

Introduction

Thank you for using the Riso Editor.

This editor allows you to create an editing area, specify how you want to edit the area, and lets you execute a variety of editing options.

Refer to this manual for clarification as needed prior to or during use.

Caution:

- Please be sure to read “Safety Guide” sections of the RISO Printer's User's Guide before operating the machine.

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Icons Used in This Manual

The following icons are used in this manual.

Warning Icons

The following icons are used throughout the document.

Important!: Indicates items that require special attention or that are prohibited actions.
Read carefully and follow the directions as indicated.

Note: Useful tips and helpful hints for using the Editor.



Indicates a reference page.



Indicates a button or item name on the Editor screen.



Indicates which button to touch with the stylus pen on the Editor screen.

About the User Guide

Two types of commands are used in this users guide: “Press the **[xxx]** key” and “Touch **[xxx]**”.

Refer to the information below and execute operations as indicated by each command.

“Press the **[xxx]** key” means to press a key on the control panel.

“Touch **[OK]** on the display” means to use the stylus pen to lightly press the button on the display screen.

Before Using

Usage tips, part names and the functions that should be learned prior to using the Editor are presented in this section. Please read carefully.

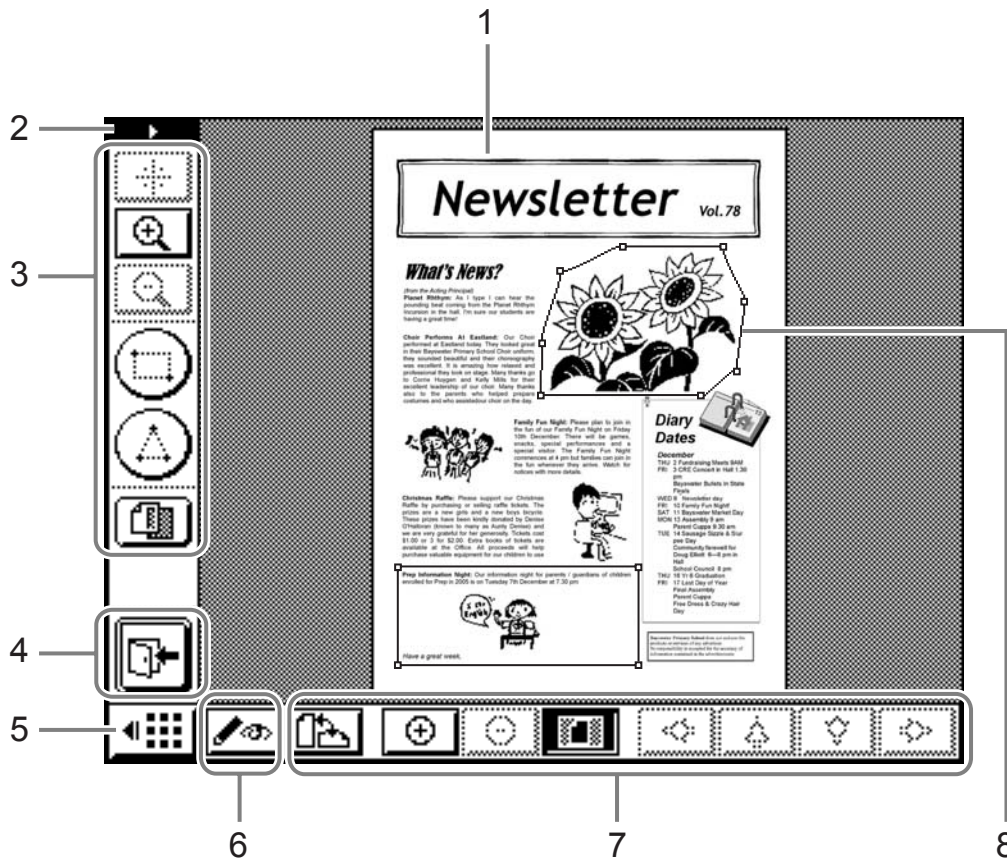
Part Names and Functions

The Editor screens consist of the following: the “Main Screen”, “Editing Screen”, and “Preview Screen”. Each of these screens is described below.

See “Using Editing Tools” (p.22) for information about the functions and uses for the various editing tools.

