

TransferRIP Training

What is TransferRIP: The Forever TransferRIP software provides Color & Imaging editing tools for the digital heat transfer process. With the Forever TransferRIP you will be able to maximize the durability of the image on the garment or product while keeping the integrity of the design.

Accepted Artwork: Importable file types that is accepted by Forever TransferRIP

Raster Images – JPG, GIF, PNG, TIFF, RAW, PSD

Vector Images – PDF, EPS, AI

More information regarding specifics of File Formats can be found on the following link.

<https://www.whitetonertransfer.com/image-file-formats-everything-youve-ever-wanted-to-know/>

Getting started using the TransferRIP software

Step 1 of 5: Profile Selection:

In this selection, you are choosing which profile (Forever paper type) you are using.

Example: OKI Pro8432WH Laser-Dark (No-Cut) Low Temp – after selecting hit the (Select) button at the bottom right of the page.

Step 2 of 5: Job selection:

In this selection, you will load your file and select your page size.

1. Important to note...you must first select the size of your media (ex. Tabloid, 11x17 inch) before uploading your image. Loading file before changing media size could result in your image printing at the wrong size.
2. After selecting your media size, select the (Load File) button on the lower right of the screen
3. Find your image in the file format that TransferRIP supports, select it and select (Open)
4. Once the file appears in your list, it is ready.
5. Select your file from the list.
6. The lower window will show a preview of the selected file. Note: if it is multiple pages, all pages are displayed
7. Select the desired preview to start the rendering process



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Step 3 of 5: Color Management:

In this selection, you can adjust all desired color settings

1. In the lower right area, you can select (Manage Color Settings). This allows you to save, delete or load any settings you have previously made. Storage of customer job settings is possible also.
2. In the upper right corner is (Selective Color Correction) options. If this is a new job, the list will be empty and some symbols hidden.
3. You can now add a (Selective Color Correction) by clicking the icon "Add" (eyedropper with +)
4. A new window will appear and now you have to option to manually specify a (Source Color) using CMYK values. This color will then be changed to the (Destination Color). The destination color can also be determined by entering CMYK values.
5. The same procedure also works using the mouse and the preview of your design. Select (Source Color) at the bottom of the window and move your cursor over the preview. Now select the color you want to change from your design.
6. Choose (Destination Color) and proceed exactly as you did in the previous step.
7. You can also manually determine and select a value based on the CMYK values that may not be in your design.
8. The option (Color Adjustment) allows you to enter a (deltaE) value. The higher this value is set, the larger the selected color range becomes
9. The (Accuracy) specifies the tolerance of the selection. The higher the value is set, the sharper the edges will be. If you choose a low value the edges will be softer
10. When you have made all adjustments and you are happy with how your image looks. Select (Save). Shortly after saving, you will see the changes in the preview.
11. In the lower area, you can change other setting such as brightness, contrast, or individual color ranges.
12. All the settings can be saved, deleted or loaded with the (Manage Color Settings). This could save time as not to have to redo all previous steps again.
13. Now you have the option to (Remove Color). With this, you can remove large areas of the image. This will reduce toner consumption and give a much softer feel.
14. After selecting (Remove Color), a new window appears. As in the Color Corrections, you can either use CMYK values manually or use your mouse and your preview to determine the color, which will be removed. After determining what color is to be removed select (Save)
15. To apply the selection, the next step is selecting (Tolerance) pull down. The Tolerance of 7 is what is the recommended. The higher the tolerance number the more areas will be removed.
16. If you want to see how your design will look with a specific background color click the box next to (Substrate Color)
17. A color chart will appear. Select the color you want to see in the background and select ok.
18. Once you are satisfied with the results, select the (Next) button.

Note: It is important that you work this window from top to bottom. If you remove a color and then change that color later, the color will not be removed.

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Step 4 of 5: Control of the Spot Channel:

In this selection, this will show all areas that will be printed with White Toner.

1. (Spot Channel Fill Up) – will activate white channel / (No Spot Channel) – Will only print CMY and will not print white
2. (Fillup Spot Up To) option allows you to determine the amount of white that placed in the image
3. By default the amount is set at 150% - It is recommended for most designs a value of 150% up to 200%
4. At 150%, all colors with the intensity value below 150% will be filled up to a value of 150%. All colors with the intensity of 150% will not be filled. A color with 149% will be filled with 1% white. Decreasing the total value from 150% to 50% for example, means the colors are filled up with white only to a total value of 50%
5. (Multiply Spot by) drop-down menu determines the value at which white is filled. If using a value of 1.00 (recommended) and have 80% Cyan, this is filled with 70% white to achieve the 150% cover up or the value of 1.00. If the value is changed to 0.5, only 35% is filled with White, achieving a 150% cover up. This value is multiplied by the white fill value.
6. (Underfilling) will allow you to delete 1 to 5 pixels around your design. This option will allow you reduce the amount of white around the edges of the image to avoid showing white outside the image where it is not wanted. Usually 2 pixel is recommended.
7. (Preserve Partial Transparency) Check box to preserve tints, gradients or faded edges. If unboxed the tints, gradients, or faded edges will become solid white.
8. When complete select the (Next) button.

