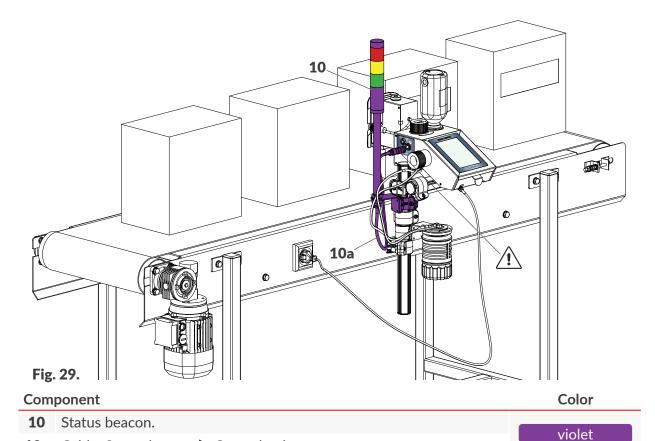
2.3.4. INSTALLING ACCESSORIES

2.3.4.1. STATUS BEACON

The **Hi-Res** EBS-2600 printer can be optionally equipped with external status beacon **10** (see

Fig. 29). The beacon uses colors to signal the printer statuses displayed on the screen:

Beacon color code	Meaning	
Solid yellow.	A warning that does not pause printing but may require user intervention.	
Solid red.	An error/fault that makes printing impossible.	
Solid green.	The printer is printing.	



External status beacon **10** requires no additional setup. It operates properly immediately after it has been connected to the printer.



10a Cable: Status beacon ▶ Control unit.

A status beacon equipped with an alarm buzzer is also available. If such a beacon is used, the sound alarm is heard when an error occurs, that is when the beacon glows red. For more information about options available contact an authorized representative of **EBS Ink Jet Systeme GmbH**.

2023.05.16 37 of 184 <u>G2023/04/26_1EN</u>

2.3.4.2. ENCODER

The **Hi-Res** EBS-2600 printer may be provided with rotational speed sensor (encoder) **11** (see *Fig.* **30**) that is designed to adjust printing speed to a variable speed at which objects to be labeled move on a factory conveyor. If the conveyor belt moves at a stable speed, no encoder is needed. Printing can be timed by an internal generator.

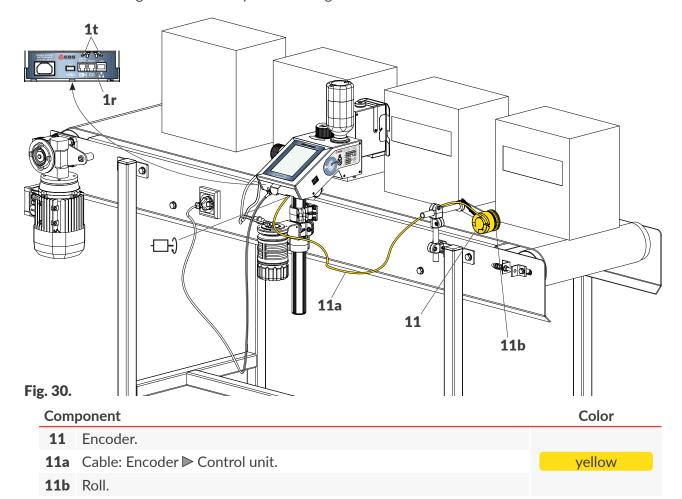


Fig. 30 shows an example of an encoder. For more information about available encoders contact an authorized representative of **EBS Ink Jet Systeme GmbH**.



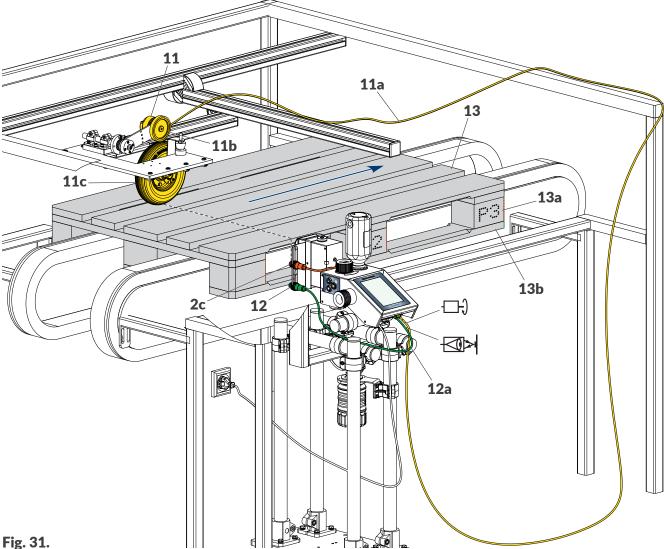
An encoder constant and an external source of timing pulses need to be set for correct operation of the encoder. For more details see "7.1. General Settings" and "5.4.1. Project Parameters".

If the user's application requires that two printers be used (e.g. to label Euro-pallets) and that they be supported by one encoder, the encoder signal can be distributed with special splitter **14** (see **Fig. 33 on page 40**).

2.3.4.3. EXTERNAL PHOTODETECTOR

The **Hi-Res** EBS-2600 printers are provided with internal photodetector **2c** (see *Fig.* **31**), as standard. If such a photodetector cannot be used (*e.g.* the user's photodetector must be used or a photodetector with a longer cable is needed), external photodetector **12** can be applied and can be connected to input on back panel of the printer's control unit.

Two photodetectors can be used at the same time. The function can be used for synchronizing printouts while Euro-pallets **13** are labeled, for example (*Fig.* **31**).



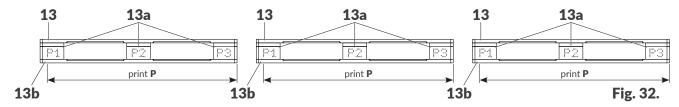
Component

2 c	Internal photodetector. It triggers when it detects Euro-pallet bracket edges marked with	orange
11	Encoder with cable 11a , roll 11b 250 mm in circumference, and guide wheel unit 11c .	yellow
12	External photodetector with cable 12a . It triggers when it detects the bottom board edge marked with in a Euro-pallet.	green
13	Euro-pallet, which consists of, among other things: - bracket 13a	gray

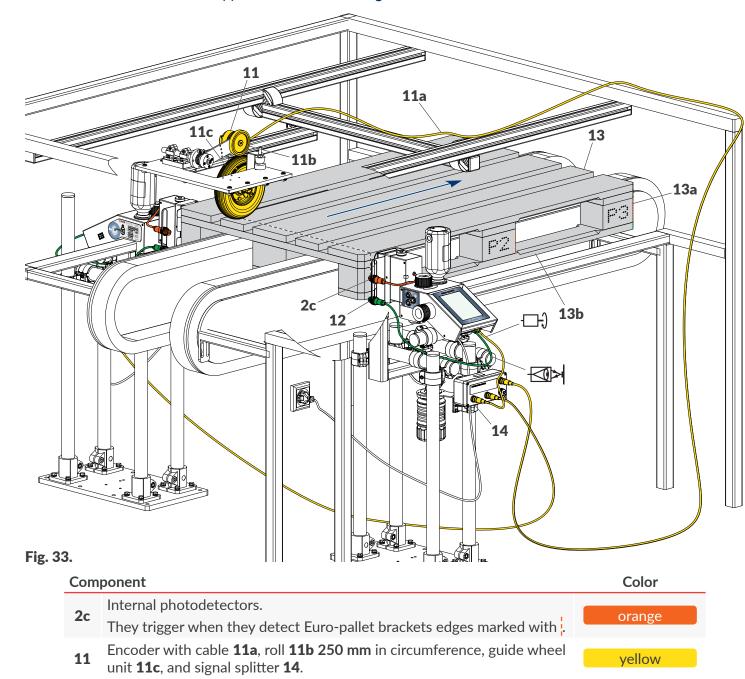
- bottom board **13b**

2.3.5. LABELING EURO-PALLETS

Labeling of Euro-pallets is one of primary applications of the **Hi-Res** EBS-2600 printers. If both sides of Euro-pallet **13** are to be labeled correctly, printout **P** consisting of three pieces (**P1**, **P2**, **P3**) must be made. The successive pieces of a print are to be made on three successive brackets **13a** (see *Fig. 32*). The print pieces (**P1**, **P2**, **P3**) must fit the brackets regardless of the bracket width, location on the pallet and of pallet defects, if any, such as a protruding nail (that might trigger printing accidentally) or a missing bracket.



Two **Hi-Res** EBS-2600 printers need to be applied to label an Euro-pallet on both sides at the same time. Such an application is shown in *Fig. 33*.



gray

Component

External photodetectors.

They trigger when they detect the bottom board edge marked with in a Euro-pallet.

Euro-pallet, which consists of, among other things:

13 - bracket **13a**

- bottom board **13b**

In the application show in Fig. 33 on page 40:

- In both printers, printing is timed by one encoder **11**; the signal from the encoder is distributed with splitter **14**,



Encoder **11**, together with roll **11b** and guide wheel unit **11c** (see **Fig. 31 on page 39**) where the wheel rolls along the pallet surface, is designed to match up the printing speed to the variable speed at which pallets move on the conveyor.

- Both printers can be synchronized to start and pause printing at the same time,
- One of the printers must print a project as a mirror image of the project; the project parameter |





Every application shall each time meet the user's requirements. For information about configuration capabilities of the **Hi-Res** EBS-2600 printers contact an authorized representative of **EBS Ink Jet Systeme GmbH.**

2.3.5.1. USE OF ONE PHOTODETECTOR - PRINTS NOT SYNCHRONIZED WITH EURO-PALLETS

If the printer is equipped with internal photodetector **2c** only, the photodetector can be used for:

- detecting whole Euro-pallets by sensing the bottom board (¹) (see Fig. 34 on page 42),
- detecting successive brackets () (see Fig. 35 on page 42 and Fig. 36 on page 43).

Detecting whole pallets

Internal photodetector **2c** detects whole Euro-pallets () by sensing the bottom board (see *Fig. 34 on page 42*). The printer "cannot see" brackets, so the project to be printed must include fixed spaces between print pieces (**P1**, **P2**, **P3**). **Spacer**-type objects I should be used. Printing of each of the print pieces is independent of the location and width of brackets in a pallet.



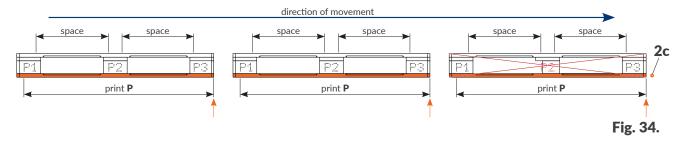
For more details about **Spacer**-type objects see **"5.4.4.4. Creating/Editing a Spacer-type Object"**.

Z

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Example:

One of pallets to be labeled has a bracket whose width is smaller than that of other brackets.



If the location or size of a bracket is not to a standard, it may happen that a print piece is not made on the bracket correctly (see piece $\frac{1}{2}$ on the Euro-pallet on the right in **Fig. 34**).

Detecting brackets

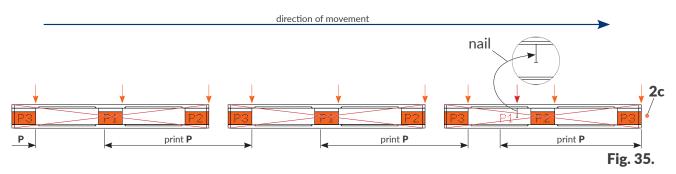
Internal photodetector **2c** detects successive brackets () (see *Fig. 35 on page 42* and *Fig. 36 on page 43*). A project to be printed must be prepared in such a way that the print pieces (**P1**, **P2**, **P3**) are interleaved with **Line divider**-type objects I. An object of this type pauses printing of the consecutive print piece until the trigger signal occurs, that is until the consecutive bracket is detected. Printing of consecutive print pieces (**P1**, **P2**, **P3**) takes place only when triggered by photodetector **2c**.



For more details about **Line divider**-type objects \fbox{I} see "5.4.4.3. Creating/Editing a Line divider-type Object".

Example:

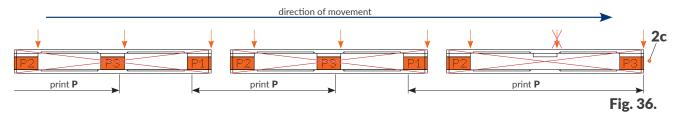
One of pallets to be labeled has a defect: there is a nail that triggers (v) excess printing of a print piece.



If a pallet to be labeled has a defect such as a protruding nail that may trigger printing accidentally, the print piece will be directed to the air (see piece [---] on a Euro-pallet on the right in *Fig. 35*). If prints are not synchronized with pallets, they will be shifted permanently. If such a case both the (defective) Euro-pallet **and all successive** ones will be labeled incorrectly.

Example:

One of pallets to be labeled has a defect: the middle bracket is missing.



If a pallet to be labeled has a defect such as a missing bracket, the print piece designed for the given pallet will be skipped (see the Euro-pallet on the right in *Fig. 36*). If prints are not synchronized with pallets, they will be shifted permanently. If such a case both the (defective) Europallet and all successive ones will be labeled incorrectly.

2.3.5.2. USE OF TWO PHOTODETECTORA - PRINTS SYNCHRONIZED WITH EURO-PALLETS

It is advisable to use two photodetectors for every printer while Euro-pallets are labeled to avoid potential problems described in "2.3.5.1. Use of one photodetector - prints not synchronized with Euro-pallets". Such an application is shown in Fig. 33 on page 40, for example. In the configuration in question, internal photodetectors 2c are used for detecting brackets 13a, that is for triggering printing of successive print pieces (P1, P2, P3). The external photodetectors 12 are used for detecting the beginning (↑) and the end (↑) of bottom board 13b in every Euro-pallet 13, and thereby they are used for synchronizing printouts with Euro-pallets.

Additional information about the application shown in Fig. 33 on page 40:

- The project parameter | ① | ▶ Flip horizontal [mm] must be set at:
 ✓ for the printer shown in the foreground,
 X for the printer shown in the background (behind the Euro-pallet),



For more details about project parameters see section "5.4.1. Project Parameters".

Ä

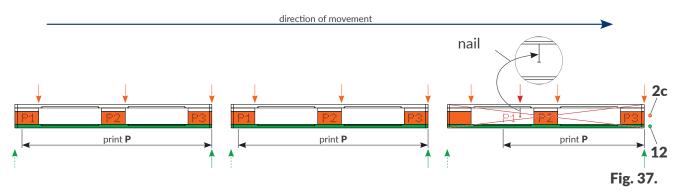
In each example given in this chapter, a project to be printed must be prepared in such a way that the print pieces (**P1**, **P2**, **P3**) are interleaved with **Line divider**-type objects I. An object of this type pauses printing of the consecutive print piece until the trigger signal occurs, that is until the consecutive bracket is detected. Printing of consecutive print pieces (**P1**, **P2**, **P3**) takes place only when triggered by photodetector **2c**.



For more details about **Line divider**-type objects I see "5.4.4.3. Creating/Editing a Line divider-type Object".

Example:

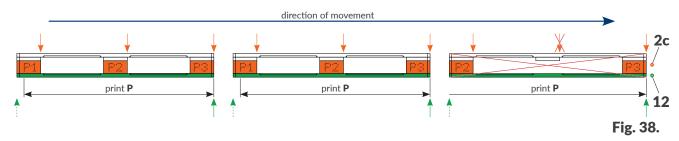
One of pallets to be labeled has a defect: it has a nail that causes excess triggering (\downarrow) of printing of a print piece (see piece \vdash on the Euro-pallet on the right in **Fig. 37**).



Owing to the application of external photodetector **12** to synchronization of printouts with Europallets, the printer will make the print that is planned for the following pallet in spite of excess triggering. No successive printing starts until the following pallet is detected. In such a case, the Euro-pallet (the defective one) that is currently labeled will be labeled incorrectly but <u>every</u> <u>successive one will be labeled correctly</u>.

Example:

One of pallets to be labeled has a defect: the middle bracket is missing (see the Euro-pallet on the right in *Fig. 38*).



Owing to the application of external photodetector **12** to synchronization of printouts with Europallets, when the successive Euro-pallet is detected the printer will make the planned print starting from the beginning (although the print on the current Euro-pallet has not been completed). In such a case, the Euro-pallet (the defective one) that is currently labeled will be labeled incorrectly but **every successive one will be labeled correctly**.

2.4. STARTING THE PRINTER UP FOR THE FIRST TIME

The **Hi-Res** EBS-2600 printer is started up for the first time during installation. Owing to that, the printer is able to verify the transponder in an ink bottle.

On installing and starting up the printer:

- Set basic parameters such as conveyor belt travel speed, source of trigger signal.
- Make a few test prints.

2.4.1. TEST PRINTS



♠ The procedure is not available to operator-type users.

To make the first print:

- 1. Create/import a text project; it is advisable to create a very simple project which contains e.g. one **Normal text**-type text object T.
 - 1

For more details on how to create projects see "5.4. Creating a Project".

For more details about importing projects see "7.7.1. Exporting/Importing Projects".

- 2. Open a project you have created/imported in order to print it.
 - 1

For more details see "4.3.1. Opening a Project for Printing".

3. Start printing.



For more details see "4.3.2. Starting Printing".

- 4. Move a sheet of paper in front of the photodetector that is selected as the source of the trigger signal and in front of the face of the printhead to make prints.
- 5. Assess print quality. If the quality is unsatisfactory, carry out the purging/venting procedure for the printhead.



For more details see "8.1. Purging/Venting the Printhead".

Z Z

H H

2.5. USER TRAINING

Many operations described in this Manual can be carried out by **instructed persons** only. Therefore, a local representative of **EBS Ink Jet Systeme GmbH** is obliged to deliver relevant training. Such training shall include at least the following topics:

- Safety requirements, potential risks,
- Basic installation of the printer,
- Operating the printer,
- Replacing consumables,
- Basis of printer configuration,
- Basic maintenance, diagnostic and service operations,
- Transporting and storing the printer.

CHAPTER 3

USER INTERFACE

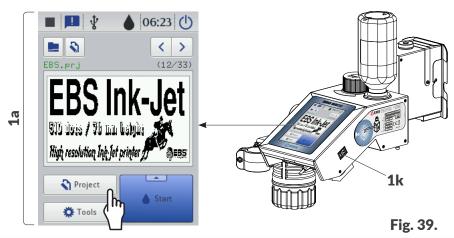
Ä

3. USER INTERFACE



Access to selected user interface functions is restricted for **operator**-type users. For more details see further in this document.

The user interface enables the user to operate the printer easily and intuitively. This applies to both project management (editing, setting project parameters, starting/pausing printing) and printer maintenance and servicing.



- **1a** Graphic LCD display with touch panel.
- **1k** Printer ON/OFF button.

3.1. MAIN SCREEN

The main screen on the LCD display is used for:

- Monitoring printer state,
- Starting/pausing/monitoring printing,
- Signaling warnings and errors,
- Displaying basic information such as the current time,
- Previewing the project that is open for printing/being printed,
- Moving to the printer menu,
- Getting additional information or carrying out functions via icons.



The screen can be additionally configured (e.g. brightness can be modified) by pressing \triangleright \triangleright \triangleright \triangleright \triangleright

Be careful not to touch the edge of the housing while pressing buttons on the LCD display – not to interfere with touch sensing.



Fig. 40.

- A Status bar.
- **B** Project window.
- C Menu bar.

3.1.1. STATUS BAR



Status bar $\bf A$ (see Fig. 41) is displayed at the top of the screen.

Items available on status bar A

Item	Meaning
	Printing status: - printing is OFF (readiness for printing), - printing is ON (waiting for an object to be detected by the photodetector selected as the source of the trigger signal), - printing is ON (making a print on an object).
	Messages: ! - informative, ! - warning, ! - error, no icon - all message have been read.

Item	Meaning					
ţ	Status of connection of a memory device to the USB port in the printer: no icon - no memory device is connected to the USB port, \$\forall \text{ - an appropriate}\$ memory device is connected to the USB port. Carry out USB memory operations, that is import files \$\overline{\chi}\$, export files \$\overline{\chi}\$, upgrade the printer software \$\overline{\chi}\$. \$\overline{\chi}\$ USB memory operations are not available to operator-type users.					
	Indicator of e	estimated ink	level in the bo	ottle [%]:		
	\Diamond	\Diamond	۵	\(\rightarrow\)		•
$\Diamond \Diamond \Diamond \Diamond \Diamond \Diamond \Diamond \Diamond$	0	1 to 9	10 to 30	31 to 60	61 to 80	81 to 100
(1) (3) (3)	If the (a) and (b) icons are displayed alternately, an ink problem may have occurred. The (a) icon in the status bar means that the printer is in service mode (it can print over a period of 50 hours).					
Current Time.						
A1	Set the current date and time.					
AI	The current date or time cannot be set by operator -type users. The operator -type users can only view the current date and time.					
	Shut down	/restart	the printer;	log the user ou	ıt 🖳	
	□					
Ф			Ф	J.		

Shutdown

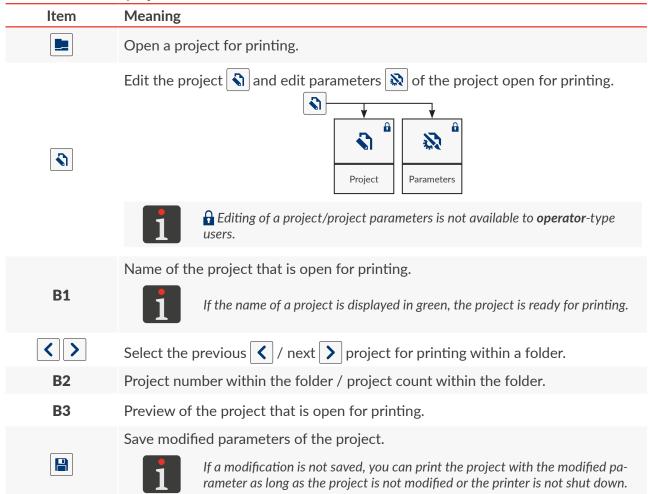
Logout

Restart

3.1.2. PROJECT WINDOW



Items available in project window B



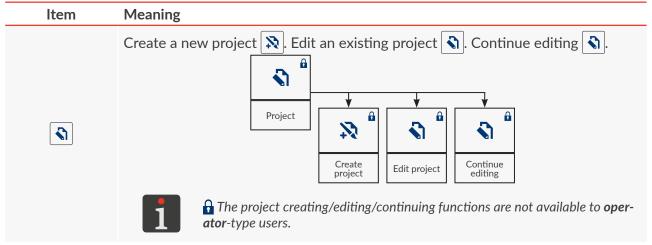
Ä

3.1.3. **MENU BAR**

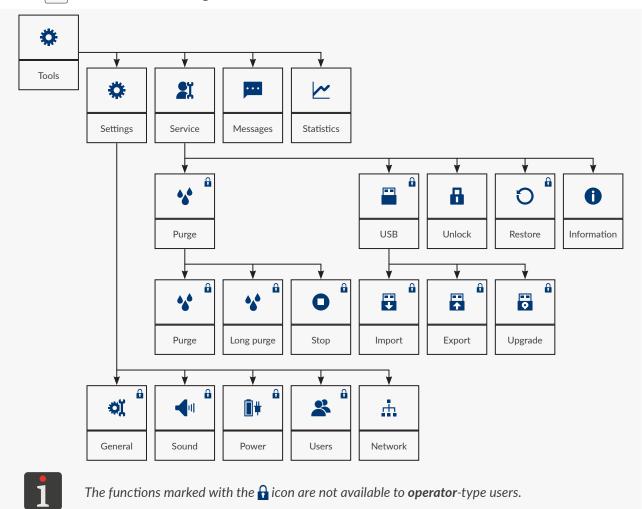


Fig. 43.