Main Screen

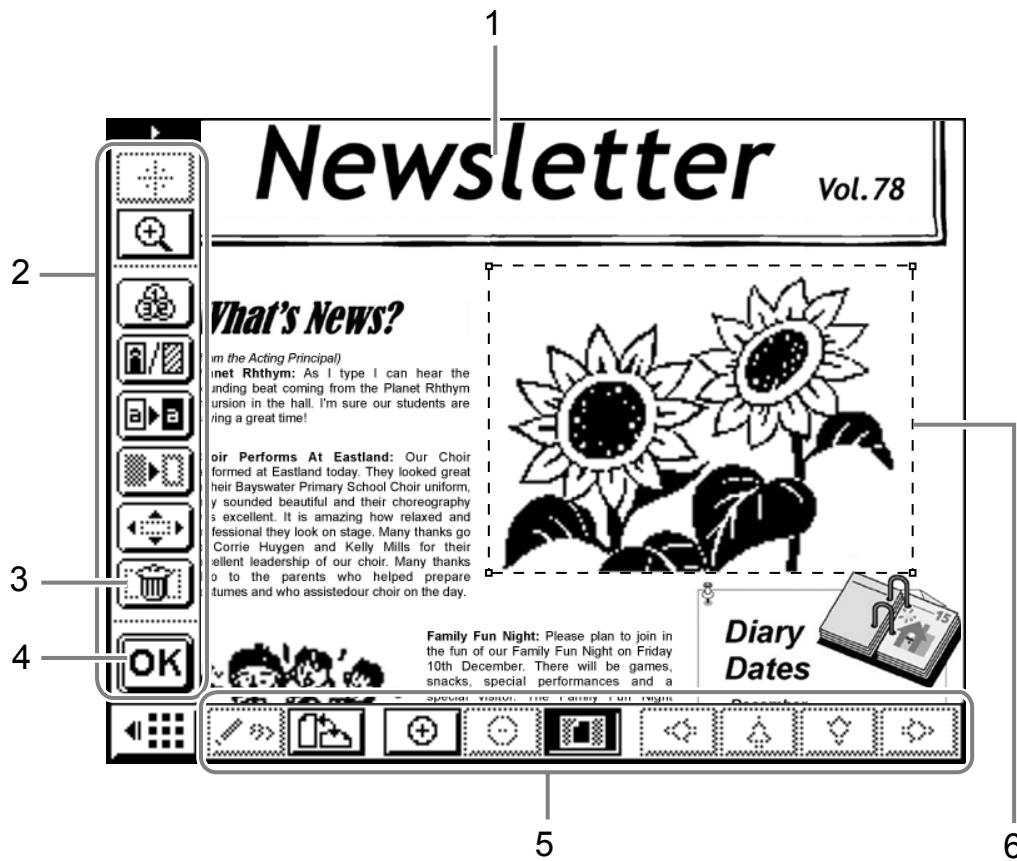
Use a touch pen on the “Main Screen” to select the area to be edited. Once the area has been selected, the “Editing Screen” appears.



- | | |
|---|---|
| 1) Image Display Area | 5) Sub Tool Bar Display/Fold Button
Shows/Folds the Sub Tool Bar. |
| 2) Tool Bar Position Change Button
Changes the tool bar display between the left and right sides. | 6) Change View Tool
Toggles between the Preview/Editing screens. |
| 3) Editing Tools | 7) Sub Tool Bar |
| 4) Exit Editing Button
Exits the Editor. | 8) Area (selected)
The edited area is surrounded by a solid line. |

Editing Screen

Use the editing tools to edit within the selected area.



- 1) Image Display Area
- 2) Editing Tools
- 3) Cancel
- 4) Confirm Button
- 5) Sub Tool Bar
- 6) Area (currently being selected)

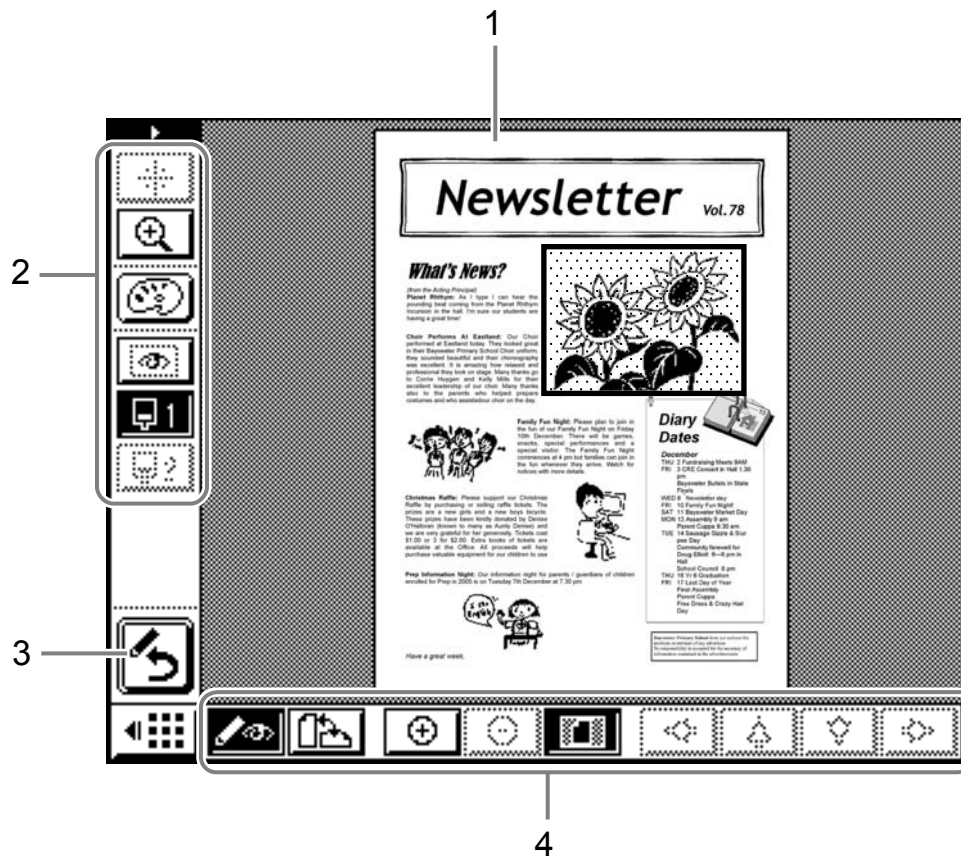
The editing area is framed by a dotted line.

