

Information Sheet #05

Imaging ScreenMaster using Print Lamps

Imaging small sizes [single process]

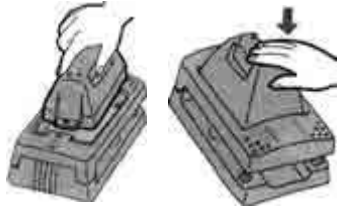
1. Raise the lid of the machine and place a piece of card onto the Pad Table.

Hint

The card eliminates any effect the grid may have on the design, by causing a patchy result where the artwork is not against the film of the mesh.



2. Cut your ScreenMaster to size, for the frame and design
3. Place your artwork onto the Pad Table, face up
4. Place the piece of ScreenMaster on top of your artwork, film [shiny] side against the artwork, mesh side upwards
5. Place 2 Print Lamps into the Lamp Housing ready for imaging by screwing inwards, as pictured left.



6. Insert the Lamp Housing into the machine - disarming the Safety Switch in the process for the Lamp Housing to fit and complete the required electrical circuit.

Notes on Disarming the Safety Switch

The Safety Switch only needs to be depressed whilst the Lamp Housing is being inserted into the machine. Once the Lamp Housing is in you can release the Safety Switch.

Take care as once the Lamp Housing is inserted the machine it is active and pressure on the imaging holes WILL 'flash' the machine. The flash is bright, looking directly into the flash will not damage your eyes, so if you are light sensitive look away.

7. Lower the lid of the machine, ready for imaging.

8. Place the palms of your hand on the two front corners and push down until the machine flashes - HOLD THE UNIT DOWN FOR 4-5 SECONDS or until the lamps stop cracking. This allows the heat to correctly image the design.

9. Lift the handles back to a resting position and remove the Lamp Housing - CAUTION the Print Lamps will be hot. Place the Lamp Housing face up so excess heat can freely escape - if you have gloves, or tough skin, you can remove the Print Lamps from the Lamp Housing at this stage.



10. Remove your ScreenMaster and mount to your frame ready for screen printing

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Even the smallest machine will make screens 10 times its size!!

If your design is larger than the Stage Glass area then you will need to process your screen in stages.

You must start at one end of your design and work your way across the design. Do not image one end then the other and finally the middle.

1. Image the top of your design using following the steps outlined above for A5 designs.
2. When the second [or multiple] flash is required for a larger design, reposition the screen in the machine so as the already imaged area of the screen overlaps with the un-imaged area by approx 10mm. NB: This overlapped area will not be damaged by double flashing.
3. Image the next section of the design.
4. Repeat as necessary until full design area has been imaged Remember you only need to image the design area - if you put a small A5 design on an A3 screen it will only need 1 'flash'!