Items available in menu bar C

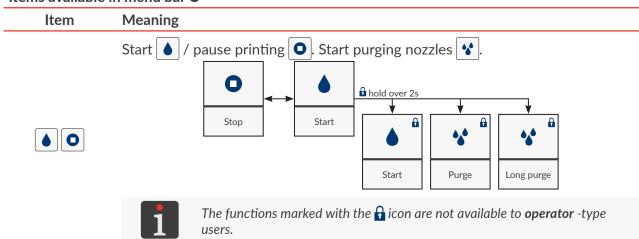


ø Printer settings.





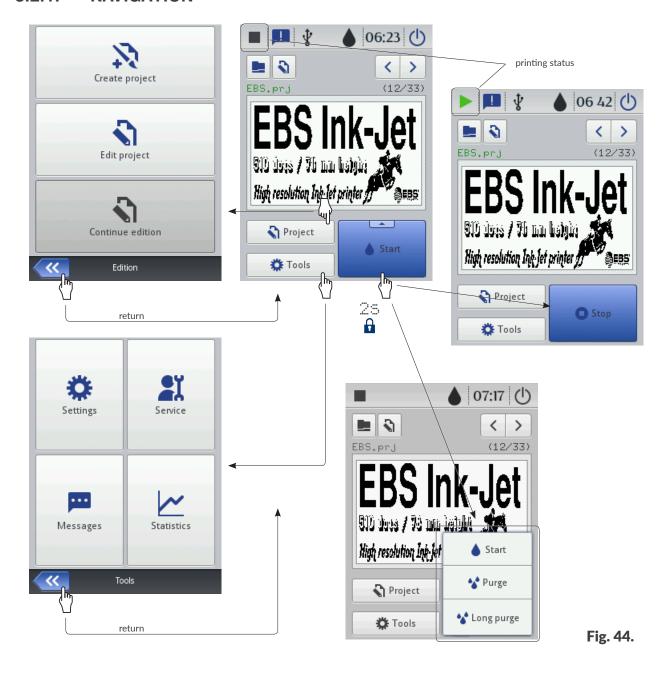
N N



2023.05.16 53 of 184 G2023/04/26_1EN

3.2. RULES FOR USING THE USER INTERFACE

3.2.1. NAVIGATION



Most of printer functions are accessible with the **Project** / **Tools** icons in menu bar **C** on the main screen, *e.g.*



Additionally, the (icon, which is used for returning to the previously displayed screen, is available in the menu.

Certain icons such as the **Start** icon on the main screen can be held over 2 seconds to display a drop-down list box with additional functions (see *Fig. 44*).

Object name : Image 1

Position : 3 x 8

Size : 857 x 502

Scaling : Fit content to frame
Object rotation : 0

Transparent : ✓

Main

Geometry

In certain windows, the parameters/functions are divided into groups marked with sheet tabs. If you select a sheet tab, the tab will be enclosed in the characters "|", e.g.

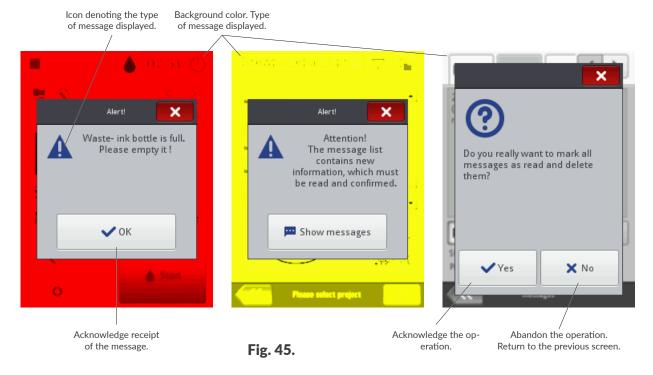
- Geometry
- | 4

The tab marking described above is used further in this document.

3.2.2. DIALOG BOXES

Dialog boxes are displayed on the screen to provide the user with information or to request that a given operation be acknowledged (see *Fig. 45*).

What a dialog box (the icon, the background color) looks like depends on the type of message (an informative message, a warning or an error message) displayed in the dialog box.

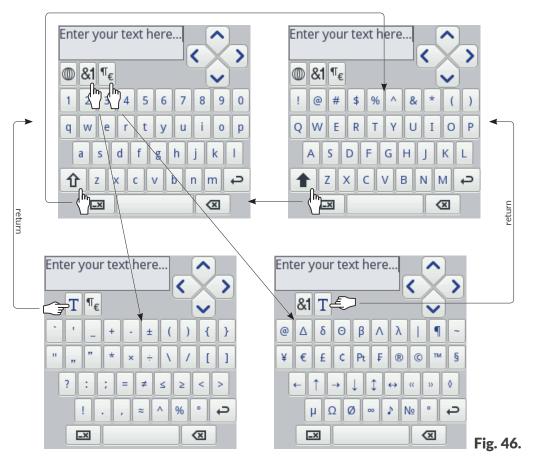


Ä

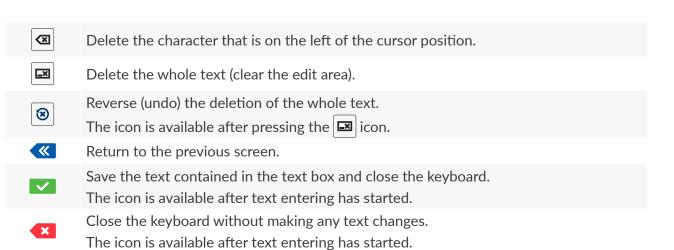
띪

3.2.3. VIRTUAL KEYBOARD

Use the virtual keyboard to modify the values of parameters and to enter texts at the level of the printer's LCD touch screen. It is displayed on the LCD when the value box for a given parameter is selected, the password is to be entered for logging in, or a text is to be entered to a project. It is used to enter capital and small letters, national characters, digits, symbols and special characters.



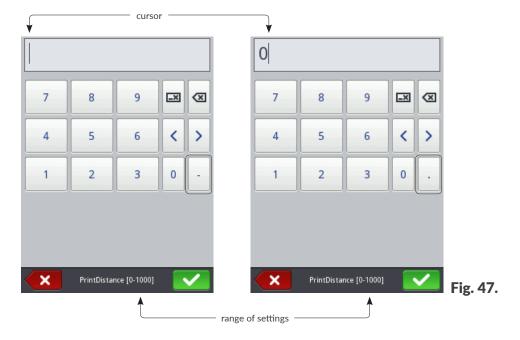
Move the cursor. The $| \wedge | / | \vee |$ icons are available in the keyboards displayed while multi-line text objects are edited. 仓 Switch from small letters to capital letters. 1 Switch from capital letters to small letters. &1 Switch from letters to punctuation marks. ¶€ Switch from letters to special symbols. T Return to Latin or Cyrillic display. Change the language of the keyboard. Shift from Latin alphabet to Chinese characters (using pinyin). 語 The icon is available after pressing the $| \mathbb{O} |$ icon. Shift from Latin letters to Cyrillic letters. Ц The icon is available after pressing the $| \mathbb{O} |$ icon. **→** Move to the beginning of the next line.



If a selected Latin character (e.g. e, r, t, y, u, i, o, a, s, d, g, l, z, c, n) is pressed and held, the list of diacritical characters (accents) associated with the selected Latin character becomes available.



If numeric values (e.g. values of selected parameters) are entered, the numeric keypad is displayed (see *Fig.* 47).



When a value is entered via the numeric keypad, a check is made to see whether it is within the setting range of a given parameter.

The $\begin{bmatrix} - \end{bmatrix} / \begin{bmatrix} \cdot \end{bmatrix}$ keys (or no key) are displayed depending on the position of the cursor in the edit area.

3.3. TYPES OF PRIVILEGES/USERS

Every user can have an individual access account that offers them access to project editor and printer settings; the access level varies according to the type of privilege.

In the printer, there are three different types of privileges (groups of users):

- operator,
- administrator,
- serviceman.

The **Hi-Res** EBS-2600 printer can be operated in two ways at the same time:

- locally: via the built-in LCD display,
- remotely: with the EBS Web User Interface (WUI) editor.

If local control and remote control take place at the same time, the type of privileges (access level) is used for establish which should take priority. The user who is at a higher level will take priority.

Operator-type users have the following privileges:

- Start/shut down the printer,
- Open a project for printing,
- Start/pause printing,
- Access selected menu branches.



The functions that are not available to **operator**-type users are:

- displayed in gray in the printer interface,
- marked with the \mathbf{n} icon in this document.

The accounts of **operator**-type users are protected with passwords.

Any number of operator-type user accounts can be defined, named and protected with passwords.

Every **operator**-type user account can be deleted.

The **administrator**-type users have full access to the printer except specialist service commands available to **serviceman**-type users only.

The accounts of **administrator**-type users are protected with passwords.

Any number of administrator-type user accounts can be defined, named and protected with passwords.

All administrator-type user accounts can be deleted except one.



The accounts of **serviceman**-type users are designed for use by **skilled persons** only.

Two **serviceman**-type users named "**EBS**" and "**Service**" are defined in the printer. These users must not be deleted, modified or marked with \bigstar .

3.3.1. CHANGING A USER

The printer is started up with a logged-in user by default. The user is marked with \bigstar in the user manager.



For more details see "7.5. Configuring Users".

To change the logged-in user:

1. Press 🛈 ▶ 🖳

The currently logged-in user is logged out.

A list of users defined in the printer is displayed on the screen.

- 2. Select a user to be logged in.
- 3. Enter the user password.

The password of the administrator-type user named "Administrator" is "1" by default.

Passwords can be modified by pressing 🌼 🏲 🗱.

4. Press
to acknowledge.

The selected user is logged in.

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3.4. REMOTE CONTROL

The **Hi-Res** EBS-2600 printer can be operated via a web browser in two ways:

- by connecting with the printer direct or via an **Ethernet** network and using the EBS Web User Interface (WUI) editor,
- using the Offline EBS Web User Interface (Offline WUI) editor, which shall be installed on a PC with the Windows® operating system in advance.



Operation of the EBS Web User Interface editor is not described in this document. For information about available options contact an authorized representative of EBS Ink Jet Systeme GmbH.

3.4.1. **EBS WEB USER INTERFACE (WUI)**

The **Hi-Res** FBS-2600 printer can be operated via the **EBS Web User Interface (WUI)** editor. With it the printer can be conveniently operated without the necessity of using the printer's built-in LCD display. This is particularly important when direct access to the printer at the workstation is restricted.

Operation of the printer via the EBS Web User Interface (WUI) editor creates the same possibilities as operation via the built-in LCD display described in this Manual, but it opens up additional possibilities such as:

- Transferring projects between the printer and a PC,
- Creating/editing bar/matrix codes with dynamic contents, which are graphic interpretation of text objects such as Date/Time Q, Counter Q, Communications port and Text file D,
- Managing images in the printer via the **Image Manager**,
- Managing fonts in the printer via the **Font Manager**,
- Managing text files in the printer via the **Text File Manager**,
- Managing scripts in the printer via the **Script Manager**,
- Gaining access to a wider range of statistics,
- Estimating costs of printout,
- Operating a network of printers.

To run the EBS Web User Interface (WUI) editor in the web browser window on a PC:

1. Connect the printer to an **Ethernet** network or to a PC direct.



An **Ethernet** crossover cable, which is part of the installation kit can be used for connecting the printer to a PC.

The printer must be detached from mains electricity while an **Ethernet** cable is being connected!

2. Connect the printer to mains electricity and start it up.



For more details see "4.1. Starting the Printer up".

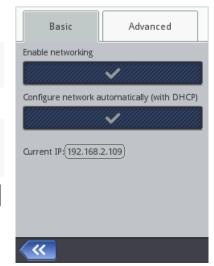
3. Set up a network connection.



For more details see "7.4.1. Ethernet".

For the information on how to set up your network connection contact your network administrator.

4. Read the **IP** address of the printer by pressing ♥ ▶ ♠ ♠ (the **Current IP** parameter in the figure on the right).



5. Enter the following address in the web browser on the PC: http://Current IP, where Current IP is the printer's IP address read at the previous point.

The EBS Web User Interface (WUI) editor runs in web browser window (see Fig. 48).



Fig. 48.

3.4.2. OFFLINE EBS WEB USER INTERFACE (OFFLINE WUI)

Projects for the **Hi-Res** EBS-2600 printers can be prepared with the **Offline EBS Web User Interface** (**Offline WUI**) editor installed on a PC in the Windows® environment in advance. Owing to it, projects can be conveniently edited without the necessity of using the printer's built-in LCD display. This is particularly important when direct access to the printer at the workstation is restricted. There is also no need for connecting a PC with the printer (direct or via an **Ethernet** network).

Projects prepared with the **Offline EBS Web User Interface** (**Offline WUI**) editor can be imported to the printer:

- remotely, with the **EBS Web User Interface** (**WUI**) editor after prior connection of a PC with the printer (direct or via an **Ethernet** network),
- via a **USB** memory device.



For more details see "7.7. Exchanging Data via a USB Port".

CHAPTER 4

OPERATION

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EBS-2600 User Manual

G2023/04/26_1EN

63 of 184

2023.05.16

4. OPERATION

4.1. STARTING THE PRINTER UP

To start the printer up:

- 1. Connect power plug 7a (see Fig. 2 on page 16) to the electrical mains.
- 2. Press button **1k** on the side wall of control unit **1**.

The welcome screen is displayed on the LCD.

3. Wait several dozen seconds.

The main screen is displayed on the LCD.

The printer is started up and ready to print an open project.

The user that is marked with \bigstar in the user manager is logged in by default.

For more details on how to change the logged in user see "3.3.1. Changing a User".



- Printing has to be started manually.

4.2. SHUTTING THE PRINTER DOWN

The printer can be shut down regardless of the state it is in, *e.g.* during printing. In such a case, printing pauses.



When filled with ink, the printer can remain shut down for a period not longer than 1 week.

4.2.1. SHUTTING DOWN IN REGULAR MODE

To shut down the printer in regular mode:

1. Press 🛈 ▶ 🔘

The goodbye screen is displayed on the LCD display.

2. Wait a few seconds.

The LCD display is blank.

The printer is shut down.



3. Pull out power plug 7a (see Fig. 2 on page 16) from the electrical mains, if need be.

4.2.2. SHUTTING DOWN IN EMERGENCY SHUTDOWN MODE

The printer can be shut down in emergency shutdown mode only if a printer failure occurs, when shutting down in regular mode, which lasts longer, could cause further damage, *e.g.* ink spilling.

The printer can be shut down in emergency shutdown mode in two ways.

Press button **1k** on the side wall of the printer's control unit **1** and hold it over 4 seconds or

Detach power cord 7 (see Fig. 2 on page 16) from mains electricity or from control unit 1.



Guard **1m**, which protects connection sockets on the back panel of control unit **1**, has a magnetic holder. Before power cord **7** is detached from control unit **1**, guard **1m** should be removed. If you do not have time to do this, the guard will fall out of its holders while power cord **7** is detached from control unit **1** on an emergency basis.

4.2.3. RESTARTING THE PRINTER

The printer can be restarted (*i.e.* shut down and started up again) regardless of the state it is in, *e.g.* during printing. In such a case, printing pauses.

To restart the printer:

1. Press (७) ▶ (३).

The goodbye screen is displayed on the LCD.

2. Wait a few seconds.

The LCD display is blank.

The welcome screen is displayed on the LCD.

3. Wait several dozen seconds.

The main screen is displayed on the LCD.

The printer is restarted and ready to print the open project.

The user that is marked with \star in the user manager is logged in by default.

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4.3. **PRINTING**

The printer is ready for printing when an appropriate project is open for printing.

OPENING A PROJECT FOR PRINTING 4.3.1.

The name and preview of the project currently open for printing (the so called active project) are displayed on the main screen.

To open a project for printing:

1. Press on the main screen

The project library is displayed.



For more details about the project library see "5.9. Managing Projects".

- Select a project that you wish to print or enter the name of such a project in the white text box at the top of the window. The selected project is highlighted in a lighter color, its name is displayed at the top of the window while its preview is displayed in the lower part of the window.
- 3. Press \tag{v} to acknowledge.

The selected project is open for printing.

The main screen is displayed and it shows the preview of the project that is open for printing.



If the project open for printing is correct, the project name is displayed on the main screen in green.

The project that is open for printing (within one folder only) can be modified by means of the $|\zeta|$ /



Please select project

EBS.prj

EBS.prj

■ HLT

■ IPS

► Font

EBS-2600.prj

icons on the main screen, too.

4.3.2. STARTING PRINTING

To start printing the open project:

1. Press the icon in menu bar C on the main screen.



If the parameter $\| \underline{\mathbf{b}} \| \mathbf{\triangleright}$ Edit before printing is started or $\| \underline{\mathbf{b}} \| \mathbf{\triangleright}$ Edit counter before starting printing is active in any project object, then before printing starts, the request to enter initial values is displayed. Initial values can be saved as the default values for a given object.

The printer enters printing mode in which:

- in <u>continuous printing mode</u> (the project parameter | | ► Printout repetition =): the icon in the status bar on the main screen is replaced with the icon, printing of a print starts immediately.

the icon in the status bar on the main screen is replaced with the icon,

the printer waits until an object is detected by the photodetector selected as the source of the trigger signal,

when an object is detected by the photodetector, printing starts and the icon is replaced with the icon.

4.3.3. PAUSING PRINTING

To pause printing:

1. Press the oicon in menu bar C on the main screen.



The / icon in the status bar on the main screen is replaced with the icon.

The printer finishes printing the project, and then printing pauses.

The printer enters the state of readiness for printing.

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4.4. PREVIEWING A PROJECT

The preview of the project that is open for printing/being printed is displayed on the main screen. If the width of a project exceeds the width of the preview window, the project can be shifted within the preview window (see *Fig. 49*).



Fig. 49.

4.5. USING AN INK BOTTLE

Indicator **A2** (see *Fig. 50*) in status bar **A** on the main screen offers access to the following pieces of information:

An estimate of the amount of the ink remaining in the ink bottle [%],

 \Diamond	٥	۵	\(\rightarrow\)	^	•
0	1 to 9	10 to 30	31 to 60	61 to 80	81 to 100

- A problem with ink (e.g. the ink has passed its expiration date, the number of printouts exceeded a limit, an incorrect bottle or no bottle is installed) or with the IMS system (Ink Monitoring System) the icons () and () are displayed alternately,
- Service mode is activated (printing is enabled over a period of 50 hours) the **a** icon is displayed.

For detailed information about the bottle of ink installed in the printer press indicator **A2** in status bar **A** on the main screen.



Fig. 50.

The time needed to use up the ink contained in an ink bottle depends on parameters such as the number of dots in the projects printed, ink pressure, intensity, etc.



* If a <u>correct</u> bottle of ink is installed but the printer cannot recognize it successfully, you can contact an authorized representative of **EBS Ink Jet Systeme GmbH** to activate service mode. In this mode printing can continue over another 50 hours until a new bottle of ink is installed or a service intervention is made. For more information see "9.3.3. Releasing Protections".

The information that the ink in the bottle is critically low (a warning) or that the bottle is empty (an error) is displayed in a dialog box. The dialog box is also displayed each time the printer starts up. The above-mentioned information can be communicated via an optional status beacon, too.



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4.5.1. REPLACING THE INK BOTTLE



Contact an authorized representative of **EBS Ink Jet Systeme GmbH** to order a new bottle of ink of an appropriate type. The necessary information is available on the label of the bottle installed in the printer or by pressing indicator $\bf A2$ in status bar $\bf A$ on the main screen.

As soon as the <u>critically low ink warning</u> is communicated, it is advisable to replace the ink bottle with a new one. The replacement of the bottle does not required printing to pause unless an error occurs.



As soon as the <u>empty ink bottle error</u> is communicated, printing pauses and the ink bottle must be replaced with a new one.



To replace the bottle:



Tools required:

- a bottle of ink of an appropriate type,
- protective gloves that are resistant to ink/wash-up,
- safety goggles.





Press to acknowledge the warning/error message.



For more information on how to handle warning/error messages see "9.1.1. Error Messages".

2. Put transponder **4a** of a new bottle of ink **4** to transponder reader **1l** on the side wall of control unit **1** to get the ink verified and accepted by the printer.

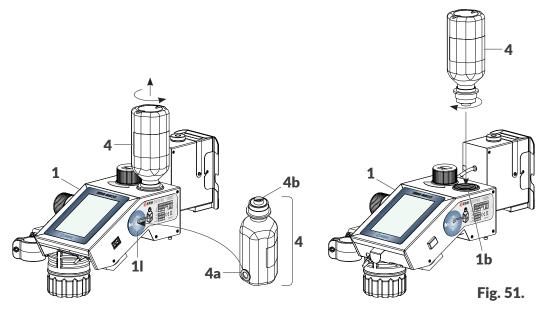
When a new bottle of ink is accepted, a relevant icon and the message (199000) New ink container successfully accepted. are displayed on the LCD display.

- 3. $\langle h \rangle$ Acknowledge the message saying that ink bottle **4** has been accepted.
- 4. Unscrew empty bottle 4 (see Fig. 51).



Replace the bottle in dust-free conditions, as far as possible, to minimize the penetration of contaminants and dirt into the printer's ink system. Do not leave the printer with an ink bottle removed for longer than it is necessary to replace the bottle.

Dispose of the empty bottle following the selective collection principles.



5. Tear aluminum protective film **4b** out of new bottle **4**.

6. Install bottle of ink **4** screwing it into socket **1b**.



The turning of a new bottle of ink upside down will not cause the ink to spill out because the bottle is equipped with a protective valve.

The new bottle is installed.

7. Start the purging/venting procedure.



For more details see "8.1. Purging/Venting the Printhead".

- 8. Make a test print.
- 9. Repeat the purging/venting procedure, if need be; keep repeating it until a correct print is obtained.
- 10. If the printer does not print, press the old icon in menu bar **C** on the main screen, to start printing again.

2023.05.16 71 of 184 G2023/04/26 1EN



EMPTYING THE WASTE BOTTLE 4.6.



Tools required:

- protective gloves that are resistant to ink/wash-up,
- safety goggles,







The amount of liquid waste (see Fig. 52) in transparent waste bottle 3a should be subjected to systematic visual assessment during printer operation.

The procedure for emptying the waste bottle should be followed when about 2/3 of its volume is filled with liquid waste.



NOTE: A risk for printer damage!

If the waste bottle is not emptied at the right time, it may be overfilled, and this may lead to printer damage!

To empty the waste bottle:

- 1. Put absorbent material under waste bottle 3a (see Fig. 52).
- 2. Unscrew and remove waste bottle **3a** when about 2/3 of its volume is filled.
- Empty waste bottle 3a.



NOTE:

Dispose of the liquid waste following the local waste disposal regulations!

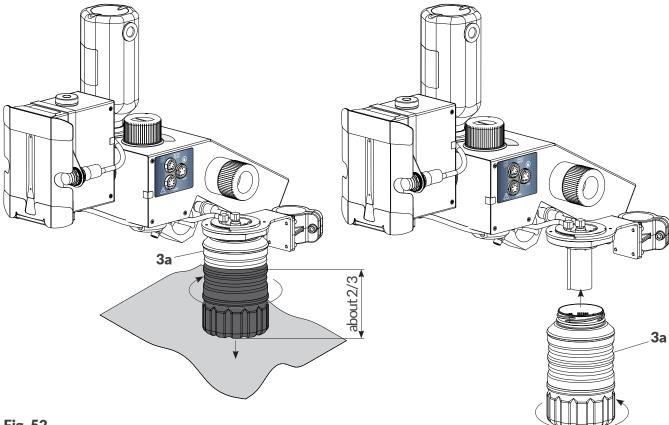


Fig. 52.