Note:

- To display Pop-up Guide for Editing Tool icons from either Editing screen or from Preview screen, press the key on the Print Quantity Keys. (Press the key again to clear the Pop-up Guide.)

Preview Screen

Use the Preview Screen to confirm the print image (the image edited on the “Editing Screen”).



- 1) **Print Image Display Area**
- 2) **Editing Tools**
- 3) **Return To Main Screen Button**
Returns to the Main screen.
- 4) **Sub Tool Bar**

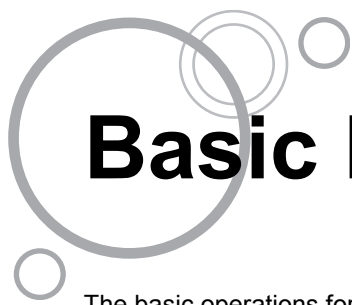
Before Starting to Use

Certain previously set functions may be cleared when you use the Editor.

The following functions will be cleared if the Editor is used:

-Image	-Scanning Contrast	-Size
-Programme	-Dot Process	-Ink Saving
-Contrast Adj	-Tone Curve	-Multi-Up Print
-2 Up	-Book Shadow	-Top Margin
-Side Margin	-Max. Scan	-Preview
-Overlay	-Easy 2Colour	-Stamp

- The Editor function is to be used when creating a master. It cannot be used in Scan or Link modes.
- "Text" is the default value for image processing mode. To process a "Photo", set (edit) each area.
- You cannot use the ADF unit with the Editor. When editing an original document, place it on the platen glass and do not raise the platen glass cover until editing is complete.
- Store the "Touch Pen" in the pocket on the right side of the machine.
- Never use a ballpoint pen or mechanical pencil in place of the touch pen. Doing so may scratch or damage the display.
- No interrupts (data from a computer being printed) will occur while the Editor is in use, even if the reserve period has elapsed. Sleep and shutdown are also prohibited.



Basic Editor Operations

The basic operations for using the Editor as well as how to specify the editing area are explained in this section.

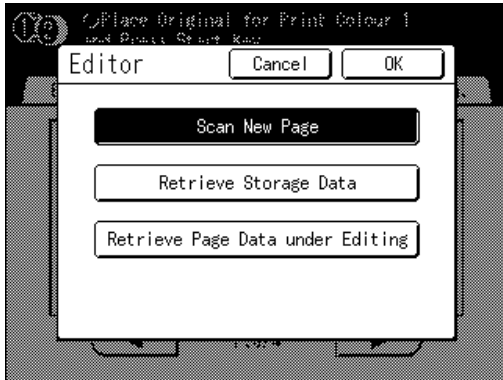
Basic Operation Flow

The basic operation flow when using the Editor is shown below:

- 1) Select a document [p.9](#)
- 2) Create an area and edit (repeat for each area) [p.14](#)
- 3) Use the preview to confirm [p.17](#)
- 4) Print (Save the edited content) [p.19](#)

Selecting a Document

You can edit “Original Documents” and “Storage Data” with the Editor.



[Scan New Page]: Edits and prints (saves) original documents.

[Retrieve Storage Data]: Retrieves previously stored data to edit and print (save).

[Retrieve Page Data under Editing]: Retrieves a document for modifications or further editing, even if the Editor has been closed.