Note: If you print on Multi-Trans, set at (Fillup Spot up to) 400% to reach enough coverage for dark or black substrates.

Step 5 of 5:

In this selection, you will have the choice of Rasterizing the image and customize the rasterization with different type and size of dots and lines if you choose to do so. Rasterizing your image is recommended to increase the durability and soften the feel of the image.

1. (Printer) Select the correct printer.
2. (Copies) Allows you to set the number of copies to be printed
3. (Mirror) If your design is already mirrored, select (None). In all other cases, you need to mirror the design.
4. If you do not wish to rasterize your design, select (Use Screening from Printer) from the Screening setting in the drop-down menu.

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5. (Media Type) under the Print Settings is determined by paper type. Each paper will have its own media type.
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Rasterization Options in Step 5 of 5

Rasterization for Darks

1. (Use Screening as configured as a Mask, recommended for dark Media) This setting is optimized for Laser-Dark (No-Cut) media.
2. (Mask) This setting gives you the option to adjust the screen width. Recommended is a value 25-30 LPI. For design reasons you can choose a coarse mask of 10, 15, or 20 whichever you prefer. A very fine mask will be at LPI value of 40 or higher. The transfer media will reach its limits at values of 40 or higher and cannot guarantee all points are transferred properly at values outside of recommended range.
3. (Shadow Tolerance) is set to 100 by default. This will give you the best results. The higher the value the more dark areas fade away. For results with as much dots as possible on every area, choose 0.
4. (Dot Shape) this will determine only the appearance of the grid points. The Euclidean points may be considered as the standard form. You can change this for artistic effects.
5. (Angle) this setting should remain unchanged with a value of 52.50. Visible patterns may appear if this value is changed.
6. (Highlights) This determines the size of the smallest raster dots. The higher the value is set, the bigger the smallest points become. If you have missing dots in your results, increase this value.
7. (Shadows) this determines how closed full-scale areas will be visible. The lower the value, the emptier the dark areas are kept. The rasterized areas will not close up.

Rasterization for Light Textiles

1. (Use Screening as configured as a Mask, recommended for bright Media) This setting is optimized for Laser-Dark (No-Cut) media.
2. (Mask) This setting gives you the option to adjust the screen width. Recommended is a value 25-30 LPI. For design reasons you can choose a coarse mask of 10,15, or 20 whichever you prefer. A very fine mask will be at LPI value of 40 or higher. The transfer media will reach its limits at values of 40 or higher and cannot guarantee all points are transferred properly at values outside of recommended range.
3. (Shadow Tolerance) is set to 100 by default. This will give you the best results. The higher the set value, the more dark areas will be rasterized. The image will become more smooth but at the same time more pale
4. (Dot Shape) this will determine only the appearance of the grid points. The Euclidean points may be considered as the standard form. You can change this for artistic effects.
5. (Angle) this setting should remain unchanged with a value of 52.50. Visible patterns may appear if this value is changed.
6. (Highlights) This determines the size of the smallest raster dots. The higher the value is set, the bigger the smallest points become. If you have missing dots in your results, increase this value.

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7. (Shadows) this determines how closed full-scale areas will be visible. The lower the value, the emptier the dark areas are kept. The rasterized areas will not close up.

Micro Mask

1. (Use Micro Mask) This setting will allocate each color the same mask. You will have no loss of color information and high-contrast subject can easily be screened.
2. (Mask) this allows you to set an appropriate value for the LPI
3. (Dot Shape) this will determine only the appearance of the grid points. The Euclidean points may be considered as the standard form. You can change this for artistic effects.
4. (Angle) this setting should remain unchanged with a value of 52.50. Visible patterns may appear if this value is changed. If (Dot Shape) selection is (Line), change the value to adjust the angle of lines. "0" is straight up and down or vertical, "90" is straight left and right or horizontal. Choosing a number between 0 – 90 that best represents your design is recommended.
5. (Highlights) This determines the size of the smallest raster dots. The higher the value is set, the bigger the smallest points become. If you have missing dots in your results, increase this value.
6. (Shadows) this determines how closed full scale areas will be visible. The lower the value, the emptier the dark areas are kept. The rasterized areas will not close up.
7. (Micro Mask Percentage) with a minimum of 2 and a maximum value of 50% defines how much information you delete from your subject. For example, at 50%, every second point is deleted. This will give you a very weak but soft color. Recommended value is between 12%-18%

Preview

1. (Preview) is used for a high-resolution preview of your design to prevent unwanted results and or bad surprises.
2. At the right side you can choose the channels cyan, magenta, yellow, and white separately or all 4 together
3. If chosen separately the channels will be the color chosen. To be able to see the White channel select (All Separation 'Black') box and all channels selected will appear black.
4. The scale feature allows you to change the zoom of the preview.

Note: Changes made in this window will not have any effect on your print. This is only a preview to check the results.