4. Screw the emptied waste bottle **3a** into the socket in the drip system. The procedure for emptying the waste bottle is finished.



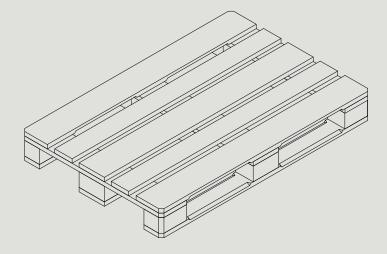


Hi-Res

EBS-2600 USER MANUAL

Industrial DROP ON DEMAND Printers Original Instructions





Part 2 of 3

Z Z

CHAPTER 5 EDITING

5. EDITING PROJECTS AND PROJECT PARAMETERS

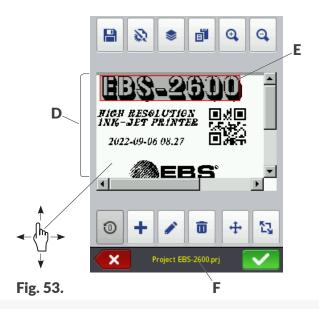
5.1. PROJECT EDITOR



The functions of creating/editing/continuing editing a project are not available to **operator**-type users. Owing to that, **operator**-type users have no access to the project editor.

The project editor starts when any function designed to create/edit projects is selected:

Icons	Function	
Project ► Create project	Create a new project.	■
Project Edit project	Edit an existing project.	EBS Ink-Jet 900 days / 70 mm belgik 1885 Righ resolution Ink-Jet printer fr
Project	Edit the project that is open for printing/being printed.	Project Start



- **D** Project preview.
- **E** Object. The currently selected object is displayed on a gray background and framed in red.
 - **F** Project name.

The following functions are available in the project editor window:

Icon Function



Save the project with its existing name or a different name.



Edit parameters of the project that is being edited.

lcon	Function
	Object manager.
	Copy the selected object to the clipboard (the icon is visible when an object is selected in the project editor window).
	Paste the object from the clipboard (the icon is visible only when objects are stored in the clipboard and none of the objects in the project editor window is selected).
•	Increase the scale of the project preview.
Q	Decrease the scale of the project preview.
o	Restore initial values of Counter -type objects 🗘 and Text file -type objects 🖺.
+	Add an object.
	Edit contents and parameters of the selected object.
	Delete the selected object.
8	Restore an object from the project trashcan (the icon is visible only when there are objects in the trashcan and none of the objects in the project editor window is selected).
4	Change the position of an object in a project.
	Change the size of an object.
X	Exit the project editor without saving the project that has been edited.

Color-coding in the project editor window

The currently selected object is displayed on a gray background and framed in red (see Fig. 53 on page 76).

Save the project with its exiting name and exit the project editor.

Move to the previous screen when no modifications have been made.

- Project name **F** (see **Fig. 53 on page 76**) changes its color to yellow if project contents have been modified in any way. When the project is saved, its name changes back to white.
- **Communications port**-type text objects and bar/matrix* codes | are displayed on multi-colored backgrounds.



* Communications port-type bar/matrix codes | 🏟 | can be created by means of the EBS Web User Interface only.

Basic notions and rules applied to project editing and printing

- A **project** is created/edited by the user with the **project editor**; it consists of **objects**.
- When printing of a prepared **project** is enabled, a **printout** is made on an object.
- The appearance of a printout on an object depends on project parameters and parameters of the **objects** included in the **project**.
- A **print** is made of **dots**.
- **Printed dots** form **columns** and horizontal **rows**.
- **Print** resolution in the vertical direction is defined as a number of **rows** (or **dots**) per unit of height.

- Print resolution in a horizontal direction is defined as a number of columns (or dots) per unit of length.
- For adequate legibility and proportionality of prints, it is recommended that resolution in a horizontal direction be equal to resolution in the vertical direction of 180 dpi (about 7086 dots/meter).

5.1.1. ADDING AN OBJECT

To add an object to the project:

- 1. Press +.
- 2. Select the object group that contains a required type of object:
 - T text objects,
 - ∥ 🏭 | shapes,
 - the other objects.
- 3. Select a type of object.



For more details about objects see "5.2. Types and Parameters of Objects".

- 4. Set the parameters that are relevant to a given type of object.
- 5. Press to acknowledge.

The object is created in the left top corner of the project.

5.1.2. EDITING THE SELECTED OBJECT

To edit an object in the project:

- 1. Select an object you wish to edit in the project editor window.
- 2. Press 🖍.
- 4. Press to acknowledge.

The project editor is displayed.

5.1.3. CHANGING THE POSITION OF AN OBJECT IN A PROJECT

The position of an object in a project can be changed in two ways:

- by modifying elements of the object parameter | ▶ **Position**, that is the coordinates of the left top corner of the object frame,
- by using the 💠 function.

The position of an object in a project can be changed with the function within the project area only. No project can be extended beyond the project area.

An object can be extended beyond the project area if elements of the parameter | Position are modified.

To change the position of an object in a project:

- Select an object whose position you wish to change in the project editor window.
- Press +.

The color of the frame of the object changes to green.

Navigation icons are displayed:

- to move the object by one pixel to the left,
- to move the object by one pixel to the right,
- derivative derivative
- to move the object by one pixel down.
- 3. Use navigation icons or indicate the position of the object directly in the project area.
- 4. Press ✓ to acknowledge the position of the object.

The position of the object is changed.

5.1.4. CHANGING THE SIZE OF THE OBJECT FRAME

The size of the frame of text objects | T | and of Image-type objects | Can be changed only when the value of the parameter | Scaling is different from Fit frame to content. Otherwise, the object frame will not change its size.

You can change the size of the object frame in two ways:

- by modifying elements of the object parameter | Size,
- by using the 🔼 function.

The object cannot be shifted beyond the project area while the size of the object frame is being changed.

To change the size of the object frame:

- 1. Select an object whose size you wish to change in the project editor window.
- 2. Press 🔼 .

The color of the frame of the object changes to violet.

Navigation icons are displayed:

- ☑ / ☑ to move the left edge of the frame by one pixel to the left / right,
- [II] / [II] to move the top edge of the frame by one pixel up / down,
- [] / [] to move the bottom edge of the frame by one pixel up / down.
- 3. Use navigation icons or indicate the position of the right bottom corner of the object frame directly in the project area.
- 4. Press ✓ to acknowledge the size of the object frame.

The size of the object frame is changed.

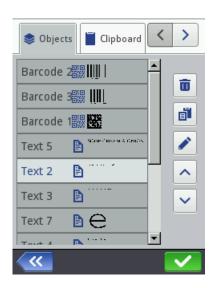
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5.1.5. USING THE OBJECT MANAGER

The object manager consists of three parts (sheet tabs):

- | **♦** |: List of all objects in the project,
- | | Clipboard,
- Trashcan.

Press in the project editor window to start the object manager.



List of objects

Press | ▶ | in the object manager window to display the list of objects.

The list contains all objects used in the project, including the objects that are invisible in the editor window because:

- Their position in the project expands beyond the editor window,
- They are veiled by objects that are not set to be transparent.

The position of an object on the list relative to other objects defines whether the object is "on top" or "beneath".

The following functions are available on the list of objects in the object manager:

Icon Function ■ Delete the selected object (move the object to the trashcan). ■ Copy the selected object to the clipboard. ▶ Edit contents or parameters of the selected object. ▶ Move the selected object on the list by one position up. ▶ Move the selected object on the list by one position down.

Clipboard

Press in the object manager to display the clipboard.

The clipboard contains all objects that have been copied to it with the function in the project editor. The clipboard has global reach, that is, it shows objects copied to any project. Owing to that,



the clipboard can be used for copying objects from one project to another.

The clipboard is emptied automatically each time the printer is shut down.

The following functions are available in the clipboard:

Icon Function





Trashcan

Press in the object manager window to display the trashcan.

The trashcan contains all objects that have been deleted from the currently edited project.

The trashcan is automatically emptied when the project editor closes.

The following functions are available in the trashcan:

Icon Function



Restore the selected object from the trashcan to the project.

5.1.6. DELETING AN OBJECT

When an object is deleted, it is moved to the trashcan. This means that deletion is reversible; an object can be restored only by the time that the project editor closes, the object is removed from the trashcan or the trashcan is emptied.



For more details about trashcan management see "5.1.5. Using the Object Manager".

To delete an object from a given project:

- 1. Select an object you wish to delete in the project editor window.
- 2. Press 🛅.

A dialog box with the request to acknowledge the operation is displayed.

3. Press ✓ to acknowledge.

The selected object is deleted (moved to the trashcan).

The project editor is displayed.

5.1.6.1. RESTORING A DELETED OBJECT

The objects deleted while the project is being edited are stored in the trashcan. Therefore objects can be restored back to the project. An object can be restored only by time that the project editor closes, the object is removed from the trashcan or the trashcan is emptied.



For more details about trashcan management see "5.1.5. Using the Object Manager".

To restore a deleted object:

- 1. Press to restore a deleted object. The icon is visible only when there are objects in the trashcan and none of the objects in the project editor window is selected.

 You can restore an object using the function in the object manager.

 The list of the objects that are in the trashcan is displayed.
- 2. Select an object you wish to restore to the project.
- 3. Press ③.

 The selected object is restored to the project and thereby deleted from the trashcan.
- 4. Press (to exit the trashcan and return to the project editor.

5.1.7. COPYING OBJECTS

Owing to the clipboard, every object included in a project can be copied and pasted into the given or another project. Objects are stored in the clipboard until the printer shuts down. Therefore an object can be pasted from the clipboard by the time that the printer shuts down or the object is removed from the clipboard.



For more details about clipboard management see "5.1.5. Using the Object Manager".

To copy an object:

- 1. Select an object you wish to copy in the project editor window.
- 2. Press

The object is copied to the clipboard.

You can also copy an object to the clipboard using the function \triangleright \triangleright \triangleright \triangleright in the object manager.

3. Press to paste the object that has been copied to the clipboard. The icon is visible only when there are objects in the clipboard and none of the objects in the project editor window is selected.

The list of the objects that are in the clipboard is displayed.

- 4. Select an object you wish to paste to the project.
- 5. Press 🗓 .

The selected object is pasted into the project but it remains in the clipboard and can be pasted



again to the same or another project.

6. Press (to exit the clipboard and return to the project editor.

5.2. TYPES AND PARAMETERS OF OBJECTS

The objects that are available while projects are being edited via the built-in LCD display belong to three groups:

Group		Object	
T	Text	T	Normal text
		Q _	Date/Time
		()	Counter
			Communications port
			Text file
(, 1	Shapes		Line
			Rectangle
		lacktriangle	Ellipse
	Other		Barcode
			Image
		I	Line divider
		I	Spacer
		I	Intensifier

The use of the EBS Web User Interface (WUI) editor to operate the printer allows the user to create/edit bar/matrix codes whose contents are dynamic and which are graphic interpretation of text objects such as Date/Time (a), Counter (b), Communications port (a) and Text file (b).

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5.2.1. COMMON PARAMETERS OF ALL OBJECTS

After pressing the 🖍 icon, the parameters of the selected object are available in the project editor window. The list of the parameters available depends on the type of object.

The following parameters are common to all types of objects:

Parameter Range of settings **□** Object name Name of an object, given automatically while the object is being created. It can be modified but it must be unique within the project. Coordinates (X, Y) of the left top corner of the frame of an object. They can be modified manually or by means of the $| \oplus |$ function in the project editor. For **Spacer**-type objects | I |, **Line divider**-type objects | I | and **Intensifier**-type objects | I |, only the horizontal coordinate (X) can be modified. Size (width, height) of the frame of an object. The values can be modified manually or by means of the $| \mathfrak{T} |$ function in the project editor. The size of the frame of text objects $\| \mathbf{T} \|$ and of **Image**-type objects $\| \mathbf{Z} \|$ can be changed only when the value of the parameter $\parallel \stackrel{\square}{\square} \parallel \triangleright$ **Scaling** is different from **Fit frame to content**. The parameter is not available for **Spacer**-type objects I, **Line divider**-type objects I and **Intensifier**-type objects I Without scaling, Fit frame to content, Fit con-**| ▶** Scaling Mode of adjusting the size of the frame of an object to the frame contents. The list of settings available for the parameter depends on other settings, e.g. the type of object or the selected font. The parameter is not available for shapes $\| \Leftrightarrow \|$ as well as for **Spacer**-type objects $| \mathbf{I} |$, **Line divid**er-type objects I and Intensifier-type objects I 0, 90, 180, 270 Rotation of an object through 90°. The parameter is not available for shapes $\| \Leftrightarrow \|$ as well as for **Spacer**-type objects $\| \mathbf{I} \|$, **Line divid**er-type objects | I | and Intensifier-type objects | I | ∥ 🚟 ∥ ⊳ Transparent When this option is enabled for an object, the object becomes transparent, i.e. the objects that are under it can be seen. The parameter is not available for **Spacer**-type objects **I**, **Line divider**-type objects **I** and **Intensifier**-type objects I The sequence of objects in a project can be changed with the object manager For more details see "5.1.5. Using the Object Manager".



5.3. EDITING A PROJECT

To edit any project stored in the project library:

1. ⟨ Press Project Fall Edit project.

The project library is displayed.



For more details about the project library see **"5.9. Managing Projects"**.

- 2. Select a project that you wish to edit or enter the name of such a project in the white text box at the top of the window.

 The selected project is highlighted in a lighter color, its name is displayed at the top of the window while its preview is displayed in the lower part of the window.
- Press to acknowledge.
 The project editor window is displayed; the selected project is open and can be edited.



Press the icon on the main screen to start editing (either) the project that is open for printing/being printed Project) or project parameters Parameters.

If you save the project open for printing/being printed, this may mean that the project is reloaded and if that is so a relevant message is displayed in the dialog box.

The projects that are in the printer's project library can also be edited using the **EBS Web User Interface**.

Press Project Continue editing to continue editing the project open for editing using the EBS Web User Interface.

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CREATING A PROJECT 5.4.

To create a new project:

1. Press ♦ Project ▶ 🔊 Create project.

The project library is displayed.



For more details about the project library see "5.9. Managing Projects".

- Enter the name of a new project in the white text box in the upper part of the window.
- 3. Press \(\square\) to acknowledge.

The project editor window is displayed; a new (empty) project is opened and can be edited.

5.4.1. **PROJECT PARAMETERS**

The project parameters can be accessed in two ways:

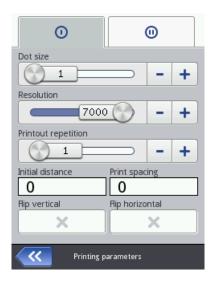
Press (b) Parameters (on the main screen) - to temporarily modify parameters of the project open for printing/being printed



If parameters of the project open for printing/being printed have been modified, the 📙 icon is displayed on the main screen to allow the user to save the temporarily modified parameters as project parameters.



Press 🔊 🕨 💸 (in the project editor window) to modify parameters of the project that is being edited.



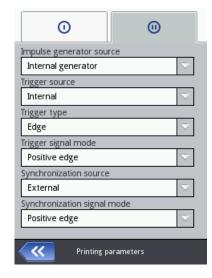


Fig. 54.

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The values of project parameters are modified as follows:

Numerical parameters

Parameter values can be modified using:

- the numeric keypad available when you click on a value,
- the / + icons to increment / decrement the values,
- a slider

Binary (bistable) parameters

Values can be modified by means of icons:

- **x** the parameter is inactive; press to activate,
- the parameter is active; press to deactivate.

Parameters whose values are included in a list

Values can be modified:

by selecting an item from the parameter setting list available when you click on a value.



If the value of a given parameter is incorrect, it is highlighted on a red background and must be corrected before the parameter is saved.

Project parameter Range of settings max. about 56.5 cm (for □ □ ► Resolution = 7086 drops/meter) max. 4000 px

The parameter is available only after the icon has been pressed in the project editor window. The width of a project is given in the unit defined in the **Size unit** parameter.

The real width of a project may differ from that set with the **Project width** parameter because it is limited to the last column containing at least one dot. The blank space after the last column is removed.

Examples of the use of the **Project width** parameter are given further in this chapter.



The maximum project width expressed in pixels (columns) is **4000**.

The maximum project width expressed in centimeters depends on the value of the parameter $| \bigcirc |$ | \triangleright **Resolution** and for the recommended setting $| \bigcirc |$ | \triangleright **Resolution** = **7086 dots/meter** is about 56.5 cm.

Size unit [cm], [px]

The parameter is available only after the icon has been pressed in the project editor window. A unit of width for a project.

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O Dot size

1 to 10

Print intensity level.

Adjust print quality to the type (hygroscopicity) of surface to be printed on.

If you raise the value of the parameter, the intensity of prints increases as the volume of the ink drops jetted from the printhead increases. An increase in intensity involves higher consumption of ink.

The maximum achievable intensity of prints depends on printing speed. If print intensity is too high for a given printing speed, the printer generates a sound signal to signal the error (provided that an appropriate warning is set up, see "7.3.2. Sound Signal Settings") and then reduces the printing speed).



For more details about the relationship between intensity and printing speed see "7.1.1. Maximum **Printing Speed**".

The parameter $\|\mathbf{O}\| \triangleright \mathbf{Dot}$ size defines intensity for a printout as a whole. However, you can modify the intensity of a selected part/selected parts of a printout. Use **Intensifier**-type object(s) for that purpose.



For more details about **Intensifier**-type objects $|\mathbf{I}|$ see "5.4.4.5. Creating/Editing" an Intensifier-type Object".



O P Resolution [dots/meter]

1000 to 7500

(recommended value: 7086)

Resolution in a horizontal direction given as a number of dots or vertical rows (columns) per meter.

A modification to the parameter $\| \mathbf{O} \| \triangleright \mathbf{Resolution}$ visually results in a change in the width of the printed characters and in the width of the entire print.

To get equal width and height of objects such as a circle, a square or a two-dimensional (2D) code:

- Set print resolution in a horizontal direction (the parameter $\| \mathbf{O} \| \triangleright \mathbf{Resolution}$) at the same value as resolution in the vertical direction,
- Set the **Conveyor speed** or **Encoder constant** parameter at the real speed or constant of the factory conveyor.

The print resolution in the vertical direction is 180 dpi (about 7086 dots/meter).



| (() | () Printout repetition

 \bigcirc , 1, ..., 20

Number of project repetitions which form a single printout.

All repeated printouts of a project have always the same contents, even if the project contains objects that provide dynamic contents.

If $\|\mathbf{O}\| \triangleright \mathbf{Printout}$ repetition > 1, the distance between the beginnings of consecutive reprints is defined with the parameter $\| \mathbf{O} \| \triangleright \mathbf{Print}$ spacing.

Continuous objects (e.g. cables, hoses, pipes) can be labeled in **continuous printing mode** ($\|\mathbf{O}\|$ ▶ **Printout repetition** = In this mode, a printout is made immediately after printing starts.

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| ① | ▶ Initial distance [mm]

0 to 1000 mm

Initial distance for a printout.

A distance from the point where the photodetector selected as the source of the trigger signal triggers up to the point where printing of a printout should start. The distance is given in millimeters. It is used for positioning a print relative to the beginning of an object to be labeled.

The initial distance is part of a print and consists of empty columns added at the beginning of the print.



For additional information about (and examples of) the parameter $\|\mathbf{O}\| \triangleright \mathbf{Initial}$ distance see further in this chapter.



0 to 1000 mm

Space (in millimeters) between the beginnings of consecutive reprints (of a project) that form one printout.



For additional information about (and examples of) the parameter $\|\mathbf{O}\| \triangleright \mathbf{Print}$ spacing see further in this chapter.

If the space set with the parameter $\| \mathbf{O} \| \triangleright \mathbf{Print}$ spacing is smaller than the print length, the repeated prints will be made one after another.





Vertical direction of printing: normal (\times) or or upside down (\checkmark):

x ; normal printout: ○ | ► Flip vertical: |





The parameter can be useful when an object to be labeled is upside down.

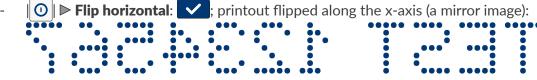




Horizontal direction of printing: normal (🗶) or "opposite" (🗸







The parameter can be useful when you have to label objects from right to left, e.g. if prints are made on transparent materials and should be legible from the opposite side.

The parameter is used in an example of an application presented in "2.3.5. Labeling Euro-pallets" where two **Hi-Res** EBS-2600 printers are used for labeling Euro-pallets. In that application one printer prints normally ($\| \mathbf{O} \| \triangleright \mathbf{Flip horizontal}$: $\| \mathbf{X} \|$) and the other makes a mirror image ($\| \mathbf{O} \|$ ► Flip horizontal: ✓

EBS-2600 User Manual

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The source of timing signals, *i.e.* the signals that determine when consecutive columns of a text are printed:

Range of settings

Internal generator, External source

- **Internal generator**: printing at a constant speed timed by the printer's internal generator. The printing speed is set with the **Conveyor speed** parameter.
 - This mode is recommended when the conveyor belt travel speed is known and steady.
- **External source**: printing at a speed that depends on how fast objects to be labeled move on a factory conveyor.

Printing is timed by a rotational speed sensor (an encoder) connected to input ☐ in the control unit

To adjust printing speed with an encoder correctly it is required that the **Encoder constant** parameter be set.

This mode is recommended when the conveyor belt travel speed is not steady.

Project parameter

| 0 | ▶ Impulse generator source

Internal, External, Both

Select a source of the signal that triggers printing of a project or a project part preceded by a **Line divider**-type object I:

- **Internal**: printing is triggered by a built-in photodetector,
- **External**: printing is triggered by an external photodetector connected to input the control unit,
- **Both**: printing is triggered by both of the above-mentioned photodetectors.

The trigger signal can be further configured with the parameters $| \bigcirc | \triangleright$ **Trigger type** and $| \bigcirc | \triangleright$ **Trigger signal mode**.

The parameter $\| \mathbf{0} \| \triangleright \mathbf{Trigger}$ source applies when the printer is $\underline{\mathbf{not}}$ in $\underline{\mathbf{continuous}}$ printing mode (the value of the parameter $\| \mathbf{0} \| \triangleright \mathbf{Printout}$ repetition differs from $\widehat{\phantom{\mathbf{continuous}}}$).

O ► Trigger type

Edge, Level

The **Trigger type** parameter defines the printer's response <u>after print triggering</u>:

- Edge: when the active edge of the trigger signal occurs, the printer makes one printout consisting of a defined number of reprints (the project parameter □ ▶ Printout repetition), and then awaits the re-occurrence of the active edge of the trigger signal to make another printout; the mode is dedicated to printing one printout on every object.
 - For examples see Fig. 57 on page 94 and Fig. 58 on page 94.
- Level: when the active edge of the trigger signal occurs, the printer starts making printouts consisting of a defined number of project reprints (the project parameter | Printout repetition) and continues printing the reprints as long as the object being labeled is within reach of the photodetector selected as the source of the trigger signal; the mode is dedicated to making many printouts on one object or to making printouts on continuous objects, e.g. on tubes.