Important!:

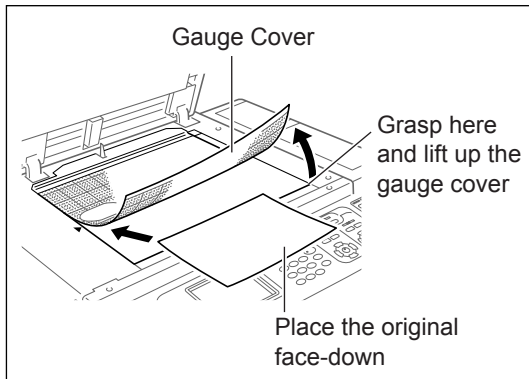
- If the retrieved stored data has already been separated into two colours, you can only edit one colour portion of the data.
- Only edited data can be printed (edited) after the Editor function has been specified.

The operations explained here are for newly scanning a document to be edited, and for retrieving stored data.

Scanning a New Document

1 Place the original on the Platen Glass.

Raise the gauge cover and place the original face-down on the platen glass. Close the gauge cover and platen glass.



Important!:

- Do not place in the ADF unit (option). If you use the ADF unit and rescan the original, the scan will be skewed.
- From this point on, do not open the platen glass (gauge cover) until you have finished using the Editor to edit. If you rescan the original, the scan may become skewed.

2 Touch [Editor] on the Master Making Basic Screen or the Print Basic Screen.

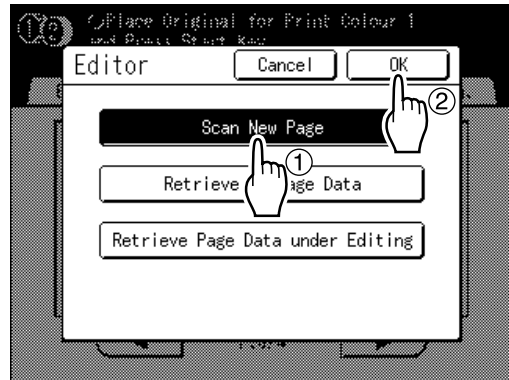
Ex: Master Making Basic Screen



Note:

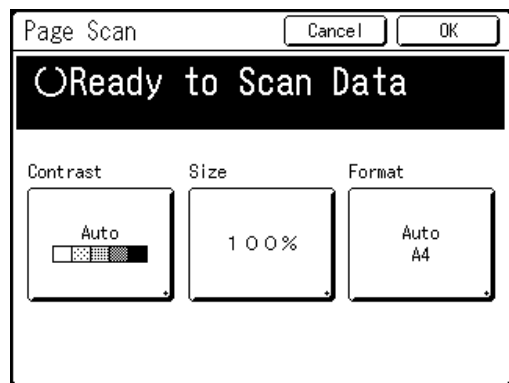
- If [Editor] is not displayed on the screen, select from [Functions].

3 Touch [Scan New Page] and then touch [OK].



4 Set the scan parameters.

Adjust Scanning "Contrast", "Size" and "Format" as needed.

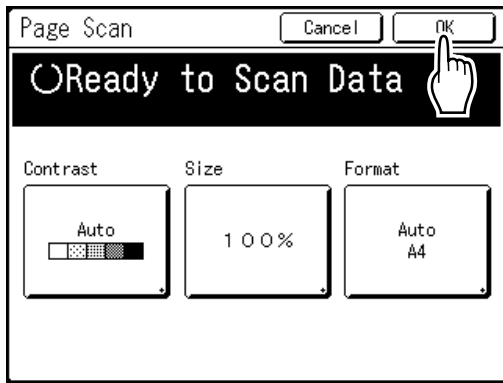


"Format" is the size of the scanned original. Normally, the size of the set document automatically appears. Manually set the size if scanning custom paper sizes, or if you want to scan a certain size regardless of the original dimensions.

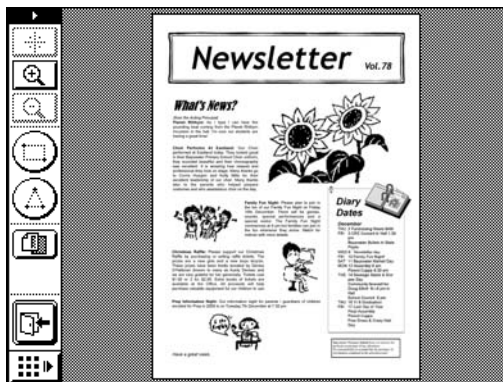
Note:

- "Contrast" and "Size" have the same functions as when making a master. See the RISO printer User's Guide for further details.

5 Touch [OK].



The scan of the original begins.
Once the scan has completed, the main screen appears.

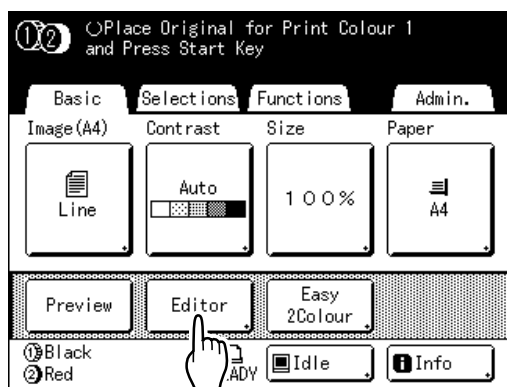


Specify the area to edit. Continue on to “Making and Editing an Area” (p.14)

Retrieving Storage Data

1 Touch [Editor] on the Master Making Basic Screen or the Print Basic Screen.

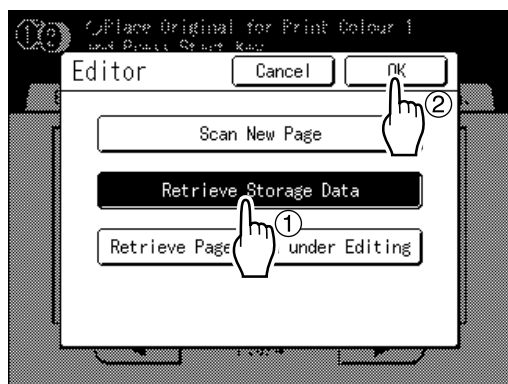
Ex: Master Making Basic Screen



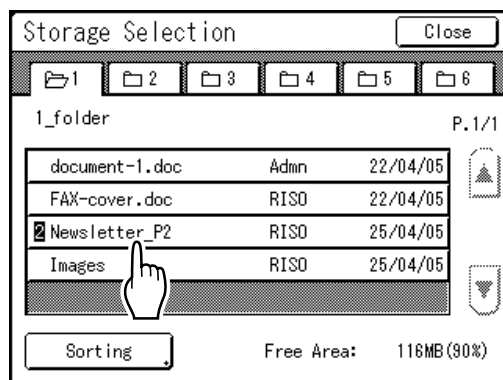
Note:

- If [Editor] is not displayed on the screen, select from [Functions].

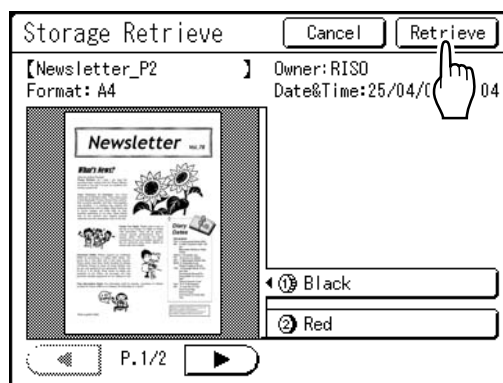
2 Touch [Retrieve Storage Data] and then touch [OK].



3 Select the stored data.

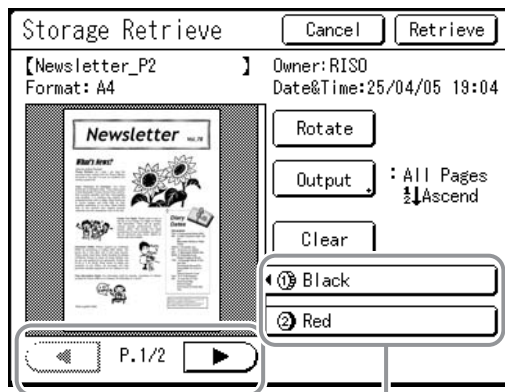


4 Check that you have selected the proper data, then touch [Retrieve].



Note:

- For data that has been separated into two colours, touch the colour tab to select the drum (print colour) to edit before retrieving.
- If there are multiple pages, use the right/left arrows to select the appropriate page and then retrieve.



Select a page

Select the drum
(print colour)

The Editor main screen appears once the stored data has been retrieved.

Specify the area to edit. Continue on to “Making and Editing an Area” (p.14).

Making and Editing an Area

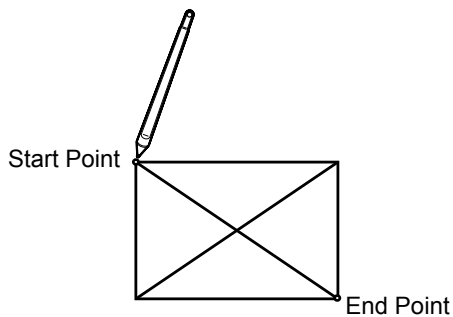
Make an area (range) to edit.

There are two methods for making an area to edit.

◆ Diagonal Corner:

Creates a rectangle between two diagonally opposed points.

Touch the start point and end point.