For examples see Fig. 55 on page 93 and Fig. 56 on page 93.

The parameter \bigcirc \triangleright **Trigger type** applies when the printer is <u>not</u> in <u>continuous printing mode</u> (the value of the parameter \bigcirc \triangleright **Printout repetition** differs from \frown).

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| 0 | ▶ Trigger signal mode

see the description of the parameter

Type of trigger signal.

The parameter can be used, e.g. for selecting trigger mode for the type of photodetector applied or for deciding whether triggering should take place at the beginning or at the end of an object to be labeled.

The range of values of the parameter $\|\mathbf{0}\| \triangleright \mathbf{Trigger \, signal \, mode}$ depends on the set value of the parameter $| \bigcirc | \triangleright$ Trigger type:

- $\| \mathbf{0} \| \triangleright$ **Trigger type** = **Edge**: to select the active edge of the trigger signal, that is the edge that involves the detection of the beginning of an object (Negative edge/Positive edge). For examples see Fig. 57 on page 94 and Fig. 58 on page 94.
- $\| \bigcirc \| \triangleright$ Trigger type = Level: to select the active level of the trigger signal, that is the level that means the presence of an object (High level/Low level).

For examples see Fig. 55 on page 93 and Fig. 56 on page 93.

The parameter $\| \mathbf{0} \| \triangleright \mathbf{Trigger \, signal \, mode}$ applies when the printer is **not** in **continuous printing mode** (the value of the parameter $\|\mathbf{0}\| \triangleright \mathbf{Printout}$ repetition differs from \frown).



Internal, External, Off

Select a source of the signal for synchronizing printouts with objects such as Euro-pallets.

The parameter is used in applications with two photodetectors, where one photodetector (the parameter $\| \mathbf{0} \| \triangleright \mathbf{Trigger}$ source) is used for triggering printing and the other is used for synchronizing printouts with objects. Applications of this type are used for labeling Euro-pallets, for example.



For more details about applications with two photodetectors see "2.3.5. Labeling Euro-pallets".

A photodetector different from the one used for triggering printing must be selected as the source of the synchronization signal. Owing to that the range of values of the parameter $\|oldsymbol{\mathbb{O}}\|$ \triangleright Synchronization source depends on the value of the parameter $\| \mathbf{0} \| \triangleright$ Trigger source.



□ Synchronization signal mode

Positive edge, Negative edge

Type of signal for synchronizing printouts with objects.

The parameter can be used, e.g. for selecting synchronization mode for the type of photodetector applied or for deciding whether synchronization should take place at the beginning or at the end of an object to be labeled.

EBS-2600 User Manual

Examples of applications of selected project parameters

In all presented examples:

- A width of a project in the project editor window (the project parameter Project width),
- **A'** real width of a project (when the blank space after the last column is removed),
- **B** initial distance for a print (the project parameter | **O** | **►** Initial distance),
- C space between the beginnings of consecutive project reprints (the project parameter | |
 Print spacing),
- The number of project reprints (the project parameter | ① | ▶ Printout repetition) is
 3 in Fig. 55 through Fig. 58,
 - (continuous printing mode) in Fig. 59,
- Px project reprints (e.g. P1, P1, P1) of exactly identical contents.

Example 1

Fig. 55 and Fig. 56 show the configuration in which:

- | ① | ▶ **Trigger type** = **Level**, and this means that:

When the beginning of an object is detected, that is when the active edge of the trigger signal occurs (or if the active level of the trigger signal exists while printing starts - see *Fig. 56*), the printer starts making consecutive printouts consisting of initial distance **B** and three repetitions **Px** and it continues making the printouts as long as the object being labeled is within reach of the photodetector selected as the source of the trigger signal.

If the end of the object is detected during printing, that is the trigger signal enters an inactive state (\cup) , the printer completes the current printout and then awaits the trigger signal's active edge (\cup) to start making consecutive printouts consisting of initial distance **B** and three reprints **Px**.

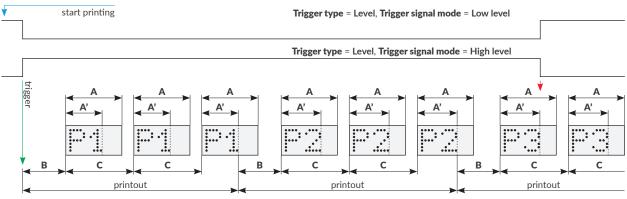


Fig. 55.

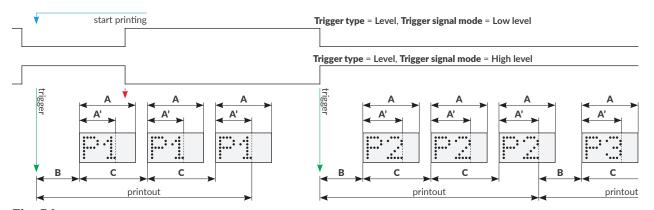


Fig. 56.

Example 2

Fig. 57 and Fig. 58 show the configuration in which:

- The printer is <u>not</u> in <u>continuous printing mode</u> (the value of the parameter \bigcirc \triangleright **Printout repetition** is different from \bigcirc) which means that after printing starts $(\ \downarrow)$ $(\ \triangleright)$ it awaits the active edge of the trigger signal $(\ \downarrow)$ $(\ \triangleright)$.
- | ① | ▶ **Trigger type** = **Edge**, and this means that:

When the beginning of an object is detected, that is when the active edge of the trigger signal occurs, the printer makes <u>one</u> printout consisting of initial distance **B** and three reprints **P1**. The printout is made in full (including all reprints) even if the end of the object is detected during printing, that is the trigger signal becomes inactive ().

On finishing printing, the printer awaits the active edge of the trigger signal (\downarrow). When the active edge occurs, the printer makes a successive, <u>single</u> printout consisting of initial distance **B** and three reprints **Px**.

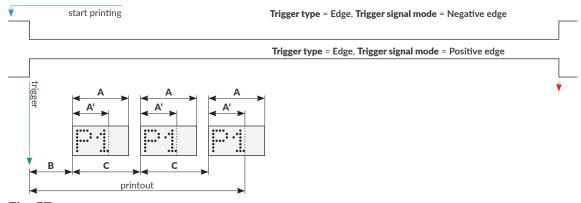


Fig. 57.

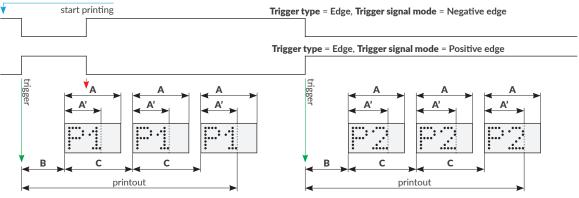
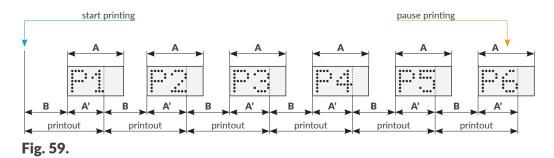


Fig. 58.

Example of continuous printing; no reprints

Fig. 59 shows the configuration in which:

- The printer is in <u>continuous printing mode</u> (Printout repetition = →) which means that immediately after printing starts () () it makes a printout consisting of initial distance **B** and one reprint **P1**.
 - The parameters $| \bigcirc | \triangleright$ Trigger type, $| \bigcirc | \triangleright$ Trigger signal mode are not used.
 - If the printer is in printing mode, then the completion of the printout is directly followed by a successive printout consisting of initial distance $\bf B$ and one reprint $\bf Px$.
- If printing pauses () () while a printout is being made, printing of the current print continues and it will not stop until the print is fully completed.



5.4.2. CREATING/EDITING A TEXT OBJECT

Text objects | T | are sets of alphabetic characters (including national characters), digits and additional characters.

5.4.2.1. COMMON PARAMETERS OF TEXT OBJECTS

The following parameters are common to text objects |T|, including **Normal text** |T|, **Date/**

Time , Counter , Communications port and Text file -type objects:

Parameter Range of settings

List of available fonts

The font that is used for generating a text object |T|.

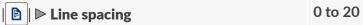
Text objects | T | can be generated using the following fonts:

- matrix fonts (*.xml); marked with on the font list,
- **TrueType (*.ttf)**; marked with the sign T (default fonts) or \blacksquare (user fonts) on the font list.

The fonts that are used most frequently can be marked as "favorite" \bigstar . Owing to that they will be displayed at the beginning of the font list. Use the \bigstar icon to add/delete the selected font to/from the "favorite" list.



Additional fonts can be imported to the printer using the **font manager** available in the **EBS Web User Interface**.



Space (a number of rows) between text lines within one text object |T|.

Ä

Parameter Range of settings

Pre-print processing script Pre-print processing script

none, list of available scripts

Select a script to process contents of a text object | T | before a project is printed.



Before a script is used in a project, it must be saved in the printer's internal memory. Scripts can be imported to the printer using the script manager available in the EBS Web User Interface.

For matrix fonts only:

Parameter Range of values



▶ Letter spacing

Number of empty columns between characters within one text object | T |.



▶ Row multiplicity

The number that defines how many times every column in an object is to be repeated.

The parameter is used for increasing intensity of prints on porous materials, which easily absorb ink, on which printed signs are scarcely visible due to their granular structure.

If matrix fonts are used for generating special characters (Spec_7, Spec_16, Spec_25),

the creation of a given character requires that the capital letter corresponding to that character be entered while object contents are added.

The following table contains the list of special characters and corresponding letters.

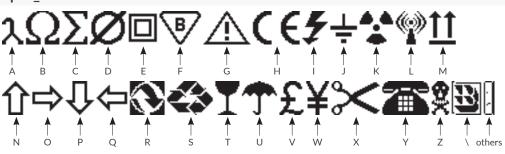
Spec_7

xΩΣ∅⊚Ç€≑††∳∳ A B C D E H J M N O P Q T U V W others

Spec_16



Spec_25



For TrueType fonts T / only:	
Parameter	Range of settings
▶ Font size	
if \blacksquare \blacksquare Constrain font proportions: \checkmark the parameter \blacksquare \blacksquare \blacksquare Font size is used for setting font height (or a number of horizontal rows). To keep the dimensions in proportion, the font width is determined automatically.	

If \blacksquare \triangleright Constrain font proportions: \blacksquare , the font width (a number of vertical rows) and the font height (a number of horizontal rows) are set separately.



Proportional character scaling, i.e. keeping the character width and height in proportion.

For **Normal text**-type objects $\boxed{\mathbf{T}}$ and **Counter**-type objects $\boxed{\diamondsuit}$ only:

Parameter Range of settings



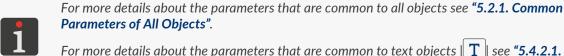
Data can be entered immediately before the project is printed.

5.4.2.2. CREATING/EDITING A **NORMAL TEXT**-TYPE TEXT OBJECT

A **Normal text**-type text object **T** enables the user to add to a project an **ASCII** character text whose content is invariable.

To create a **Normal text**-type text object T:

- 1. Press $+ \triangleright |T| \triangleright T$.
- 2. Enter contents of the object (T ► Text).
- 3. Set object parameters.



For more details about the parameters that are common to text objects $\|\mathbf{T}\|$ see "5.4.2.1. Common Parameters of Text Objects".

4. Press to acknowledge.

The **Normal text** T -type text object is created in the left top corner of the project.

5.4.2.3. CREATING/EDITING A **DATE/TIME**-TYPE TEXT OBJECT

The following can be added to a project using a **Date/Time**-type text object :

- The current date and/or time,
- A time that is set back or forward by a certain offset relative to the current time,
- A date that is shifted by a certain offset, or a so called **expiration date**.

To create a **Date/Time**-type text object **9**:

1. Press + \triangleright $|T| \triangleright Q$.

In the sheet tab |Q|, the following are

In the sheet tab $| \bigcirc |$, the following are displayed in sequence:

- The date and time currently set in the printer,
- A quick preview of the contents of the **Date/Time**-type object .
- The composition of the object and the sequence of object items (only date, only time, date and time, time and date).
- 2. Press to turn the date on/off.
- 3. Press to turn the time on/off.



(L) Main

Date offset:

Time offset: 0

Geometry

Quick preview: 2022-02-06 13.23

: 2022-06-02 13:23:47

DataTime 1

- 4. Press to change the sequence of items.
- 5. Set the parameters that are specific to the **Date/Time**-type object [9].



O Date offset -7300 to 7300

Date offset relative to the current date (to define an expiration date).

If the value of 0 is entered, the current date is printed.

O Fime offset -24 to 24

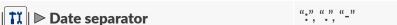
Time offset relative to the current time.

If the value of 0 is entered, the current time is printed.

A time offset can involve a date offset. If you move the time back or forward, the calendar day may change at a time different from 00:00 (e.g. at 6 am, when the shift changes in a factory).



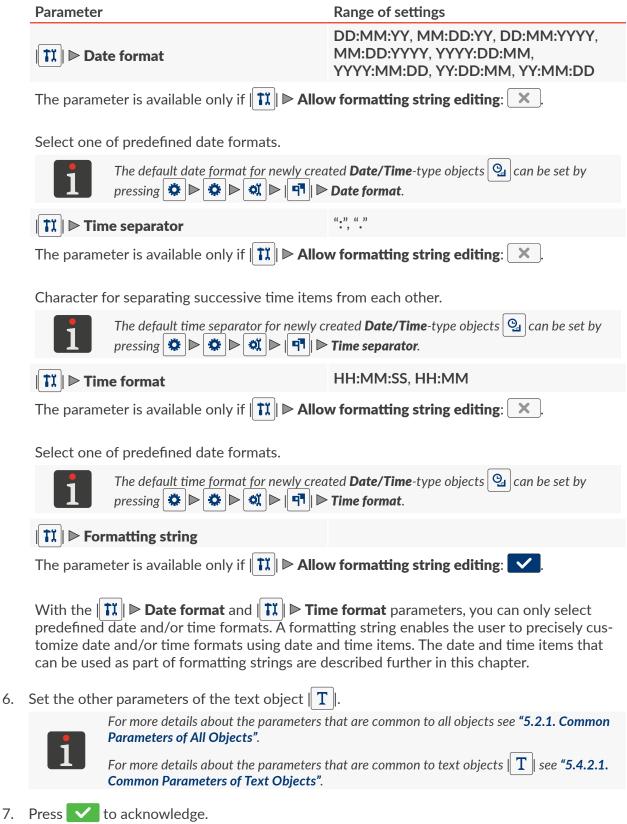
Advanced modification of date and time formats to customize the object using the Formatting string parameter.



The parameter is available only if $|\mathbf{T}| \triangleright \mathbf{Allow}$ formatting string editing: $|\mathbf{X}|$.

Character that separates consecutive date items from each other.





7. Press \(\square\) to acknowledge.

The **Date/Time** | \(\textstyle \) -type text object is created in the left top corner of the project.

Formatting string: date and time items

A formatting string can consist of the date and time items described in the following table and of any other characters. The date and time items are replaced with relevant values during printing. The other characters are printed unchanged.



띪

The names of days of the week and the names of months are printed in English.

Item	Meaning
%a	3-letter abbreviation for the name of a day of the week (Mon,, Sun).
%A	Full name of a day of the week (Monday,, Sunday).
%b	3-letter abbreviation for the name of a month (Jan,, Dec).
%B	Full name of a month (January,, December).
%с	Date and time in the format: 3-letter abbreviation for the name of a day of the week, 3-letter abbr. for the name of a month, number of a day of the month, hours, minutes, seconds, a year.
%C	Number of a century.
%d	2-digit number of a day of the month (01,, 31).
%D	Date in mm/dd/yy format.
%e	Number of a day of the month (1,, 31).
%F	Date in yyyy-mm-dd format.
%g	Last two digits of the year.
%G	4-digit number of a year.
%h	3-letter abbreviation for the name of a month (Jan,, Dec).
%H	2-digit hour in 24-hour system (00 to 23).
% I	2-digit hour in 12-hour system (01 to 12).
%ј	3-digit number of a day of the year (001,, 366).
%k	Hour in 24-hour system (0 to 23).
% I	Hour in 12-hour system (1 to 12).
%m	2-digit number of a month (01 to 12).
%-m	Number of a month (1 to 12).
%M	2-digit minute (00 to 59).
%р	Local equivalent to AM or PM (empty for many languages).
%P	Local equivalent to am or pm (empty for many languages).
%r	Time in 12-hour system in the format of hh:mm:ss [AM] or [PM].
%R	Time in 24-hour system in hh:mm format.
%s	Unix timestamp, i.e. the number of seconds counted since the beginning of 1970.
%S	2-digit second (00,, 60); 60 means a leap second.
%T	Time in 24-hour system in hh:mm:ss format.
%u	Number of a day of the week (1,, 7); 1 means Monday.
%U	2-digit number of a week in the year (00,, 53); Sunday begins the week.
%V	2-digit number of a week in the year (01,, 53); Monday begins the week.
%w	Number of a day of the week (0,, 6); 0 means Sunday.
%W	2-digit number of a week in the year (00,, 53); Monday begins the week.
%x	Local representation of the date.
%X	Local representation of the time.
%у	Last two digits of the year; as for %g .
%1y	First digit of a 4-digit number of the year.
%2y	Second digit of a 4-digit number of the year.
%3y	Third digit of a 4-digit number of the year.
%4y	Fourth digit of a 4-digit number of the year.
%Y	4-digit number of a year; as for %G .

Item	Meaning
%z	Time zone in numerical format (e.g. +0100).
%Z	Name of the time zone (e.g. EDT).

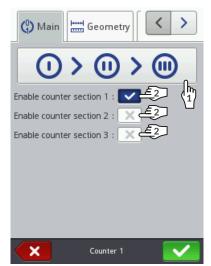
5.4.2.4. CREATING/EDITING A **COUNTER**-TYPE TEXT OBJECT

With a **Counter**-type text object you can provide a project with automatic customized numbering.

A counter may consist of up to three identical sections connected in cascade. Each of the sections may be visible or hidden. The sequence of section incrementation can be changed, that is you can define which section shall be timed first and in what sequence the following sections shall be timed.

To create a **Counter**-type text object \diamondsuit :

- 1. Press + ▶ T ▶ . .
- 2. ⟨¹¹ Press (□) ▶ (□) > (□) / (□) < (□) to select a sequence of incrementation of counter sections.
- 3. In sheet tab , select the counter sections that shall be visible (/ ×).



4. Set parameters of each of the counter sections ($|\bigcirc| \triangleright$, $|\bigcirc| \triangleright$, $|\bigcirc| \triangleright$).

A **Counter**-type object consists of three sections. Each section has an identical set of parameters which can be modified independently.

Parameter Range of settings Min -2147483648 to 2147483647

The parameter has the following meanings:

- Value from which the incremental counter starts recounting (after an overflow),
- Value at which decremental counting finishes and the counter overflows,
- Value from which counting starts if **Start mode** = **Min**.

-2147483648 to 2147483647

The parameter has the following meanings:

- · Value from which the decremental counter starts recounting (after an overflow),
- Value at which incremental counting finishes and the counter overflows,
- Value from which counting starts if **Start mode** = **Max**.

Z

Parameter Range of settings

Start mode

Min, Max, Start value, Last value

Select a value to start counting from:

- **Min**: counting starts from the value given with the **Min** parameter both when project printing starts for the first time and when printing is resumed.
- **Max**: counting starts from the value given with the **Max** parameter both when project printing starts for the first time and when printing is resumed.
- **Start value**: counting starts from the value given with the **Start value** parameter both when project printing starts for the first time and when printing is resumed.
- **Last value**: when project printing starts for the first time, counting starts from the value given with the **Start value** parameter, and when printing is resumed, counting continues, *i.e.* it starts again from the sum of the values given with the **Last value** and **Step** parameters.

Start value

-2147483648 to 2147483647

The parameter has the following meanings:

- Initial value of the counter if **Start mode** = **Start value**.
- Value from which counting starts when project printing starts for the first time if **Start** mode = Last value.

Last value

information parameter

Last printed value of the counter.

The **Last value** parameter can be restored to its initial value by pressing the old icon in the project editor window.

Step

-2147483648 to 2147483647

Counter step; if

- A positive number is entered, counting up takes place (an incremental counter).
- A negative number is entered, counting down takes place (a decremental counter).

Length

1 to 9

Number of counter positions, *e.g.* if **Length** = **3**, the counter uses three positions to do the counting (..., 003, 004, ..., 999, ...).

Fill in

0, Space

Character that replaces meaningless counter digits, e.g. "002" or "__2" (the character _ means a space).

Suffix

Any character string to be printed after the counter section.

5. Set the other parameters of the text object | T |.



For more details about the parameters that are common to all objects see "5.2.1. Common Parameters of All Objects".

For more details about the parameters that are common to text objects $\|T\|$ see "5.4.2.1. Common Parameters of Text Objects".

6. Press to acknowledge.

The **Counter** ()-type text object is created in the left top corner of the project.

5.4.2.5. CREATING/EDITING A COMMUNICATIONS PORT-TYPE TEXT OBJECT

Use a **Communications port**-type text object to add data received from an external device (e.g. a computer, automatic scales, a bar code reader) to a project via:

- **Ethernet** (with connector **___**),
- the RS-232/RS-485 (with connector (.....)).

Data can be transferred from an external device to the printer when

- The device is connected to the connector of an appropriate printer interface,
- The interface is correctly set up.



For more details on how to configure communications interfaces see "7.4. Configuring Communications Interfaces".

To create a **Communications port**-type text object

- 2. Set the parameters that are specific to the **Communications port**-type object

munications port-type object <a> Plant Range of settings



Parameter

COM1, Socket1 - 5001 to Socket9 - 5009

The interface through which data is transferred from an external device:

- COM1: data is transferred via the RS-232/RS-485,
- **Socket1 5001 to Socket9 5009**: data is transferred via a selected Ethernet **TCP/IP** socket (with a defined port number).



The printer offers 10 different sockets (with port numbers from 5000 to 5009) for transferring data via **Ethernet**. This means that up to 10 separate Communications port-type objects can be added to a project and the objects can be used for printing various data.

The information about **Ethernet** (such as the **IP** address of the printer) that is necessary for correct transfer of data to the printer is available by pressing \triangleright \triangleright \blacktriangleright \blacktriangleright .



1200 to 230400

The parameter is available only if $\| \phi \| >$ **Port** = **COM1**.

Rate at which data is transferred.



7,8

The parameter is available only if $\| \Leftrightarrow \| \triangleright \text{Port} = \text{COM1}$.

The number of data bits.

Z

Parameter Range of settings





If | | | | | Expert settings: | | | | |

- The additional sheet tab | Advanced is available,
- The parameters | ▶ Prefix and | ▶ Suffix are not available,
- The parameter | Formatting string is available,
- The parameter Communication Received data processing script is available.



The parameter is available only if | ▶ Expert settings: ×

Any character string to be printed before the data received from an external device.



The parameter is available only if | ▶ Expert settings: ×

Any character string to be printed after the data received from an external device.



Advanced way of formatting data transferred from an external device to the printer; the parameter defines how the transferred data shall be interpreted by the printer.

Marks used by a formatting string:

%s - character string,

%d - number.

Communication ► Messages format Normal, Hexadecimal

Format of data transferred from an external device:

- Normal: data is transferred as ASCII codes.
- **Hexadecimal**: data is transferred as hexadecimal codes.