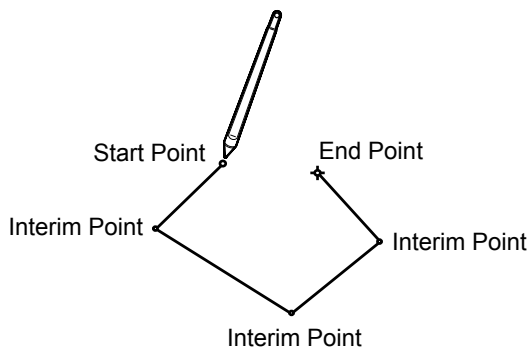


◆ Multi-Point:

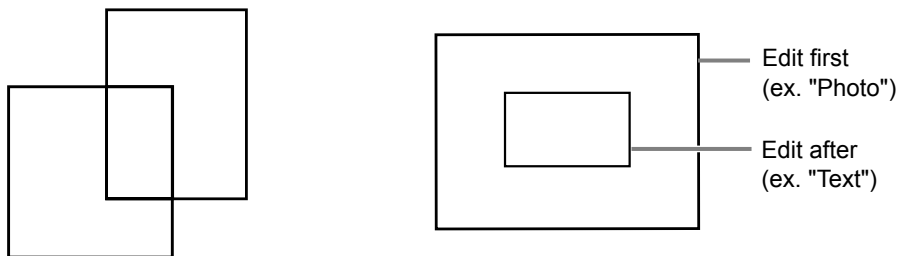
- Use points to delineate the area you want to create.
- You can specify up to 32 points for one area.

Use points to delineate the area you want to create.

The start and end points will be automatically connected.



Areas can also overlapped.





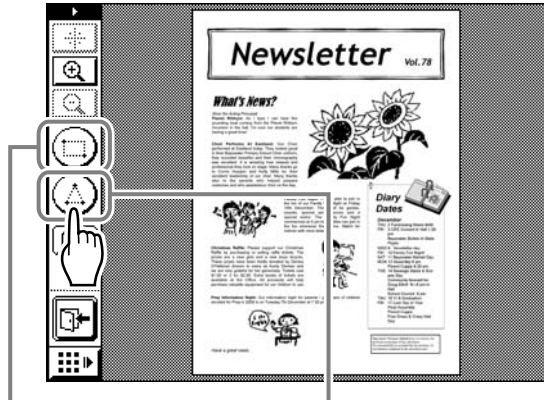
Important!:

- The edited portions of the overlapped areas are applied later to the area you want to edit.
- The frame reflects both settings.

Making an Area

1 Select an “Input” tool.

Touch  to use the diagonal corner tool. Touch  to use the multi-point tool.

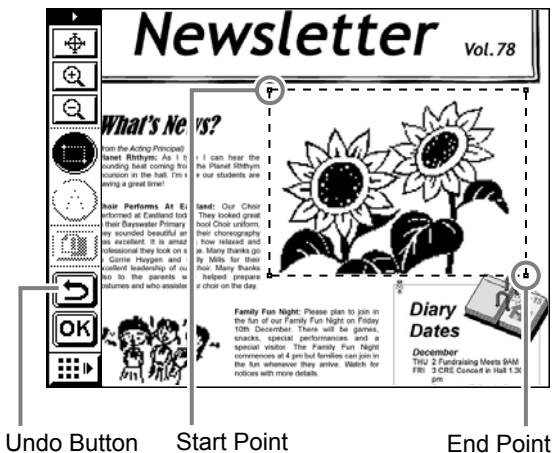


Diagonal Corner Tool

Multi-Point Tool

2 Touch the points corresponding to the area you want to create.

Use either method to specify an area to edit. The area is enclosed by a dotted line.





Undo Button

Start Point

End Point

Note:

- To enlarge an image, touch  “One-Touch Zoom In” and then touch the image. The image enlarges to make the area easier to specify. See “Icons to Help with Operations” (Operation Help Function Icon) (p.23)
- Touch  “Undo” to go back one operation.

3 Touch .

The area is confirmed and the editing screen appears.



4 Use editing tools to edit within the area.




Selected Area

See “Editing Functions” (p.22) for instructions on using the editing tools.

5 Touch .

You have successfully completed editing one area.

- If there are other areas you want to edit, repeat steps 1 to 5.
- If you want to apply multiple edits to one area, first touch  to confirm the edit. Then touch the same area and add a new edit.


Note:



- The diagonal corner and multi-point methods can each be used to create 50 editing areas.

Next, confirm the print image. Continue on to “Confirming the Print Image (Preview)” (p.17)

Tip:

Changing Edits

If you want to change (cancel) edits after having touched , touch the inside of the edited area again and follow the operations below.

Canceling by area: Once the area frame is displayed as dotted lines, touch  “Cancel”, and then  and the edit as well as the specified area is cancelled.