Communication Data buffering Enabled, Disabled

Gather successive data portions received from an external device:

- Enabled: consecutive, complete data portions (see the description of the Ready to print after parameter) received from an external device are stored in printer buffer.
 - The buffered data is printed in the order in which it is stored (the FIFO queue). When all buffered data is printed out, the printer responds according to the setting of the **Nodata action** parameter.
- Disabled: every consecutive, complete data portion (see the description of the Ready to print after parameter) received from an external device overwrites the previous data portion that has not been printed yet.
 - If there are no successive data portions, the printer responds according to the setting of the **No-data action** parameter.



Parameter	Range of settings
© Communication ► No-data action	Do nothing, Print blank object, Print last message

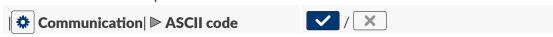
The printer's response to the trigger of printing of a project containing a **Communications** port-type object | | when no data has been received from an external device or the received data is incomplete (see the description of the **Ready to print after** parameter):

- **Do nothing**: the project is not printed; an error message is displayed.
- **Print blank object**: the project is printed; the **Communications port**-type object remains empty.
- Print last message: the project is printed; the Communications port-type object is filled with the last, correct data portion, or if the project is printed for the first time, the object remains empty.



Mode by which the printer confirms whether a data portion received from an external device is complete or not:

- Time interval [ms]: the printer receives a data portion over a certain period defined in the **Time interval [ms]** parameter.
 - The interval starts when the last project is printed or when project printing acknowledgment is sent to the external device.
- **Data count**: the printer receives a data portion consisting of characters whose number is given with the **Data count** parameter.
- End character: the printer receives a data portion until the character given with the **End character** parameter is obtained.



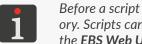
The parameter is available only if **Ready to print after** = **End character**.

Define whether the end of data shall be an **ASCII** character.



The parameter is available only if $\| \phi \| \triangleright$ **Expert settings**: \checkmark .

Select a script to process data received by the communications interface.



Before a script is used in a project, it must be saved in the printer's internal memory. Scripts can be imported to the printer using the **script manager** available in the EBS Web User Interface.



The parameter is available only if $\| \phi \| \triangleright$ **Expert settings**: \checkmark .

Data that is sent from the printer to the external device when you start printing a project containing a **Communications port**-type object | i.e. directly after the icon | **Start** on the main screen is pressed:

- **Do nothing**: the printer sends no data.
- String: the printer sends the data defined with the **Reply to be sent** parameter,
- ASCII code: the printer sends the character defined with the Reply to be sent parameter.

2023.05.16 105 of 184 G2023/04/26 1EN **Parameter** Range of settings



♦ Advanced **▶** On print finish

Do nothing, String, ASCII code

The parameter is available only if $\| \phi \| \triangleright$ **Expert settings**: \checkmark .

Data that is sent from the printer to the external device when you pause printing a project containing a **Communications port**-type object | i.e. directly after you press the icon **Stop** on the main screen:

- Do nothing: the printer sends no data,
- String: the printer sends the data defined with the **Reply to be sent** parameter,
- ASCII code: the printer sends the character defined with the Reply to be sent parameter.



Do nothing, String, ASCII code, Return received data

Data that is sent from the printer to the external device directly after the printer prints a project containing a **Communications port**-type object | • :

- Do nothing: the printer sends no data,
- String: the printer sends the data defined with the **Reply to be sent** parameter,
- ASCII code: the printer sends the character defined with the Reply to be sent parame-
- **Return received data**: the printer sends back the same data that it received from the external device.



Do nothing, String, ASCII code, Return received data

The parameter is available only if $\| \phi \| \triangleright$ **Expert settings**: \checkmark .

Data that is sent from the printer to the external device directly after the printer receives any data portion from the external device¹⁾:

- **Do nothing:** the printer sends no data,
- **String**: the printer sends the data defined with the **Reply to be sent** parameter,
- ASCII code: the printer sends the character defined with the Reply to be sent parame-
- Return received data: the printer sends back the same data that it received from the external device.



¹⁾ - the printer sends the data also when the data received from the external device is not complete (see the description of the parameter **Ready to print after**).

몺

Data that is sent from the printer to the external device when the printer **triggers printing** of a project containing a **Communications port**-type object :

- **Do nothing**: the printer sends no data,
- **String**: the printer sends the data defined with the **Reply to be sent** parameter,
- **ASCII code**: the printer sends the character defined with the **Reply to be sent** parameter,
- **Return received data**: the printer sends back the same data that it received from the external device.
- 3. Set the other parameters of the text object |T|



For more details about the parameters that are common to all objects see "5.2.1. Common Parameters of All Objects".

For more details about the parameters that are common to text objects $\|T\|$ see "5.4.2.1. Common Parameters of Text Objects".

4. Press to acknowledge

The **Communications port** type text object is created in the left top corner of the project.

5.4.2.6. CREATING/EDITING A **TEXT FILE**-TYPE TEXT OBJECT

With a **Text file**-type text object you can add the contents of a text file to a project.



Before a text file is used in a project, it must be imported to the printer via the **text file manager** available in the **EBS Web User Interface**.

To create a **Text file**-type text object **1**:

- 2. Set the parameters that are specific to the **Text file**-type object

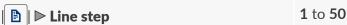
Parameter Range of settings



Indicate the name of a text file from among those available in the printer.

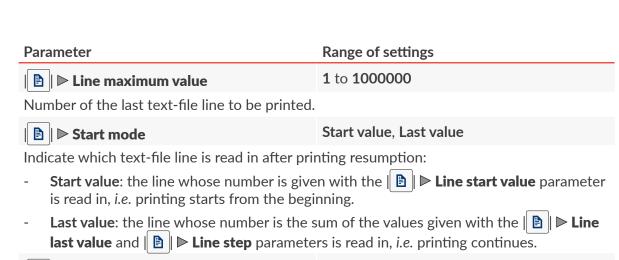
1 to 10, All

Number of text lines to be added to an object from a text file.



Number of lines, by which the text file data shifts each time a consecutive print is made. If the value of the **Line step** parameter is smaller than the value of the \blacksquare \blacktriangleright **Line count** parameter, the data shifts by the value of the \blacksquare \blacktriangleright **Line count** parameter.

Z



| 🖹 | ▶ Line start value

1 to 1000000

The parameter has the following meanings:

- Number of a line to be read in from a text file when project printing starts for the first
- Number of a line to be read in from a text file when the end of the file is reached or when the value of the | | Line maximum value parameter is reached if that value is smaller than the number of the lines in the file,
- Number of a line to be read in from a text file after printing resumption, if $\| \mathbf{b} \| \| \mathbf{b} \| \mathbf{b} \|$ mode = Start value.



information parameter

Number of a line printed as the last. The parameter is used when printing is resumed, if **Start mode** = Last value.

The **Line last value** parameter can be restored to its initial value by pressing the old icon in the project editor window.

Set the other parameters of the text object $\| \mathbf{T} \|$.



For more details about the parameters that are common to all objects see "5.2.1. Common Parameters of All Objects".

For more details about the parameters that are common to text objects $\|T\|$ see "5.4.2.1. **Common Parameters of Text Objects**".

4. Press

to acknowledge.

The **Text file** 1 -type text object is created in the left top corner of the project.

5.4.3. CREATING/EDITING A SHAPE

- Line 🖊
- Rectangle 🔲
- Ellipse 🗘

5.4.3.1. CREATING/EDITING A LINE-TYPE SHAPE

To create a **Line**-type shape /:

- 1. Press + ▶ | 🌣 | ▶ | ✓
- 2. Set the parameters that are specific to the **Line**-type object /

Parameter Range of settings

1 to 30

Thickness of a line to be drawn; given as a number of dots.

3. Set the other parameters of the object.



For more details about the parameters that are common to all objects see **"5.2.1. Common Parameters of All Objects"**.

4. Press to acknowledge.

The **Line** /-type shape is created in the left top corner of the project.

5.4.3.2. CREATING/EDITING A **RECTANGLE**-TYPE SHAPE

To create a **Rectangle**-type shape \square :

- 1. Press + ▶ | 🍪 | ▶ 🔯
- 2. Set the parameters that are specific to the **Rectangle**-type object .

Parameter Range of settings

Filled ✓/×

Define whether the rectangle shall be filled or only its outline shall be printed.



Define whether the common parts of the rectangle and the objects that are under the rectangle shall be printed or not.







1 to 30

Thickness of the rectangle outline; given as a number of dots.

3. Set the other parameters of the object.



For more details about the parameters that are common to all objects see "5.2.1. Common Parameters of All Objects".

4. Press
to acknowledge.

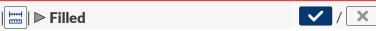
The **Rectangle** \square -type shape is created in the left top corner of the project.

5.4.3.3. CREATING/EDITING A **ELLIPSE**-SHAPE

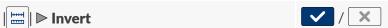
To create an **Ellipse**-type shape \bigcirc :

- 1. Press + ▶ | 🗇 | ▶ 🗘
- 2. Set the parameters that are specific to the **Ellipse**-type object \Diamond

Parameter Range of settings



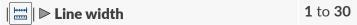
Define whether the ellipse shall be filled or only its outline shall be printed.



Define whether the common parts of the ellipse and the objects that are under the ellipse shall be printed or not.







Thickness of the ellipse outline; given as a number of dots.

3. Set the other parameters of the object.



4. Press to acknowledge.

The **Ellipse** O-type shape is created in the left top corner of the project.

5.4.4. CREATING/EDITING THE OTHER OBJECTS

The other objects | are of the following types:

- Barcode 👹,
- Image ☑,
- Line divider I
- Spacer 🚺
- Intensifier I

5.4.4.1. CREATING/EDITING A BARCODE-TYPE OBJECT

Use a **Barcode**-type object to add to a project: a 1-dimensional (**1D**) bar code or a 2-dimensional (**2D**) matrix code whose content is static.



The **EBS Web User Interface** can also be used for creating bar/matrix codes whose content is dynamic and that are graphic interpretation of text objects such as **Date/Time** . **Counter** . **Communications port** and **Text file**.

To get a 2-dimensional (2D) matrix code whose width and height are equal:

- Set resolution in a horizontal direction (the project parameter Resolution) at the same value as resolution in the vertical direction, i.e. at 180 dpi (about 7086 dots/meter),
- Set the Conveyor speed or Encoder constant parameter at the real speed or constant of the factory conveyor.



For more details see sections "5.4.1. Project Parameters" and "7.1. General Settings".

To create a **Barcode**-type object ::

- 2. Select a type of code (BB | ► Barcode type).

The following types of codes are available:

- 1D codes: EAN-13, EAN-8, EAN-8 + EAN-2, EAN-8 + EAN-5, EAN-13 + EAN-2, EAN-13 + EAN-5, Code25 Industrial, Code 25 Interleaved, GS1-128 (UCC/EAN-128), Code 128, ITF-14, EAN-2, EAN-5, EAN-5 + EAN-2, Code 11, Code 25 IATA, Code 25 Data Logic, Code 39, Code 39 Extended, Codabar, Leitcode, Identcode, Code 16k, Code 93, GS1 DataBar-14, GS1 DataBar Limited, GS1 DataBar Expanded, Telepen Alpha, UPC-A, UPC-E, PostNet, MSI Plessey, Pharmacode One-Track, Pharmacode Two-Track, PZN, Australia Post 4-State, Royal Mail 4-State (RM4SCC),
- 2D codes: 2D:Data Matrix, 2D:PDF417, 2D:PDF417 Truncated, 2D:QR Code,

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2D:MicroPDF417.



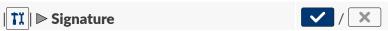
- a set of characters/signs that can be used in the code of the selected type,
- code length,
- basic description of the code.

The code content must meet the requirements of the selected type of code (characters/signs out of an applicable set, a required code length). If the entered code content is unsuitable for the selected type of code, the background of the text box changes its color to red. In such a case, the code content must be corrected to allow you to create a **Barcode**-type object

4. Set the parameters that are specific to a **Barcode**-type object

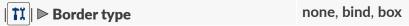
The parameter is available for selected bar/matrix codes.

Code scaling.



The parameter is available for selected bar codes.

Add a caption under a 1-dimensional bar code. The caption is part of the code contents.



The parameter is available for selected bar/matrix codes.

Type of code frame; the parameter is available to selected codes:

- **none**: no frame,
- **bind**: frame lines on the top and bottom of the code only,
- **box**: frame lines around the code.



The parameter is available only if **TI Border type** is different from **none**.

Thickness of the code frame lines; given as a number of dots.

5. Set the other parameters of the object.



6. Press to acknowledge.

The **Barcode**-type object is created in the left top corner of the project.



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5.4.4.2. CREATING/EDITING AN IMAGE-TYPE OBJECT

With an **Image**-type object you can add a graphics file containing any graphics, drawing or logo to a project.



Before a graphics file is used in a project, it must be imported to the printer via the **image manager** available in the **EBS Web User Interface**.

Only a graphics file in *.png format can be added to a project. It is recommended that monochromatic (black and white) images be used.

To create an **Image**-type object

- 1. Press + ▶ | | ▶ ■

- 4. Set the other parameters of the object.



5. Press to acknowledge.

The **Image**-type object is created in the left top corner of the project.

5.4.4.3. CREATING/EDITING A LINE DIVIDER-TYPE OBJECT

Use a **Line divider**-type object I to pause making a print until a consecutive object is detected by the photodetector selected as the source of the trigger signal (the project parameter |

Trigger source). When an object is detected, another part of the print is made.

It is advisable to use **Line divider**-type objects I to label Euro-pallet brackets.



For more details about labeling of Euro-pallets see "2.3.5. Labeling Euro-pallets".

To create a **Line divider**-type object I

- 1. Press $+ \triangleright | \bigcirc | \triangleright | \boxed{1}$.
- 2. Set the parameters that are specific to the **Line divider**-type object **I**

Parameter Range of settings



Position of an object in a project; the horizontal coordinate (X).

The point at which printing pauses and is not resumed until the consecutive object is detected by the photodetector selected as the source of the trigger signal.

3. Press to acknowledge.

The **Line divider**-type object | I | is created in the project and its position is defined by

2023.05.16 113 of 184 G2023/04/26_1EN

the parameter $\|\mathbf{I}\| \triangleright \mathbf{Position}$.



The **Line divider**-type object I is shown in the project editor window as a vertical, light blue line of maximum height.

5.4.4.4. CREATING/EDITING A **SPACER**-TYPE OBJECT

Use a **Spacer**-type object I to add a space in the form of a defined number of blank columns (vertical rows) to a project.



Blank columns generated by adding a **Spacer**-type object $\boxed{\mathbf{I}}$ to a project are not included in the project width limit of **4000 columns**.

To create a **Spacer**-type object I:

- 1. Press $+ \triangleright | \bigcirc | \triangleright | \boxed{1}$
- 2. Set the parameters that are specific to the **Spacer**-type object I

Parameter Range of settings

I I ▶ Position

Position of an object in a project; the horizontal coordinate (X).

| I | ▶ Distance 0 to 2147483647

Number of blank columns (vertical rows) added to a project at the point where a **Spacer**-type object $\overline{\mathbf{I}}$ is inserted.

3. Press to acknowledge.

The **Spacer**-type object I is created in the project and its position is defined by the parameter $I \triangleright Position$.



Regardless of the value of the parameter $\|\underline{I}\| \triangleright \textbf{Distance}$, a **Spacer**-type object $\|\underline{I}\|$ is shown in the project editor window as a vertical violet line of maximum height and constant width.

5.4.4.5. CREATING/EDITING AN INTENSIFIER-TYPE OBJECT

Use an **Intensifier**-type object $\overline{\mathbf{I}}$ to modify intensity of a print from the point where the object is added to a project to the end of the printout or the occurrence of a consecutive **Intensifier**-type object $\overline{\mathbf{I}}$.



If a project does not contain a **Intensifier**-type object I, the entire project is printed with intensity given with the project parameter O D **Dot size**.

The maximum achievable intensity of prints depends on printing speed. If print intensity is too high for a given printing speed, the printer generates a sound signal to signal the error (provided that an appropriate warning is set up, see "7.3.2. Sound Signal Settings") and then reduces

the printing speed).



For more details about the relationship between intensity and printing speed see "7.1.1. Maximum Printing Speed".

To create an **Intensifier**-type object $\overline{\mathbf{I}}$:

- 1. Press + ▶ 1 1 1
- 2. Set the parameters that are specific to the **Intensifier**-type object I

Parameter Range of settings

I I I Position

Position of an object in a project; the horizontal coordinate (X).

Point in a project at which intensity is set at the value given with the parameter $|I| \triangleright Dot$ size.

| I | ▶ Dot size 1 to 10

Print intensity level.

3. Press to acknowledge.

The **Intensifier**-type object I is created in the project and its position is defined by the parameter $I \triangleright Position$.



The **Intensifier**-type object I is shown in the project editor window as a vertical, dark green line of maximum height.

2023.05.16 115 of 184 G2023/04/26_1EN

5.5. SAVING A PROJECT

The currently edited project can be saved in the editor in two ways:

- save the project with its exiting name or a new name; the project editor is not exited,

- save the project with its exiting name and exit the project editor.



The icon is available only when contents of the project being edited or project parameters have been modified. If modifications are made, the project name is displayed in yellow.

To save the project with a different name:

1. Press | in the project editor window...

The project library is displayed. The project with the name currently displayed is selected by default.

- 2. Enter a new project name or leave the current name unchanged.
- 3. Press to acknowledge.

If the current name is still to be used, a dialog box is displayed where you are requested to acknowledge that the project should be overwritten.

4. Press 🗸 to acknowledge.

The project editor window is displayed again.

The project is saved with the selected name.

To save the project with its current name and exit the project editor:

1. Press in the project editor window...

The project editor is closed.

The window from which the project editor has been called is displayed.

The project is saved with its current name.

On saving the project open for printing/being printed, you are requested to acknowledge in the dialog box displayed whether the project open for printing/being printed shall be reloaded or not.

5.6. PROJECT RECOVERY



Project recovery is not available to **operator**-type users.

If the printer shuts down (e.g. in emergency shutdown mode) while an unsaved project is being edited, the recovery tool starts running after printer restart and opening of the project for editing.

With the tool you can decide which version of the project shall be saved:

- original version,
- rescue copy.



If the original version is selected, the rescue copy is deleted and the original project remains unchanged.

If the rescue copy is selected, it can be saved as a project with any name.

5.7. CHANGING A PROJECT NAME



A change in the name of a project is not available to **operator**-type users.

To change a project name:

- 1. Press project Proj
 - For more details about the project library see **"5.9. Managing Projects"**.
- 2. Press to move to the file and folder manager.
- 3. Select a project whose name you wish to change; a project can be selected in both the left and right manager windows.
- 4. Press
 - $\begin{bmatrix} \mathbf{i} \end{bmatrix}$

The name of the project that is open for printing/being printed cannot be changed, of which is the message in the dialog box informs.

The virtual keyboard and the current name of the project are displayed.

5. Enter a new project name.

If a new project name is the same as the name of an existing project, then the existing project is replaced with the current one.

On replacing the project open for printing/being printed, you are requested to acknowledge in the dialog box displayed whether the project open for printing/being printed shall be reloaded or not.

6. Press v to acknowledge.

The file and folder manager is displayed again.

The name of the selected project is changed.

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5.8. DELETING A PROJECT



Project deleting is not available to **operator**-type users.

The function is used for deleting permanently a selected project (or selected projects) from printer memory.

To delete a project:

1. Press project project project project or Project project project. ■ Create project or Project project.

The project library is displayed.



For more details about the project library see "5.9. Managing Projects".

- 2. Press to move to the file and folder manager.
- 3. Select a project that you wish to delete; a project can be selected in both the left and right manager windows.
- 4. Press



The project that is open for printing/being printed cannot be deleted, of which the message in the dialog box informs.

A dialog box with the request to acknowledge the operation is displayed.

5. Press v to acknowledge.

The file and folder manager is displayed again.

The selected project is deleted.



5.9. MANAGING PROJECTS

Projects are managed via the project library, which is called by pressing:



or

Project ► 🌂 Create project

or

Project ► S Edit project



Note that **operator**-type users can gain access to the project library only while they are opening a project for printing using the icon.

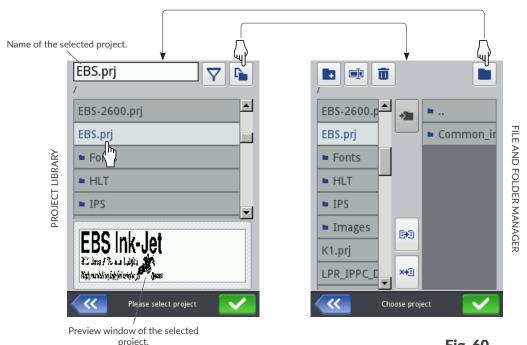


Fig. 60.

All folders and projects (*.prj files) stored in printer memory are displayed in the project library window.

You can switch between the project library and the file and folder manager using the and licons.



The file and folder manager started with the icon in the project library is not available to **operator**-type user.

The icons that are available in the project library:



Y - project filter (inactive / active),



The list of projects displayed in the project library can be narrowed down with the filter $\boxed{\Upsilon}$ (see **Fig. 60**). If the filter contains a text, then the projects whose names match the filter are displayed in the library and the filter icon is displayed in inverted colors $\boxed{\Upsilon}$.

- exit the project library,

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- acknowledge an operation (such as open a project for printing, edit a project).

The icons that are available in the file and folder manager:



- The file and folder manager is not available to **operator**-type users.
- create a new folder,
- change the name of the selected project or folder,
- i delete a selected project or folder,
- move to the project library,
- move to the contents of the selected folder or return to the parent folder,
- copy the selected project or folder,
- carry the selected project or folder,
- exit the file and folder manager,
- acknowledge an operation (such as open a project for printing, edit a project).

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EBS-2600 User Manual

2023.05.16 G2023/04/26_1EN 121 of 184

CHAPTER 6 INFORMATION

6. INFORMATION

6.1. MESSAGE HISTORY

To get access to message history:

1. Press ❖ ▶
or

Press / / / on status bar **A** (see *Fig. 41 on page 49*) on the main screen.



- 2. Select the group of messages you wish to view:
- | : all messages.
- | : error messages; the messages are displayed in red.
- | \(\blacktriangle \) |: warning messages; the messages are displayed in yellow.
- | 1 : informational messages; the messages are displayed in green.

Messages are handled with the following icons:

- C Display the previous message.
- **>** Display the next message.
- ☐ Delete a single message.
- □ Delete all messages.
- ↑ The delete functions that are accessed by pressing the 🔼 / 🗖 icon are not available to **operator**-type users.

If there are no messages at a time, the message icons are inactive. The icon [1] / [1] / [1] on status bar **A** on the main screen is not displayed, either.

Every entry contains the following information:



For more information about messages see "9.1. Message Handling".

- Unique message identifier independent of the selected interface language, e.g. E3000,
- Message content displayed in the interface language,
- Date of the first occurrence of the message.



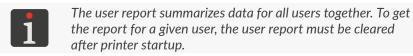
6.2. STATISTICS

To get access to statistics:

1. Press ♠ ▶ ₩ ▶ | ₩ |.

The following information is available in the window displayed:

User report (number of hours worked, number of prints made),



 Service report, i.e. general statistics (number of hours worked, number of prints made).



To clear the user report press $\| \hat{\mathbf{n}} \| > \| \hat{\mathbf{n}} \|$ Clear user report.



Gamma User report clearing is not available to **operator**-type users.

Service report clearing is available to **serviceman**-type users only.

A wider scope of statistics is offered by the EBS Web User Interface editor.



The scope of statistics available in the **EBS Web User Interface** editor can be modified by pressing

The scope of statistics available in the **EBS Web User Interface** editor can be modified by pressing

Statistics. For more details see "7.1. General Settings".