Changing an edit: Once the area frame is again displayed enclosed in dotted lines, press the set editing tool again and the edit is cancelled (the editing area remains). Select a new editing tool and continue editing.

About the Editing Area and Drum (colour)

If a two-colour master or colour printing is selected, a drum (colour) can only be selected for the specified area section. Master making/printing of other sections (non-specified sections) is done with Drum 1.

Confirming the Print Image (Preview)

Change to Preview Mode to confirm the print image.

Note:

- An image cannot be previewed while an area is being created or edited.

1 Touch "Change View".

If the sub tool bar is hidden, touch the "Sub Tool Bar Display/Fold" button to display.





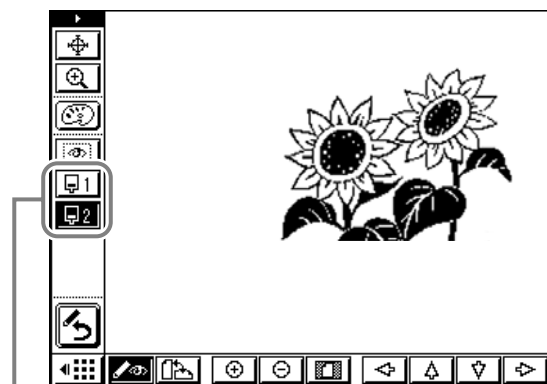
Change View Tool

Sub Tool Bar Display/Fold Button

The "Preview" screen appears.
The following operations can be executed on the "Preview" screen.



Button:

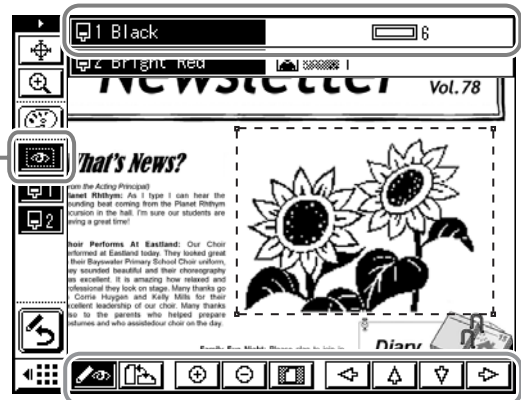
Touch  or  "Print Colour" to display the print image of that print colour (If there is one colour, then one of the two will be greyed out).



Print Colour Button

Button:

Touch  "Show Area Outline" and then touch within the editing area to display the edits specified for that area. This information is displayed in the upper part of the screen. Touch  "Show Area Outline" again to return to the Preview screen.

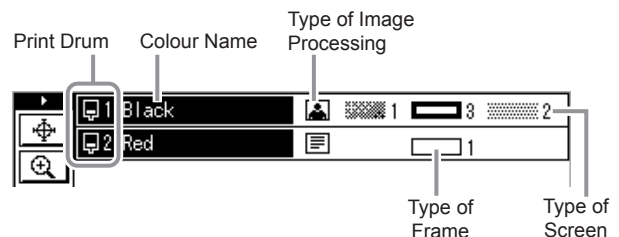


Show Area
Outline Button

Sub Tool Bar

Editing
Information

An icon indicating the type of edit is displayed in the top part of the screen.







Print Drum





















Colour Name

Type of Image
Processing


Type of
Frame

Type of
Screen

Editing Information	Icon	Meaning
Process		Text
		Standard Photo
		Portrait (Photo)
		Group (Photo)

Editing Information	Icon	Meaning
Dot Process	Nothing is displayed.	OFF
	 1	Equivalent to 106 lpi
	 2	Equivalent to 71 lpi
	 3	Equivalent to 53 lpi
	 4	Equivalent to 34 lpi
Frame	 1	Thin Line
	 2	Thick Line
	 3	Extra-thick Line
	 4	Fine Dotted Line
	 5	Rough Dotted Line
	 6	Double Line
	 7	Base Single Line
	 8	Base Double Line
Screen	 1	Screen 1
	 2	Screen 2
	 3	Screen 3
	 4	Screen 4
	 5	Upward Diagonal Lines
	 6	Downward Diagonal Lines
	 7	Grid
	 8	Horizontal Lines


**Button:**

Touch  “Used Colour” to display the colours used for each colour separation. You can change the settings. If you are printing with three or more colours, touch **[Add]** to add the colours you want to use.

Note:

- “Process”, “Frame” and “Screen” images that display on the “Preview” screen are shown in a simulated pattern on the screen so that they can more easily be verified. These images may differ from the actual print image.