6.3. PRINTER INFORMATION

To get printer information:

1. Press 🌣 ▶ 🔭 ▶ 📵

The following information is available in the window displayed:

- The manufacturer's address,
- The printer's serial number,
- System version.



For more detailed information about the printer press **1 Detailed information**. Such information can be useful for diagnosing the printer, for example.

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6.4. INK BOTTLE INFORMATION

To get access to information about the ink bottle in use:

 Press ♠ on status bar ♠ (see Fig. 41 on page 49) on the main screen.

The following information is available in the window displayed:

- Bottle status,
- Approximate amount of the ink in the bottle [%],
- Color of the ink,
- Type of solvent (base),
- Type of coloring matter,
- Expiration date,
- Acceptance date,
- Deactivation date.



6.5. DETERMINING FACTORY CONVEYOR PARAMETERS



The functions that are used for determining conveyor parameters are not available to **operator**-type users.



Tools required:

- any two objects,
- a photodetector,
- an encoder; to measure the encoder constant only.

The following conveyor data needs obtaining to set printing parameters correctly:

- Conveyor belt travel speed or
- Encoder constant, that is the number of pulses generated by the encoder per unit length (1 meter).

 Printing parameters are settable by pressing ♥ ▶ ♥ ♥.

Conveyor belt travel speed

If the conveyor belt moves at a stable speed, no encoder needs using. In such a case:

- The printing speed setting (♠ ▶ ♠ ♥ ► ♥ ► Conveyor speed [m/min]) must equal the conveyor belt travel speed you have measured.



The procedure for measuring the conveyor belt travel speed requires that the printer be provided with a photodetector.

To measure the conveyor belt travel speed it is required that two objects put on the conveyor at a distance of 1 meter (between the objects' leading edges) move one after another in front of the photodetector selected as the source of the trigger signal (the parameter of a project open for printing/being printed: $\|\mathbf{0}\| \triangleright \mathbf{Trigger source}$) when:

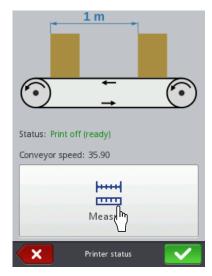
- The built-in measuring tool is active,
- The conveyor belt is traveling at a constant 'cruising' speed.

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To measure the conveyor belt travel speed:

- Press
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 - The general settings window is displayed.
- Press mext to the parameter Conveyor speed.
 The measuring tool is displayed (see drawing).
- 3. Press to start measuring.

 The measured speed at which the conveyor belt moves is displayed in the measurement window.



4. Press to enter the measured value as the value of the printing parameter **Conveyor speed**. The conveyor belt travel speed measured with the measuring tool is entered as a printing parameter.

The measurement is finished.

5. Press to save the setting.

Encoder parameters

If the speed at which the conveyor belt moves is not stable, an encoder must be used. In such a case:



The procedure for measuring encoder parameters requires that the printer be equipped with a photodetector and an encoder.

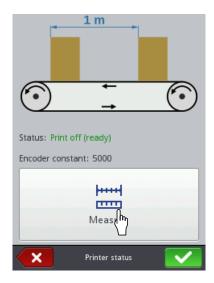
To measure the encoder constant it is required that two objects put on the conveyor at a distance of 1 meter (between the objects' leading edges) move one after another in front of the photodetector selected as the source of the trigger signal (the parameter of a project open for printing/being printed: |

- The encoder is measuring the conveyor belt travel speed.

To measure the encoder constant:

- 1. Press 🌣 ▶ 🗖 ▶ 🐧 ▶ 📆 1.
 - The general settings window is displayed.
- 3. Press to start measuring.

 The measured encoder constant is displayed in the measurement window.



- 4. Press to enter the measured value as the value of the printing parameter **Encoder constant**. The encoder constant measured with the measuring tool is entered as a printing parameter. The measurement is finished.
- 5. Press
 to save the setting.

If the above-mentioned procedure cannot be followed (e.g. the printer is not provided with a photodetector), the encoder constant can be calculated on the basis of the following data:

- Number of pulses per revolution given in the encoder data sheet,
- Circumference of the roll.

Encoder constant [pulse/m].

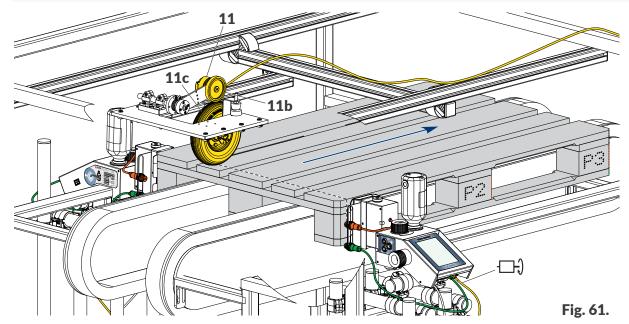
An example of how to calculate an encoder constant

The example shows an application for labeling Euro-pallets (see Fig. 61), where there are:

- programmable encoder **11**, which is programmed to generate **X** = **63779 pulses/revolution**,
- roll 11b, L = 250 mm (0.25 m) in circumference,
- guide wheel **11c**.



The guide wheel **11c** is designed to ensure appropriate contact of the encoder's roll **11b** with an object to be labeled (with a Euro-pallet in the example). The roll dimensions do not impact on the calculation of an encoder constant.



Encoder constant **Y** is the number of pulses generated by the encoder per unit length (1 meter) and is calculated following the formula:

that is:



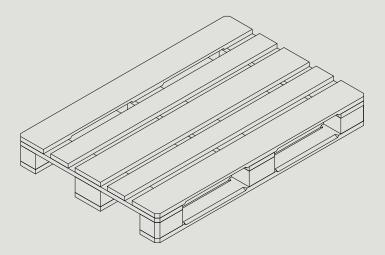


Hi-Res

EBS-2600 USER MANUAL

Industrial DROP ON DEMAND Printers Original Instructions





Part 3 of 3

CHAPTER 7

PRINTER CONFIGURATION

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7. PRINTER CONFIGURATION

7.1. GENERAL SETTINGS



General settings are not available to **operator**-type users.

To modify general settings:

1. Press 🌣 ▶ 🌣 ▶ 🐧 ▶ 🗖 1.

The general settings involve the following parameters:

Parameter Range of settings

Conveyor speed 1 to 200 [m/min]

The parameter is used for defining printing speed only if $| \bigcirc | \triangleright |$ Impulse generator source = Internal generator for the project being printed.

Set printing speed.

The speed set-point must equal the real conveyor belt travel speed, which can be measured with the tool available after the icon has been pressed.



For more information see "6.5. Determining Factory Conveyor Parameters" and "7.1.1. Maximum Printing Speed".

Encoder constant

5000 to 500000 [pulses/m]

The parameter is used for defining printing speed only if $| \bigcirc | \triangleright |$ Impulse generator source = External source for the project being printed.

The encoder constant, i.e. the number of pulses generated by the encoder per unit length (1 meter).

The encoder constant depends on:

- Number of pulses per one revolution of the encoder in use,
- Circumference of the roll.

To ensure, therefore, that the encoder constant is within the required range, you need to apply an appropriate encoder and/or a roll with an appropriate circumference.

For example, if the encoder is programmed to generate 63779 pulses/revolution and provided with a roll 250 mm in circumference, the encoder constant is 255116 pulses/m.

The constant of an encoder connected to the input \Box can be measured with the tool available after pressing the \Box icon displayed next to the parameter.



For more information see "6.5. Determining Factory Conveyor Parameters".

Statistics



Decide whether the scope of statistics available in the **EBS Web User Interface** editor shall include the number of printouts of every project () or not ().

Autostart current project



Printing of the open project starts immediately after the printer starts up (\checkmark) or it needs to be started manually (\checkmark).



Change the current date and time.

- 2. Modify the selected parameter.
- 3. Press vo to acknowledge.

The general settings are modified.

7.1.1. MAXIMUM PRINTING SPEED

The maximum speed at which objects to be labeled move in front of the printhead (printing speed) depends on parameters such as:

- Print resolution in a horizontal direction (the project parameter $| \bigcirc | \triangleright$ **Resolution**),



Intensity can be modified while printouts are being made owing to the application of **Intensifier**-type objects I to the project that is being printed. The maximum speed at which a project can be printed is, therefore, restricted by the highest intensity level used in the project.

The below-given table shows maximum printing speeds for recommended resolutions in a horizontal direction (which equal print resolutions in the vertical direction) versus intensity.

Resolution [dots/m]	Dot size	Maximum travel speed [m/min]
7086	1	60.0
7086	2	41.5
7086	3	28.6
7086	4	21.8
7086	5	17.6
7086	6	14.8
7086	7	12.8
7086	8	11.2
7086	9	10.0
7086	10	9.0

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EBS-2600 User Manual

7.2. LOCAL SETTINGS



Local settings are not available to **operator**-type users.

To modify local settings:

1. Press 🌣 ▶ 🌣 ▶ 🔌 № 📭.

The local settings involve the following parameters:

Parameter	Range of settings		
Language			
The language in which the user interface is displayed.			

DD:MM:YY, MM:DD:YY, DD:MM:YYYY,

MM:DD:YYYY, YYYY:DD:MM, YYYY:MM:DD,

YY:DD:MM, YY:MM:DD

Default date format for **Date/Time**-type text objects

Date separator ":", ".", "-"

Default date separator, that is the character that separates date items from each other in **Date/ Time**-type text objects 9.

Time format HH:MM:SS, HH:MM

Default time format for **Date/Time**-type text objects

Time separator ":", ".

Default time separator, that is the character that separates time items from each other in **Date/Time**-type text objects .

- 2. Modify the selected parameter.
- 3. Press to acknowledge.



If the value of the parameter **Language** has been modified, then the user interface is restarted directly after the modification has been acknowledged with the icon. The restart of the user interface does not pause printing.

The local settings are modified.



7.3. SETTING THE CURRENT DATE AND TIME



1 The current date or time cannot be set by **operator**-type users.

Operator-type users can only access the preview of the current data and time by pressing the clock icon on the status bar on the main screen.

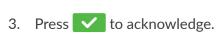
To set the current date and time:



or

Press the clock icon on status bar **A** on the main screen (see *Fig.* 40 on page 49).

- 2. Set date and time items using:
- the + / icons
- the numeric keypad.



The date and time are set.



7.3.1. CONFIGURING THE DISPLAY



Display configuring is not available to **operator**-type users.

To configure the display:

1. Press 🌣 ▶ 🏚 ▶ 📭

The following parameters need setting to configure the display:

Parameter Range of values

Normal screen brightness 10, ..., 100 [%]

Brightness of the screen during the printer's normal operation.

Turn off screen after never, 10 s, ..., 5 min

Idle time after which the display is off.



If the printer is in an error state, the display is not turned off.

If the printer enters an error state while the display is blank, the display wakes up.

To wake up the display that is blank, touch the display anywhere.

Dim screen after never, 10 s, ..., 5 min

Idle time after which the display will be dimmed to the percentage given with the **Dimmed** screen brightness parameter.



Parameter Range of values

Dimmed screen brightness

It is dependent on the value of the **Normal** screen brightness parameter

Brightness of the screen after the expiration of the idle time given with the **Dim screen after** parameter.

When you press any point on the screen, brightness returns to normal.

- 2. Modify the selected parameter.
- 3. Press to acknowledge

The display is configured.

7.3.2. SOUND SIGNAL SETTINGS



Sound signal settings are not available to **operator**-type users.

To modify sound signal settings:

The sound signal settings involve the following parameters:

Parameter Range of values

◀ ▶ Enable sound



Activate (\checkmark) / deactivate(×) sound signaling in the printer.

When sound signaling in the printer is deactivated (X), the sound is totally turned off and detailed signaling settings are not available.

◄ ► Error sound signal



Sound signals generated when an error occurs.



Sound signals generated while button **1k** (see *Fig. 2 on page 16*) on the side wall of the printer's control unit is used.



Sound signals generated while the touch screen is used.

● Message sound signal



Activate () / deactivate () sound signals in sheet tab | 1.



Sound signals generated after a bottle of ink has been approved.

1 ► Printer off sound signal



Sound signals generated while the printer shuts down.

1 ► Start printing sound signal



Sound signals generated while printing turns on.

1 ► Stop printing sound signal



Sound signals generated while printing pauses.

品

- 2. Set a value of the selected parameter.
- 3. Press to acknowledge.

The sound signals are modified.

7.4. CONFIGURING COMMUNICATIONS INTERFACES



The configuring of communications interfaces is not available to **operator**-type users.

Operator-type users can only get information about basic parameters such as the printer's **IP** address.

7.4.1. ETHERNET

The printer can be connected to an **Ethernet** network or directly to a PC via the connector in the control unit.



For more details see "2.2. Printer Structure" ▶ "2.2.3. External Connections".

The **Ethernet** interface can be used, *e.g.* for controlling the printer remotely or for receiving data from an external device; this data may then be entered to a project via a **Communications port**-type text object or bar/matrix code.



For more details on how to create/edit a **Communications port**-type text object see **"5.4.2.5. Creating/Editing a Communications port-type Text Object"**.

Bar/matrix codes with dynamic contents can be graphic interpretation of a **Communications port**-type text object and as such they can be created by means of the **EBS Web User Interface** only.

To configure the **Ethernet** interface:

1. Press • ► • ► ...

The following parameters need setting to configure the **Ethernet** interface:

Parameter Range of values |Basic| ➤ Enable networking Activate / deactivate the Ethernet interface. |Basic| ➤ Configure network automatically (with DHCP)

Ethernet configuration mode:

- etwork connection parameters are set automatically while a network connection is being established,
- x: network connection parameters are set manually with the parameters IP, Netmask, Gateway, DNS available in sheet tab |Advanced|.



For the information on how to set up your network connection manually contact your network administrator.

information parameter

The **IP** address of the printer.

G2023/04/26_1EN

- 2. Modify the selected parameter.
- Press to acknowledge.
 The Ethernet interface is configured.

7.4.2. RS-232/RS-485

The **RS-232/RS-485** interface can be used for receiving data from an external device; this data may then be entered to a project via a **Communications port**-type text object or bar/matrix code.

Configuration of the RS-232/RS-485 is part of the parameters for a **Communications port**-type text object or bar/matrix code .



For more details on how to create/edit a **Communications port**-type text object see **"5.4.2.5. Creating/Editing a Communications port-type Text Object"**.

Bar/matrix code with dynamic contents can be graphic interpretation of a **Communications port**-type text object and as such they can be created by means of the **EBS Web User Interface** only.



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7.5. CONFIGURING USERS



⚠ User configuring is not available to **operator**-type users.

In the printer, there are three different types of privileges (groups of users):

- operator,
- administrator,
- serviceman.



For more information about the types of users and on how to change the type of user see "3.3. Types of Privileges/Users".

7.5.1. CHANGING THE USER PASSWORD

Every **administrator**-type user can change his/her password and the password of every user who is at the same or lower access level.

To change the user password:

- 1. Press ♠ ▶ ♣ ♣
- 2. Select the user whose password you wish to change.
- 3. Press ...
 If the sicon is inactive, you are not authorized to change the selected user's password.
- 4. Enter a new password.
- 5. Re-enter the new password.
- 6. Press to acknowledge.

The password of the selected user is changed.

7.5.2. ADDING A USER

Administrator-type users can add a user who is at the same or lower access level.

To add a user:

- 2. Press 🛂
- 3. Enter a name of the user.

The user name must be different from any name of the users defined in the printer.

- 4. Select a type of user (the name of a group of users)
- 5. Select a user icon.



A graphics file that can be selected as a user icon must first be imported to the printer by means of the **image manager** available in the **EBS Web User Interface**.

6. Enter the user password.



- 7. Re-enter the password.
- 8. Press to acknowledge.

The user is added.

7.5.3. DELETING A USER

Administrator-type users can delete a user who is at the same or lower access level except the user currently logged-in.

To delete a user:

- Press
 ▶
 ▶
- 2. Select the user that you wish to delete.
- 3. Press 4.

If the 🙎 icon is inactive, you are not authorized to delete the selected user.

In the dialog box displayed you are prompted to acknowledge the operation.

4. Press 🗸 to acknowledge.

The user is deleted.

7.5.4. CHANGING AN ACCESS LEVEL

Administrator-type users can change the access level of every user at the same or lower access level.

No access level can be changed to a level higher than the access level of the currently logged-in user.

To change an access level:

- 2. Select the user whose access level you wish to change.
- 3. Press 🔇

If the $| \leqslant |$ icon is inactive, you are not authorized to change the access level of the selected user.

- 4. Change the access level (group name).
- 5. Press
 to acknowledge.

The access level of the selected user is changed.

7.5.5. CHANGING THE USER NAME

Administrator-type users can change the name of every user at the same or lower access level.

To change the user name:

- 1. Press 🌣 ▶ 🔊 ▶ 🛣.
- 2. Select the user whose name you wish to change.
- 3. Press ...
 If the sicon is inactive, you are not authorized to change the selected user's name.
- 4. Change the user name.

The user name must be different from any name of the users defined in the printer.

5. Press to acknowledge.

The name of the selected user is changed.

7.5.6. SELECTING A USER FOR AUTOMATIC LOGGING IN

Administrator-type users can select every user at the same or lower access level to be logged in automatically after printer startup.

The user selected for automatic logging in after printer startup is marked with \bigstar .

The administrator-type user whose user name is "Administrator" is marked with \bigstar by default.



If none of the users defined in the printer is marked with \bigstar , then immediately after printer startup the screen is displayed where a user to be logged in can be selected.

To select a user for automatic logging in / change the user who is logged in automatically:

- 1. Press 🌣 ▶ 🏚 ▶ 🛣.
- 2. Select a user you wish to be logged in automatically.
- 3. Press ★.

If the \bigstar icon is inactive, you are not authorized to select a given user for automatic logging in.



The \bigstar icon is used for both selecting a user for automatic logging in and deleting such functionality.

The user who will log in automatically after printer startup is selected.

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7.6. GLOBAL DATA

7.6.1. **IMAGES**

An image is a graphics file in *.png format. An image can be applied:

- to every project where an **Image**-type object is used,
- as a user icon.

It is recommended that monochromatic (black and white) images be used.



For more details on how to create/edit a **Image**-type object see **"5.4.4.2. Creating/Editing** an **Image-type Object"**.

For more details on how to set a user icon see "7.5. Configuring Users".

Before a graphics file is used, it must be imported to the printer via the **image manager** available in the **EBS Web User Interface**. The **object manager** can also be used for deleting selected graphics files from printer memory.

7.6.2. TEXT FILES

A text file can be applied to every project where a **Text file**-type text object or bar/matrix code is used.



For more details on how to create/edit a **Text file**-type text object see **"5.4.2.6. Creating/Editing** a **Text file-type Text Object"**.

Bar/matrix code with dynamic contents can be graphic interpretation of a **Text file**-type text object and as such they can be created by means of the **EBS Web User Interface** only.

Before a text file is used in a project, it must be imported to the printer via the **text file manager** available in the **EBS Web User Interface**. The **text file manager** can also be used for deleting selected files from printer memory.



7.6.3. **SCRIPTS**

A script can be applied to:

- Communications port-type text objects or bar/matrix codes
 interface (Communication Communication Descript).
 Communication Communication Descript Communication Communication Descript Communication Communication Descript Communication Descr

Before a script is used in a project, it must be imported to the printer via the **script manager** available in the **EBS Web User Interface**. The **script manager** can also be used for deleting selected scripts from printer memory.

7.6.4. **FONTS**

All text objects $\|\mathbf{T}\|$ are generated on the basis of fonts:

- matrix fonts (*.xml); marked with the sign on the font list (available in object parameters),
- TrueType fonts (*.ttf); marked with the sign T (default fonts) or (user fonts) on the font list.

The **Hi-Res** EBS-2600 printers are provided with a set of built-in fonts (default fonts). The set of fonts can be extended because user fonts can be added.

Before user fonts are used in a project, the must be imported to the printer via the **font manager** available in the **EBS Web User Interface**. The **font manager** can also be used for deleting selected fonts from printer memory.

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7.7. EXCHANGING DATA VIA A USB PORT



☐ Data exchanging via the **USB** port is not available to **operator**-type users.

Data can be exchanged between devices by means of an approved **USB** memory device plugged in to the connector $\bullet \leftarrow \leftarrow \rightarrow$ in the control unit.



For **USB** memory specifications see "2.2. **Printer Structure**" ▶ "2.2.3. **External Connections**".

To get access to data exchange functions:

- 1. Plug in an approved **USB** memory device to the connector **◆ ← (1o**; see *Fig. 2 on page 16*) in the control unit.
 - The vicon on status bar A on the main screen (see Fig. 40 on page 49) is active.
- 2. Press 🖞 on the status bar on the main screen.

or

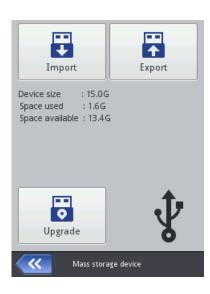


The **USB** memory window is displayed. The following function icons are available in the window:

- import projects,
- export projects,
- update the printer software.

The following information is available in the **USB** memory window:

- Device capacity: total capacity of the USB memory device,
- Space used: occupied space of the USB memory,
- **Space available**: space available in **USB** memory.



7.7.1. EXPORTING/IMPORTING PROJECTS

Projects can be transferred between:

- printers,
- the printer and a PC (e.g. to use the Offline EBS Web User Interface editor).

The project files are:

- in *.exp format,
- saved in a **USB** memory device in the main folder.

Regardless of the number of projects to be exported, one *.exp file is created while the projects are being exported.

If a project contains external items such as a font, an image, a text file or a script, the items are imported/exported together with the project.

To export a selected projects to a **USB** memory device:

- 1. Press \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc or \bigcirc \bigcirc
 - The library containing the projects available in printer memory is displayed.
- 2. Select a project (a *.prj file) that you wish to export to a USB memory device.



A project to be exported to a **USB** memory device can be selected from the list or the name of a project can be entered in the text box in the upper part of the window.

The preview of the selected project is displayed in the lower part of the window.

3. Press to acknowledge.

The selected project is exported to a **USB** memory device and a relevant message is displayed in the dialog box.

The file named EBS2600_YYYYMMDD_HHMMSS.exp is created in the main folder in the USB memory device.

In the file name, YYYYMMDD means the date (year, month, day) and HHMMSS means the time (hour, minute, second) when the file was created.

4. Press to finish the procedure under which the selected project is exported to the **USB** memory device.

To export all projects to a **USB** memory device:

1. Press ♠ ▶ 🔭 ▶ 🖺 ▶ 🔊 • or 😲 ▶ 🖫 ▶ 🖫

All project are exported to the **USB** memory device and a relevant message is displayed in the dialog box.

The file named EBS2600_YYYYMMDD_HHMMSS.exp is created in the main folder in the USB memory device.

In the file name, **YYYYMMDD** means the date (year, month, day) and **HHMMSS** means the time (hour, minute, second) when the file was created.

2. Press v to finish the procedure under which all projects are exported to the USB memory



device.

To import projects from a **USB** memory device to the printer:

- 1. Press ♠ ▶ 🗶 ▶ 🖺 ▶ 🖪 or 😲 ▶ 🗒
- 2. Select the folder in the **USB** memory device and the *.exp file that contains a project/projects that you wish to import to the printer.

Files in other formats are not visible.



The file that contains a project/projects to be imported to the printer can be selected from the list or the name of the file can be entered in the text box in the upper part of the window.

3. Press to acknowledge.

The project(s) included in the selected *.exp file are imported to the printer and a relevant message is displayed in the dialog window.

4. Press to finish the procedure under which projects are imported from the **USB** memory device to the printer.

7.7.2. UPDATING SOFTWARE

The function is used for updating the system software to a newer version.



NOTE: A risk that the printer gets damaged!

The updating procedure must not be interrupted. Otherwise, the printer may get damaged.

Before you start updating the printer software:

- Check what the current software version is,



The version of the printer software (system) can be viewed by pressing $| \diamondsuit | | > | | | > | | > | | > | | > | | > | | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > | > |$



- Contact an authorized representative of EBS Ink Jet Systeme GmbH to obtain an update package; the update package is a file in *.ebs format,
- Export all projects to a USB memory device; if projects contain external items such as a font,
 an image, a text file or a script, the items are exported together with the projects.

To update the printer software:

- 1. Copy the installation package to the **main folder** in a **USB** memory device.
- 2. Plug in the **USB** memory device that contains the update package to the connector $\bullet \leftarrow \leftarrow \bullet$ in the control unit.

The software update function is active.



The software update function **is not** active if:

- the version of the printer's software is too early; before the latest version can be installed, it is required that the previous update package be installed,
- the printer software is up to date,
- the version of the printer software is later than the selected update.



The list of update packages available in the main folder in the **USB** memory device is displayed.

4. Select the *.ebs file that contains a suitable update package.

Files in other formats are not visible.

5. Press to acknowledge.

The message is displayed.

Printer is prepared for update. Press "OK" to turn off the printer. After printer is turned off please turn it on again, update will continue. It may take some time - please be patient and do not turn printer off!

6. Follow the on-screen instructions.

The printer shuts down while the updating procedure is carried out.

- 7. Press button **1k** (see *Fig. 2 on page 16*) on the control unit's side wall to start the printer up. The update report is displayed.
- 8. Press 🗸 to finish the procedure.

The software update procedure is finished.

2023.05.16 147 of 184 G2023/04/26 1EN



CHAPTER 8 PERIODIC MAINTENANCE

2023.05.16

8. PERIODIC MAINTENANCE

The objective of periodic maintenance is to ensure reliable operation of the printer.

8.1. PURGING/VENTING THE PRINTHEAD



Purging functions are not available to **operator**-type users.

The printhead purging/venting can be done by **instructed persons**.

Printhead purging/venting is disabled if the printer reported a warning about critically low ink in the bottle.

Tools required:

- a sprayer with wash-up (Part No. XS21602),
- protective gloves that are resistant to ink/wash-up,
- safety goggles,
- absorbent material or a metal vessel for collecting waste,
- a cross head screwdriver,
- optional drip molding (an accessory; Part No. **P513324**).





The objective of printhead purging/venting is to:

- Improve print quality by clearing slightly clogged nozzles and cleaning the nozzle plate in the printhead,
- Vent the printer after it has been transported or a bottle has been replaced.

The purging/venting consists of the opening of all nozzles at the same time and jetting of ink through the nozzles under pressure.

The jetted ink flows down the nozzle plate (optionally along drip molding **5c** - see *Fig. 62 on page 150*) to drip rail **3b**, and then it is collected by the drip system and reaches waste bottle **3a**.

Two printhead purging/venting modes are available:

- short purging lasting about **2 seconds**,
- long purging lasting about 85 seconds,

It is advisable to follow the printhead purging/venting procedure with the application of optional drip molding **5c**, which is part of a double-sided accessory (Part No. **P513324**). If no drip molding is used, the ink outlet from the printhead (from the nozzle plate) must be secured with absorbent material.

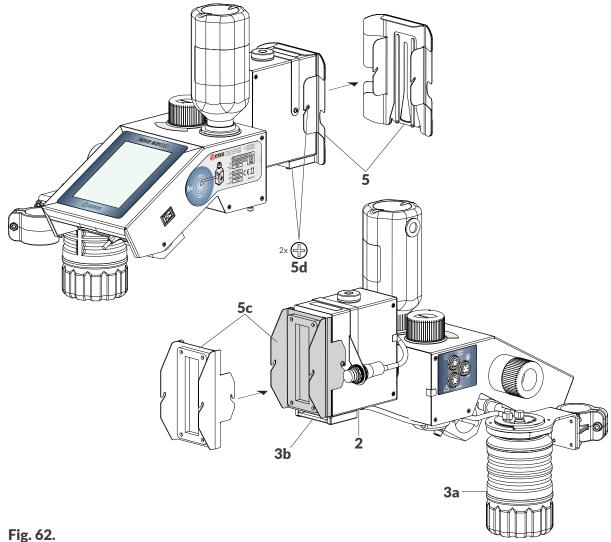
To prepare the printer for the printhead purging/venting procedure with the use of an optional drip molding (the recommended method):

1. If the printer is printing, press the icon on menu bar C (see Fig. 43 on page 52) on the main screen to pause printing.

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Use the cross head screwdriver to loosen two screws **5d** (see **Fig. 62**) that fasten slide **5**.



- Remove slide **5**.
- Use the sprayer to spray wash-up over the nozzle plate.
- In place of the removed slide 5 install drip molding 5c.
- Use the cross head screwdriver to tighten two screws **5d** to fasten drip molding **5c**.



If the **long** purging/venting procedure is followed, it may be necessary to put absorbent material or a metal vessel under the printhead because the drop system may be incapable of receiving the entire ink flowing out of the nozzles during the procedure.

To prepare the printer for the printhead purging/venting procedure without the use of an optional drip molding:

- 1. If the printer is printing, press the olicon on menu bar C (see Fig. 43 on page 52) on the main screen to pause printing.
- 2. Use the sprayer to spray wash-up over the nozzle plate.
- Secure the printhead's ink outlet (the nozzle plate) with absorbent material.

To start **short** purging/venting of the printhead:

1. Press and hold the | ♦ | icon on menu bar **C** (see *Fig. 43 on page 52*) on the main screen, and when a drop-down menu occurs press | * | Purge

or



The purging/venting procedure starts and lasts about 2 seconds.



Multiple pressing of the icon **Purge** extends the time for short purging/venting of the printhead

To start **long** purging/venting of the printhead:

Press and hold the icon on menu bar C (see Fig. 43 on page 52) on the main screen, and when a drop-down menu occurs press Long purge

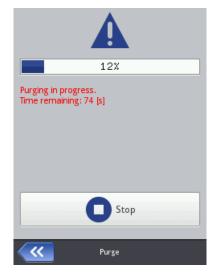
or



The purging/venting procedure starts and lasts about 85 seconds.

The window displayed on the screen (see drawing) contains:

- The procedure progress bar,
- The counter indicating the time remaining until the procedure finishes,
- The oicon that is used for interrupting the purging/venting procedure at any time.



To restore normal operation of the printer after the printhead purging/venting procedure <u>with the use</u> of an optional drip molding (the recommended method) has been carried out:

- 1. Use the cross head screwdriver to loosen two screws **5d** (see *Fig. 62 on page 150*) that fasten drip molding **5c**.
- 2. Remove drip molding 5c.
- 3. Re-install slide 5.
- 4. Use the cross head screwdriver to tighten two screws **5d** to fasten slide **5**.
- 5. Press the icon on menu bar **C** (see **Fig. 43 on page 52**) on the main screen to resume printing.
- 6. Assess print quality.

If print quality has not improved sufficiently, repeat the purging/venting procedure.

If print quality is still insufficient although the above-mentioned procedure has been repeated, carry out the nozzle plate cleaning procedure.



For more details about the nozzle plate cleaning procedure see "9.3.1. Cleaning the Nozzle Plate".

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To restore normal operation of the printer after the printhead purging/venting procedure <u>without</u>

the use of an optional drip molding has been carried out:

- 1. Press the **b** icon on menu bar **C** (see **Fig. 43 on page 52**) on the main screen to resume printing.
- 2. Assess print quality.

If print quality has not improved sufficiently, repeat the purging/venting procedure.

If print quality is still insufficient although the above-mentioned procedure has been repeated, carry out the nozzle plate cleaning procedure.



For more details about the nozzle plate cleaning procedure see "9.3.1. Cleaning the Nozzle Plate".

8.2. REPLACING THE AIR FILTER



The air filter can be replaced by **instructed persons**.



Tools required:

- a complete air filter (Part No. P511653),
- an instrument for filter unscrewing (Part No. P863606; see drawing),
- a sprayer with wash-up (Part No. **XS21602**).



When it is dirty, air filter **1e** (see *Fig. 63 on page 153*) can be the reason for the accumulation of air bubbles in the printhead, which in consequence may lead to deterioration of print quality or no prints at all. It is necessary to inspect air filter **1e** systematically, with frequency adequate to the conditions in which the printer operates. The filter gauze in a clean air filter should be white in color. If the filter gauze is dirty, it is advisable to replace the complete air filter (**1e**). The air filter should be replaced not less frequently than every **12 months**.

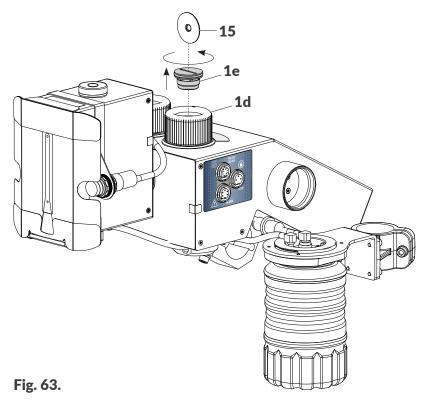
To check the condition of air filter/replace the air filter:

1. Shut the printer down in regular mode.



For more details see "4.2.1. Shutting down in Regular Mode".

2. Use instrument **15** to screw air filter **1e** (see *Fig. 63 on page 153*) out of ink-system valve **1d**. While air filter **1e** is being unscrewed, it is necessary to hold ink-system valve **1d** with the hand so that it does not turn.



- 3. Assess how dirty the filter gauze is.
 - If the filter gauze is not dirty, complete air filter **1e** can be installed back into the printer.
 - Otherwise, a new filter must be installed.
- 4. Assess how clean the seat of ink system valve **1d** is. If it is soiled with ink, clean the seat using sprayed wash-up and then dry it.
- 5. Use instrument **15** to screw air filter **1e** into ink-system valve **1d**. Screw the filter in to the perceptible limit.
 - While air filter **1e** is being screwed in, it is necessary to hold ink-system valve **1d** with one hand so that it does not turn.
- 6. Check the position of ink-system valve **1d** and set it at **PRINTING**, if need be.
- 7. Start the printer up.



For more details about printer startup see **"4.1. Starting the Printer up"**.

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8.3. STORING AND TRANSPORTING

8.3.1. STORING THE PRINTER

The printer shall be stored in a dry place. It is recommended that the printer be stored in its original package.

The printer must be in a horizontal position in storage.

The procedure for preparing the printer for storing depends on the period over which the printer is not to be used.

There are two types of preparation for storing:

- for a period of <u>up to 1 week</u>,
- for a period of over 1 week.

Storing for up to 1 week

To prepare the printer for storing over a period of **up to 1 week**:

1. Shut the printer down in regular mode.



For more details see "4.2.1. Shutting down in Regular Mode".

No additional operations are required.

If the printer is used in a heavily polluted environment, it is advisable to apply standard sealing cover **5a** (see *Fig. 23 on page 33*) or optional sealing cover **5b** (see *Fig. 24 on page 33*) to the nozzle plate (in place of the slide).



For more details see "8.3.1.1. Installing a Sealing Cover".

Do not detach the ink bottle during the storage period.

When the printer that is planned to be stored over **up to 1 weeks** is taken out of storage, it can be restarted with no additional operations, but it is advisable to make a few test prints to assess print quality.



For more details about printer startup see "4.1. Starting the Printer up".

It may also be necessary to carry out the **short** purging/venting procedure for the printhead once or several times.



For more details about printhead purging/venting procedures see **"8.1. Purging/Venting the Printhead"**.

Storing for over 1 week



Only skilled persons can prepare the printer for storing over a period longer than 1 week. For more information contact an authorized representative of EBS Ink Jet Systeme GmbH.

When a storage period of over 1 week elapses, the printer must be started up in a way similar to starting up directly after installation.



For more details see "2.3. Installing the Printer".

2023.05.16 G2023/04/26_1EN 155 of 184



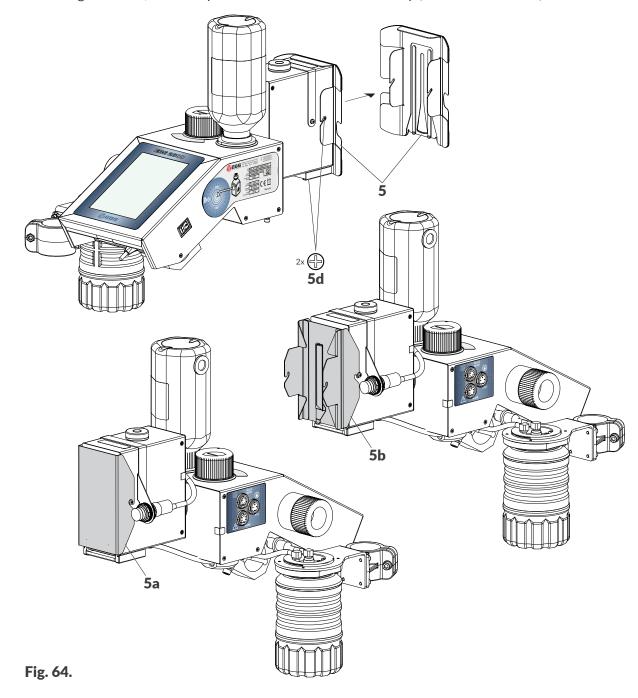
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8.3.1.1. INSTALLING A SEALING COVER

To protect the nozzles and the nozzle plate and also to avoid ink leaks from the printhead while the printer is stored/transported, it is recommended that a sealing cover be used. The sealing cover is available in two variants (see *Fig. 64*):

- Standard, single-sided sealing cover **5a**,
- Sealing cover **5b**, which is part of a double-sided accessory (Part No. **P513324**).



To install the sealing cover:

Tools required:



- a sprayer with wash-up (Part No. XS21602),
- protective gloves that are resistant to ink/wash-up,
- safety goggles,
- a cross head screwdriver,
- standard or optional sealing cover (an accessory; Part No. P513324).







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the main screen to pause printing.

- 2. Use the cross head screwdriver to loosen two screws **5d** (see *Fig. 64 on page 156*) that fasten slide **5**.
- 3. Remove slide 5.
- 4. Use the sprayer to spray wash-up over the nozzle plate.
- 5. In place of removed slide **5** install standard sealing cover **5a** or optional sealing cover **5b**.
- 6. Use the cross head screwdriver to tighten two screws **5d** to fasten the sealing cover.

8.3.2. TRANSPORTING THE PRINTER

Printer transportation involves the necessity to move the printer to another place:

- Within premises, e.g. between various production lines (internal transportation),
- To the outside, e.g. to a service point (external transportation).

Total weight of the printer with a 0.5 l bottle of ink: about 7.3 kg (about 16.1 lbs).

Weight of individual parts:

- Control unit with a printhead and a 0.5 l bottle: about 4.8 kg (10.6 lbs)
- Installation kit (beams, holders): about 2.5kg (5.51 lbs)
- Bottle of ink with a capacity of:
 - 0.25 l: about 0.25 kg (0.55 lbs); starter bottle
 - 0.5 l: about 0.5 kg (1.10 lbs)

Internal transportation



The printer can be handled by **instructed persons**.

To transport the printer within the premises:

1. Shut the printer down in regular mode.



For more details see "4.2.1. Shutting down in Regular Mode".

2. Set ink-system valve **1d** at the **TRANSPORT** position.



3. Transport the printer to a required destination.

NOTE: Handle the printer in a horizontal position!

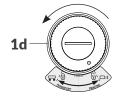
The printer must be transported in a horizontal position.



Make sure that the nozzle plate, control unit screen, cables are not damaged during transport. It is recommended that the nozzle plate be protected with standard sealing cover **5a** or optional sealing cover **5b** installed in place of the slide. For more details see ***8.3.1.1. Installing a Sealing Cover**.

4. Position the printer at a required workstation.

5. Set ink-system valve **1d** at the **PRINTING** position.



6. Start the printer up.



For more details about printer startup see "4.1. Starting the Printer up".

External transportation



Only **skilled persons** can prepare the printer for external transportation. For more information contact an authorized representative of **EBS Ink Jet Systeme GmbH**.

Before the printer is transported outside the premises, it is necessary to prepare it as if it was prepared for storing over a period of more than 1 week.

It is recommended that the printer be transported in its original package.

Permissible mechanical hazards inside the package:

- impacts: max. 1 g, max 2 ms.

For that reason, once it has been transported (e.g. it has returned from the service point) it must be started up in a way similar to starting up directly after installation.



For more details see "2.3. Installing the Printer".

CHAPTER 9

TROUBLESHOOTING

9. TROUBLESHOOTING

9.1. MESSAGE HANDLING

Important information concerning printer operation is signaled in the following way:

- The icon / / is displayed on status bar **A** (see *Fig. 41 on page 49*); the color of the icon indicated a type of message,
- The relevant message is displayed in the dialog box:

Attention! The message list contains new information, which must be read and confirmed.

The list of messages is displayed when the icon / / / on status bar **A** is pressed.

All the types of messages are displayed in dialog boxes and saved in message history, which is available after pressing or the icon / / / / on status bar A.



For more details see "6.1. Message History".

Message history is divided into four tab sheets:

- All messages 🖭 ,
- Warning messages | A |,
 (the messages are displayed in yellow, and the icon | is displayed on the status bar),
- Informational messages | 1 | 1 |,
 (the messages are displayed in green, and the icon | 1 | 1 | 1 | 1 | 1 |

9.1.1. ERROR MESSAGES

Error messages (see drawing) are displayed in the dialog box when a fault or an error occurs.

When the dialog box containing an error message is displayed, the display background flickers red.

Error messages concern:

Errors that make printing impossible, e.g. an empty bottle.
 The printer goes into an error state in which:
 An optional status beacon glows red,
 The conveyor belt can be halted.



If an error message is displayed, the handling procedure depends on the reason.

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If an error message is displayed due to an error in the printer (e.g. the empty ink bottle) and the printer automatically goes into an error state:

- View the contents of the error message.
- Press \checkmark to acknowledge the message or $\boxed{\square}$ to display more details about the error.
- Take an action that is adequate for the message, e.g. install a new bottle of ink.
- Press to delete a single message or to delete all messages.

 The printer goes out of the error state.



⚠ Message deleting is not available to **operator**-type users.

- If the error pauses printing, resume printing.

9.1.2. WARNING MESSAGES

Warning messages (see drawing) are displayed in the dialog box when a condition that requires user intervention occurs.

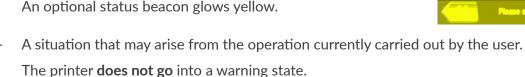
When the dialog box containing a warning message is displayed, the display background flickers yellow.

Warning messages concern:

 A situation that has occurred in the printer and requires user intervention, e.g. prints are triggered too fast.

The printer **goes** into a warning state where:

Printing may be turned on/continue,



If a warning message is displayed, the handling procedure depends on the reason.

If a warning message is displayed due to a situation that has occurred in the printer and requires user intervention (e.g. when prints are triggered too fast) and the printer automatically goes into a warning state:

- View the contents of the warning message.
- Press
 ✓ to acknowledge the message or to display more details about the warning.
- Take an action that is adequate for the message, e.g. set an appropriate interval between the moments when successive prints are triggered.
- Press
 ■ to delete a single message or to delete all messages.
 The printer goes out of the warning state.



 $oldsymbol{\Omega}$ Message deleting is not available to **operator**-type users.

2023.05.16 161 of 184 G2023/04/26_1EN



9.1.3. INFORMATIONAL MESSAGES

Informational messages (see drawing) are displayed in the dialog box when the necessity to inform the user of the existent situation arises or when the user is expected to decide on further actions. Printing may be turned on/continue.

The printer does not change its status.



The handling of an informational message depends on whether the occurrence of the message involves the necessity for the user to decide on further actions or not.

If an informational message is displayed to inform the user of the existent situation:

- View the contents of the message.
- Press \checkmark to acknowledge the message or $\boxed{}$ to display more details about the message.

If an informational message is displayed to prompt the user to make a decision on further actions:

- View the contents of the message.
- Make a decision on further actions by pressing the relevant button, e.g. \checkmark or \mathbf{X} .
- The printer carries out an appropriate operation, e.g. restarts itself.

9.2. DIAGNOSTIC

9.2.1. PRELIMINARY CHECKS

Before you proceed to locate a faulty component, it is advisable to conduct preliminary checks such as:

- Visual inspection, to detect problems such as dirty parts, ink leaks, or damaged/disconnected cables/tubes,
- Verification of messages, information about the printer, consumables and settings, which can help identify the source of the problem.

9.2.1.1. VISUAL INSPECTION

Part to be checked	Potential problems
Printer (control unit and printhead).	 Dirty nozzle plate. Ink system valve is set at the TRANSPORT position during printing. Ink leaks from the printhead. Waste bottle overflow. No ink bottle. Ink bottle is not screwed in completely. Damaged LCD.
Cabling/accessories.	 Damaged/detached cables. Power cord detached from mains electricity or from control unit. Dirty photodetector. Connector of external photodetector, encoder is detached.
Others.	 Objects to be labeled are beyond the reach of the photodetector selected as the source of the trigger signal. Space between successive objects on the conveyor belt is too small. Unsteady contact between the encoder roll or guide wheel and the conveyor belt. Objects to be labeled move in front of the printhead face from a wrong side (from the slide side).

2023.05.16 163 of 184 G2023/04/26 1EN



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9.2.1.2. VERIFICATION OF MESSAGES, INFORMATION AND SETTINGS

To facilitate diagnostic, verify the following:



Project and project parameters editing as well as general settings editing are not available to **operator**-type users.

Contents of the project that is open for printing/being printed.
 You can start editing the project that is open for printing/being printed by pressing Project.

Parameters of the project that is open for printing/being printed.

You can start modifying parameters of the project open for printing/being printed by pressing Parameters.

Messages.
 The list of messages can be displayed by pressing ♠ ► □ or □ / □ / □ on status bar A (see Fig. 41 on page 49).

Information about consumables.
 Access to information about consumables can be gained by pressing the icon on status bar A.

9.2.2. PROBLEM SOLVING DIAGRAM

The problem solving diagram contains a list of potential irregularities and a list of recommended actions that should be taken after a given irregularity has occurred.

Before you proceed with further diagnostic, it is necessary that preliminary checks be made.



For more details see "9.2.1. Preliminary Checks".

Then, identify the irregularities on the list and take the actions that are given in the following diagram.

After solving the problem, acknowledge the message displayed.

If you have not managed to solve the problem by yourself, contact an authorized representative of EBS Ink Jet Systeme GmbH.



Some of the settings listed below are not available to **operator**-type users.

Irregularity	Recommended action	
-	- Check the power cord and whether it is con-	
The printer does not start.	nected to mains electricity and the control unit	
The LCD display is blank.	or not.	
	- Check mains voltage.	
Touch seven is not wouldn't	- Contact an authorized representative of	
Touch screen is not working.	EBS Ink Jet Systeme GmbH.	
System time or date are incorrect.	- Set the correct date and time in the printer.	
Drinting cannot start	- Wait until the printer is ready to print.	
Printing cannot start.	- Open a correct project to print.	
Existing project is not shown in the project	- Make sure that no filter is active in the project	
list.	library.	
Incorrect project contents.	- Review and correct project contents.	
Uneven print resolution in a horizontal direc-	Conveyor belt travel speed is not steady.	
tion when printing is timed by the printer's	- Apply an encoder.	
internal generator, i.e.	- Change the timing source to encoder, i.e.	
the project parameter $ \bigcirc \triangleright$ Impulse gener-	the project parameter $\boxed{0}$ \blacktriangleright Impulse genera-	
ator source = Internal generator.	tor source = External source.	

2023.05.16 165 of 184 G2023/04/26_1EN

Irregularity	Recommended action		
	The setting of print resolution in a horizontal direc-		
	tion does not equal print resolution in the vertical		
	direction.		
	- Set the project parameter		
	at 7086 dots/m.		
	Conveyor belt parameters are incorrectly set.		
No proportional square, circle or 2D code	- Set the parameter Conveyor speed at the		
can be obtained.	value equal the conveyor belt's real speed (if		
	the project parameter $ \bigcirc \triangleright$ Impulse genera -		
	tor source = Internal generator)		
	- Set the parameter Encoder constant at the		
	value equal the encoder's real data (if the proj-		
	ect parameter		
	source = External source)		
Fure pollets are incorrectly labeled in an an	- Apply a combination of two photodetectors,		
Euro-pallets are incorrectly labeled in an ap-	where the second photodetector is used for		
plication where one photodetector is used.	synchronizing printouts with Euro-pallets.		
	- Adjust print legibility to the type of surface by		
	setting the project parameter $ \bigcirc \triangleright $ Dot size .		
Prints are too pale or too bold.	- If the need for changing intensity of a print		
	occurs, apply Intensifier -type objects $oxed{I}$ to		
	the project.		
	Objects move in front of the printhead face from		
	a wrong side. An object and the slide are in contact		
	and smudge the ink.		
Blurred prints.	- Select the type of slide for objects to be la-		
	beled.		
	- Change the direction in which objects move in		



front of the printhead face.

Irregularity	Recommended action		
	Dirty nozzle plate in the printhead/Unvented prin-		
	thead.		
	- Check whether the printer is adequately		
	leveled or not. If it is not, adjust the printer		
	position.		
	- Check whether the ink-system valve is in		
	the PRINTING position or not while the printer		
	is printing. If it is not, set it at that position.		
Print quality is unsatisfactory.	- Carry out the short purging/venting procedure		
Irregular print distortions or fading.	for the printhead once or several times.		
	- Carry out the <u>long</u> purging/venting procedure		
	for the printhead:		
	- Assess how dirty the air filter is and replace it		
	with a new one, if need be.		
	- Carry out the nozzle plate cleaning procedure		
	using a cleaner.		
	- Contact an authorized representative of		
	EBS Ink Jet Systeme GmbH.		
Leakages of ink from the drip rail during	- Check what the amount of waste in the waste		
purging procedures.	bottle is and empty the bottle, if need be.		
	- Carry out the drip rail cleaning procedure.		
Prints are incorrectly positioned on objects.	- Review and correct project parameters and		
	the printer's general settings.		
	- Reduce the distance between the printhead		
Irregular splashes of ink around prints.	and objects to be labeled; the maximum		
	distance between objects to be labeled and		
	the printhead face is 4 mm (about 0.16 in.).		
Empty ink bottle.	- Replace the ink bottle.		

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Irregularity	Recommended action
No prints although no error is signaled.	 Review and correct the contents of the project that is open for printing. Check whether the photodetector selected as the source of the trigger signal is clean or not. Check whether the objects to be labeled are within the reach of the photodetector selected as the source of the trigger signal. Check the photodetector setup. Check the printing parameters that relate to print triggering. Make a test print.
Some prints are skipped.	Reduce printing speed.Increase the space between objects to be labeled.
Ethernet is not working.	- Detach the printer from mains electricity and connect it again.
Ink bottle or IMS (Ink Monitoring System) errors.	 Replace the ink bottle with a correct one. Contact an authorized representative of EBS Ink Jet Systeme GmbH to enter service mode (in which printing can continue for a period of 50 hours).

G2023/04/26_1EN 168 of 184 2023.05.16

9.3. **SERVICING**

9.3.1. CLEANING THE NOZZLE PLATE



The nozzle plate can be cleaned by **instructed persons**.



Tools required:

- a sprayer with wash-up (Part No. XS21602),
- a cleaner supplied by EBS Ink Jet Systeme GmbH,
- a cross head screwdriver,
- protective gloves that are resistant to ink/wash-up,
- safety goggles.





The nozzle plate in the printhead is cleaned to remove dry ink residues and dirt, which may be the reason for impaired print quality.

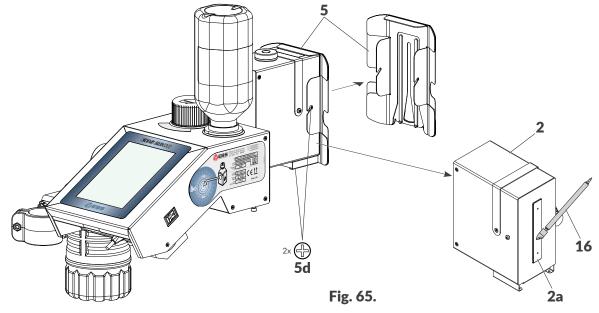
It is advisable to carry out the nozzle plate cleaning procedure if purging/venting has not improved print quality.



For more details about printhead purging/venting see "8.1. Purging/Venting the Printhead".

To clean the nozzle plate:

- 1. If the printer is printing, pause printing using the icon on menu bar **C** (see **Fig. 43 on page 52**) on the main screen.
- 2. Use the cross head screwdriver to loosen two screws 5d (see Fig. 65) that fasten slide 5 to printhead 2.



- 3. Remove slide 5 to gain access to nozzle plate 2a.
- 4. Use the sprayer to spray wash-up over nozzle plate 2a.
- 5. Clean nozzle plate 2a gently using cleaner 16 supplied by EBS Ink Jet Systeme GmbH. Nozzle plate **2a** must be cleaned with cleaner **16** from top to bottom. The contact of cleaner 16 with nozzle plate 2a must be reduced to an absolute minimum in

order to minimize the risk of damage to that nozzle plate 2a.

NOTE: The nozzle plate is at risk of getting damaged!



No tools different from the cleaner supplied by **EBS Ink Jet Systeme GmbH** must be used to clean the nozzle plate as otherwise the plate and the nozzles may get damaged.

The foam cleaner must be thrown away after use. The cleaner handle can be used many times.

The nozzle plate must not be cleaned if it is not sprayed with wash-up beforehand.

- 6. Re-install slide **5**. Use the cross head screwdriver to tighten two screws **5d** to fasten slide **5** to printhead **2**.
- 7. Press the icon on menu bar **C** to resume printing.
- 8. Assess print quality.

If print quality does not improve sufficiently although procedures for purging/venting the printhead have been carried out and the nozzle plate has been cleaned, contact an authorized representative of EBS lnk Jet Systeme GmbH.

9.3.2. CLEANING THE DRIP RAIL AND INK FILTER



The drip rail and ink filter shall be cleaned by **instructed persons**.

Tools required:





- protective gloves that are resistant to ink/wash-up,
- safety goggles,
- absorbent material or a metal vessel for collecting waste,
- paper towels or other material to clean the drip rail,
- a cross head screwdriver.





The drip rail should be cleaned when:

- Impurities have accumulated in the rail, e.g. in the form of a mixture of ink and Euro-pallet shavings),
- Ink flows out of the rail while purging/venting procedures (even short ones) are carried out.

To clean the drip rail and ink filter:

1. Shut the printer down in regular mode.

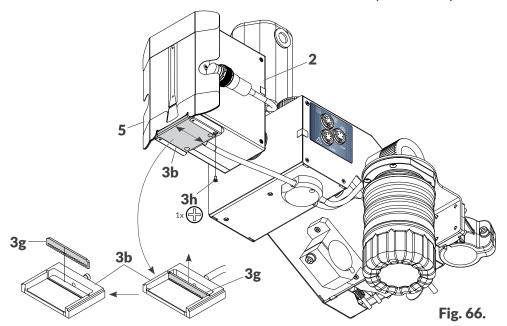


For more details see "4.2.1. Shutting down in Regular Mode".

2. Put absorbent material under drip rail **3b** (see *Fig. 66 on page 171*).



3. Use the cross head screwdriver to remove screw **3h** that fastens drip rail **3b** to printhead **2**.



4. Pull drip rail **3b** out of the guides towards the back of the printer.



Should the removal of drip rail ${f 3b}$ be difficult, it is advisable to loosen or completely remove slide ${f 5}$.

- 5. Remove ink filter **3g** from drip rail **3b**, pulling it out of the rail guides upward.
- 6. Use a paper towel or other material to thoroughly clean drip rail **3b** and ink filter **3g**.
- 7. Use the sprayer to spray wash-up over drip rail **3b** and ink filter **3g** and then remove the remaining impurities.



When drip rail **3b** is removed, it is advisable to clean the ink remnants from the bottoms of printhead **2** and guides.

8. Fasten ink filter **3g** to drip rail **3b**.



NOTE: The ink filter must be installed correctly!

Ink filter **3g** is a directional element. It must be installed in drip rail **3b** in such a way that the holes are on the bottom surface of the rail (see **Fig. 66**).

9. Push drip rail **3b** (together with filter **3g**) into the guides on the bottom side of printhead **2**.



NOTE: The drip rail must be installed correctly!

While installing drip rail **3b** make sure that:

- It runs parallel to the guides,
- It evenly extends about 2 mm beyond the printhead edge.
- 10. Use the cross head screwdriver to tighten screw 3h to fasten drip rail 3b to printhead 2.
- 11. Start the printer up.



For more details about printer startup see **"4.1. Starting the Printer up"**.

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9.3.3. RELEASING PROTECTIONS

By releasing printer protections with a one-off unlock code, **OTP** (One Time Password), and a one-off activation code, **OTA** (One Time Answer), you can carry our basic service operations without serviceman intervention.

Owing to this function the printer enters service mode (to continue printing for a period of **50 hours**),



To obtain a one-off activation code (**OTA**) contact an authorized representative of **EBS Ink Jet Systeme GmbH**.

To release the selected protection:

1. Press 🌣 ▶ 🎎 ▶ 🚹.

The protection release screen is displayed, together with an automatically generated one-off unlock code **OTP** (**Unlock code**).



NOTE: The risk that the OTP code becomes invalid!

Do not exit the protection release screen while this procedure is carried out as otherwise the OTP code becomes invalid. If the protection release screen is displayed again, a new OTP code is generated.



2023.05.16

- 2. Contact an authorized representative of **EBS Ink Jet Systeme GmbH**, and then:
- Give the one-off unlock code OTP.
- Describe the operation you wish to carry out (e.g. entering service mode to continue printing for a period of 50 hours).
- The authorized representative of **EBS Ink Jet Systeme GmbH** generates a one-off activation code (**OTA**).
- 3. $\langle 1 \rangle$ Enter the **OTA** (**Activation code**) code you have obtained.
- 4. (2) Press 6.

The selected protection is released.

If the **Hi-Res** EBS-2600 printer is linked into an **Ethernet** network, the selected protection can be unlocked remotely without the need for giving the **OTP** and **OTA** codes. To release the protection press on the protection release screen. An authorized representative of **EBS Ink Jet Systeme GmbH** will release the protection remotely at his/her earliest convenience.

9.3.3.1. ENTERING SERVICE MODE

If a <u>correct</u> bottle of ink is installed but the printer cannot identify it correctly, printing cannot continue. In such a case, service mode can be entered and printing can continue over a period of 50 hours, until a new bottle of ink is installed or a service intervention is made.

The situation described above is signaled with the icons (a) and (b) displayed alternately on status bar **A** (see *Fig. 41 on page 49*).



For more details see "4.5. Using an Ink Bottle".

To enter service mode:

- 1. Follow the protection release procedure described in "9.3.3. Releasing Protections".
- 2. Contact an authorized representative of **EBS Ink Jet Systeme GmbH** and notify him /her that you want to enter service mode, that is, enable printing over a period of 50 hours.

When the above procedure finishes, the icon **(a)** is displayed on status bar **A** (see *Fig. 41 on page 49*).



If the printer is in service mode, the icon is displayed each time it starts up. On pressing it, you can learn how much time has remained till service mode expires.

The signaling of the allotted time for printing is displayed until a new, correct bottle of ink is installed or until the allotted time for printing elapses (and then the error is signaled again).

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9.3.4. RESTORING THE DEFAULT SETTINGS



The function is not available to **operator**-type users $\mathbf{\hat{h}}$.

The procedure for restoring the default settings requires that a password be obtained.

To obtain the above-mentioned password, contact an authorized representative of **EBS Ink Jet Systeme GmbH**.

The function restores all settings of the printer to their default values.

NOTE: User data will be lost!



When the default settings are restored, all projects, printer settings, user databases, statistics and imported files such as images, text files, scripts or user fonts are deleted.

It is advisable to copy all projects to a **USB** memory device before the system recovery procedure is followed. For more details see "7.7.1. Exporting/Importing Projects".

The recovery procedure must not be interrupted. Otherwise, the printer may get damaged.

To restore the default settings:

The virtual keyboard is displayed and should be used to enter the password obtained from an authorized representative of **EBS Ink Jet Systeme GmbH**.

- 2. Enter a password.
- 3. Press to acknowledge.

The following message is displayed.

Do you want to ERASE ALL internal memory contents and restore the default settings? All projects data and printer settings WILL BE LOST!

4. Press
to continue restoring the default settings.

The printer's default settings are restored, and that fact is acknowledged by the message:

Internal storage contents successfully restored. Restart is required. Please press "OK", printer will be restarted.

5. Press v to restart the printer.

The printer starts up again.

The default settings restoration procedure is completed.

If all projects are copied to a **USB** memory device before the default settings restoration procedure starts, you can restore these projects following the description given in "7.7.1. Exporting/Importing **Projects**".



CHAPTER 10

TECHNICAL SPECIFICATIONS

10. TECHNICAL SPECIFICATIONS

Physical properties

Weight

Complete printer (control unit with printhead) and 0.5 I bottle:

- about 4.8 kg (10.6 lbs)

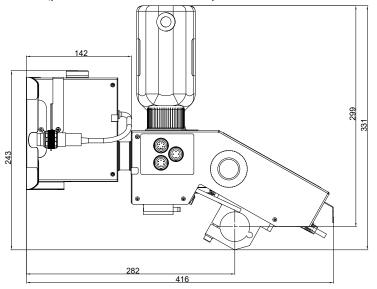
Bottle of ink:

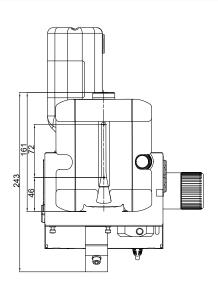
- 0.25-liter bottle: about 0.25 kg (0.55 lbs)
- 0.5-liter bottle: about 0.5 kg (1.10 lbs)

Installation kit (beams, holders):

- about 2.5 kg (5.51 lbs)

Dimensions (printer: control unit with printhead and bottle of ink)





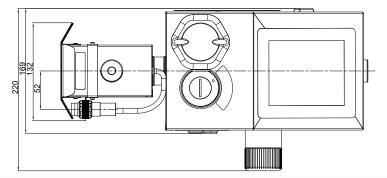
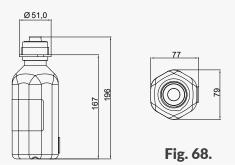


Fig. 67.

Dimensions (0.25-liter or 0.5-liter bottle of ink)

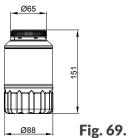


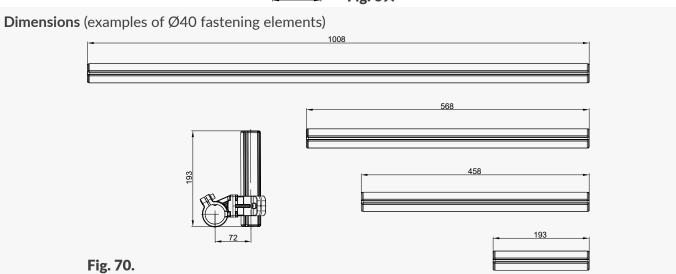


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Physical properties

Dimensions (waste bottle)





Material for housing

Stainless steel INOX 100%

Technical data

Project width	Maximum width: 4000 pixels (vertical rows), i.e.:	
	about 56.5 cm / 22.24 in. (at 7086 dots/m in horizontal direction)	
Maximum print height	71.8 mm (2.83 in.)	
Resolution in vertical di- rection	180 dpi (dots per inch) / about 7086 dots/m	
Maximum printing speed	60 m/min (at 7086 dots/m in horizontal direction and intensity of	1)
Print intensity range	10 levels	
	Homogeneous for whole printout or varying within printout (owing	g to
	the application of Intensifier -type objects $oxed{I}$ to project)	
Printhead	Number of printheads: 1	
	Number of nozzles 510	
	Ink drop volume: 32 pl/80 pl	
	Distance between nozzles: 141.1 μm (about 1/180 in.)	
Ingress protection rating	IP42	
Max. noise level	< 70 dBA	

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Connections

Control unit: USB; current efficiency 500 mA Connector for external photodetector Rotational speed sensor (encoder) input **Ethernet** connector

- RS-232/RS-485 connector
- Status beacon output
- Conveyor stoppage output

Functions	
Control	- Built-in 5.7"/144.8 mm LCD with touch panel
	- EBS Web User Interface (WUI): to edit projects and control the printer
	remotely (online) via Ethernet (or direct connection to a PC) with any
	Web browser
	- Offline EBS Web User Interface (Offline WUI): a project editor for
	a PC with a Windows® operating system
Work modes	- Print triggering:
	print mode with trigger signal
	print mode with two photodetectors

Automatic printing after startup

print mode without trigger signal

Synchronized starting/pausing printing for two-printer applications (recommended for labeling Euro-pallets)

Electric shock protection

class

Power supply		
	-	100 to 240 V ~, 50/60 Hz, max. 0.45 to 0.21 A
	-	The power supply circuit of the printer shall be secured with a cut-out
		device whose rated current is:
		max. 16 A at 230 V
		or
		max. 20 A at 110 V
	-	The printer is designed to be supplied from a TN -type supply system
Connection to the mains	-	Pluggable equipment type A
Power cord	-	Length: 150 cm (59.1 inch); depends on a given country
	-	Plug: depends on a given country
	-	Type: portable power cord
Overvoltage category	-	II

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I (the printer must be connected to a ground pin socket)

Ink bottle capacity	-	0.25 liter (starter bottle)
	-	0.5 liter
Ink consumption	-	up to 0.5 million prints – at 500x500 dots, 10% filling to 0.5 liter of
		ink
Waste bottle capacity	-	0.5 liter
Working conditions		
Working position of	-	Horizontal
the printer		
Distance from printhead to	-	max. 4 mm (max. 0.16 in.)
object		
Minimum distance be-	-	50 mm (1.97 in.)
tween objects to be la-		
beled		
Print triggering	-	Photodetector (internal and/or external)
	-	No triggering
Timing	-	Internal Generator
	-	Rotational speed sensor (encoder)
Ambient conditions	-	Working temperature: +5 to +40°C (+41 to +104°F)
	-	Relative humidity: 10 to 85% without condensation
	-	Maximum altitude (above sea level): 2000 m
	-	Vibration: max. 1 g, max. 10 Hz
	-	Shocks: max. 1 g, max. 2 ms
	-	Operation in tropical climates: no
	-	Pollution degree (PD): 2
Storage conditions	-	Temperature: 0 to +50°C (+41 to +122°F)
	-	Relative humidity: 10 to 90% without condensation
	-	Shocks: max. 1 g, max. 2 ms
NA/ 11	- -	Position: horizontal
Working environment -	Th	e Hi-Res EBS-2600 printer is a class A device as defined by

Oil-based

Black

Inks Type

Color

electromagnetic compati-

bility

2023.05.16 179 of 184 G2023/04/26_1EN

sures can be demanded from its users.

EN 55022:2010 (an industrial environment). It can cause radio interference

in a residential environment and in such cases, appropriate remedial mea-

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Specifications			
Objects	Object are available when processed by both the printer's LCD		
	and EBS Web User Interface:		
	- Text objects: Normal text, Date/Time, Counter, Communications		
	port, Text file		
	- Shapes: Line, Rectangle, Ellipse		
	- Other objects: Barcode, Image, Line divider, Spacer, Intensifier		
	Object are available only when processed by EBS Web User Interface :		
	- Codes: Date/Time, Counter, Communications port, Text file		
Fonts	- Types of fonts: matrix, TrueType		
	- Additional TrueType fonts in *.ttf format or matrix fonts in *.xml format		
	can be installed		
Bar/matrix codes	- 1D codes: EAN-13, EAN-8, EAN-8 + EAN-2, EAN-8 + EAN-5,		
	EAN-13 + EAN-2, EAN-13 + EAN-5, Code25 Industrial,		
	Code 25 Interleaved, GS1-128 (UCC/EAN-128), Code 128,		
	ITF-14, EAN-2, EAN-5, EAN-5 + EAN-2, Code 11, Code 25 IATA,		
	Code 25 Data Logic, Code 39, Code 39 Extended, Codabar, Leitcode,		
	Identcode, Code 16k, Code 93, GS1 DataBar-14, GS1 DataBar Limited,		
	GS1 DataBar Expanded, Telepen Alpha, UPC-A, UPC-E, PostNet,		
	MSI Plessey, Pharmacode One-Track, Pharmacode Two-Track, PZN,		
	Australia Post 4-State, Royal Mail 4-State (RM4SCC)		
	- 2D codes: 2D:Data Matrix, 2D:PDF417, 2D:PDF417 Truncated,		
	2D:QR Code, 2D:MicroPDF417		
Graphics	- Graphics files in *.png format can be imported		
Scripts	- Scripts in *.php format can be imported		
Import/export via USB	- Projects		
port			
User files	- Fonts (font manager in EBS Web User Interface)		
	- Images (image manager in EBS Web User Interface)		
	- Text files (text file manager in EBS Web User Interface)		
	- Scripts (script manager in EBS Web User Interface)		

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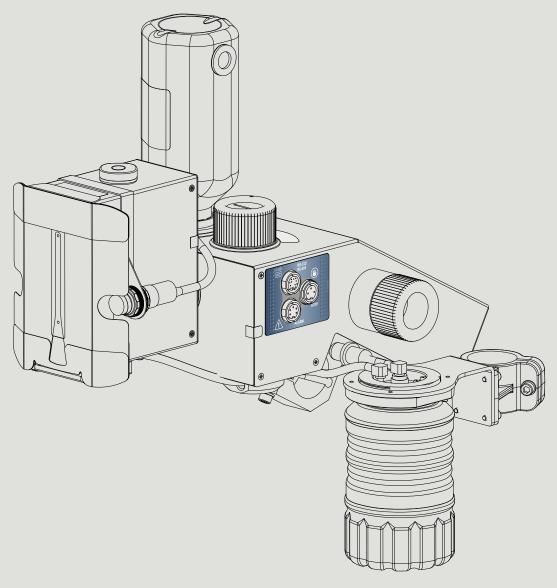
CHAPTER 11 VERSION CONTROL

11. VERSION CONTROL

Version of manual	Date of issue	System version
2020/01/09#1.1EN	2020.01.09	1.02.45
G2023/04/26_1EN	2023.05.16	1.03.21







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