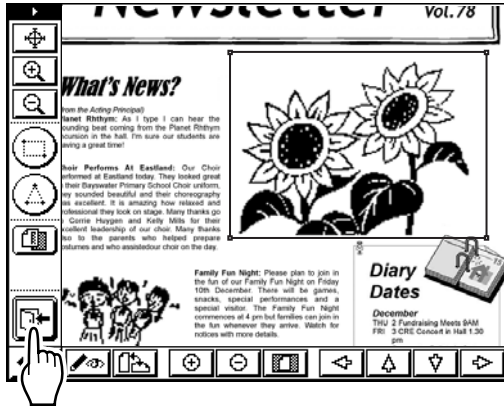
2

Once you have confirmed the print image, touch  “Change View” again to return to the editing screen.

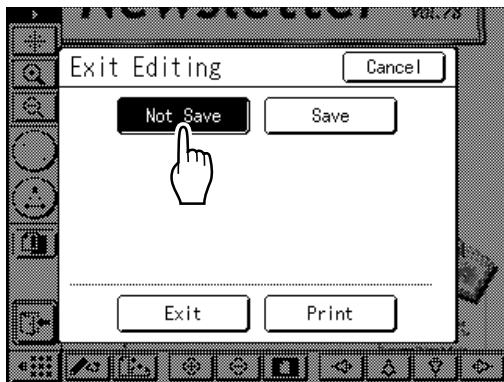
Close the Editor once you have finished editing. Continue on to “Printing (Saving)” (p.19)

Printing (Saving)

1 Touch .



2 Select whether to save the edit in storage.




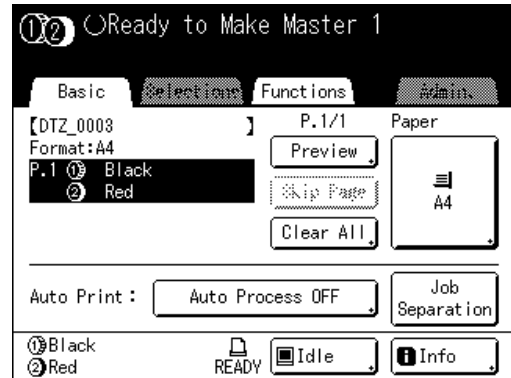
If you touch **[Save]**, a screen to specify the name and location to save the data is displayed. Touch and input information for each item.



3 Touch **[Print]** or **[Exit]**.

If you touch **[Print]**, the Editor Data Master Making Basic Screen appears.

Confirm the content and press the  key to begin creating the master.

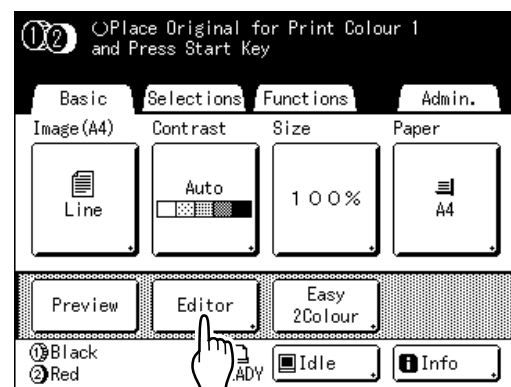


Note:

When separating into 3 or 4 colours and touching **[Print]:**

- After printing the first and second colour separations, reset the printed paper and then touch **[Next Page]**. The next master is created and colour separations 3 and 4 are printed over the previous page.
See "Printing 3 or more colours" (p.38)

If you touch **[Exit]**, the normal Master Making Basic Screen or the Print Basic Screen appears.



Note:

Even if you exit the Editor after selecting either **[Save]** or **[Not Save]**, if you touch **[Editor]** on the Master Making Basic Screen or the Print Basic Screen and then touch **[Retrieve Page Data under Editing]**, you can again start editing. However, if you execute one of the following operations, **[Retrieve Page Data under Editing]** can no longer be used.

- The machine is turned off.
- Original data is received from a computer.
- One of the following functions is selected and a master made.
 - Book Shadow
 - Easy 2Colour
 - Output Reversal



Editing Functions

An overview of the various functions that can be applied to a document, such as specifying colour, screens, etc. are explained in this section.

Using Editing Tools

If you want to edit within an editing area, make the area selectable (so the area frame is surrounded by a dotted line) and then use the various editing tools.

The functions and usage of the various editing tools are explained in this section.








See “Making and Editing an Area” (p.14) for information on how to create an area.

See “Making and Editing an Area” (p.14) for information on basic editing operations.

See “Overlaying Images (Clip Art)” (p.34) and “Overlaying Backgrounds (Background)” (p.36) for information on overlay functions.





Icons Used to Edit (Edit Function Icons)

Use the icons below to edit.






Icon	Function Name	Function Explanation
	Image Colour Specification	Specifies the print colour.
	Image/Frame/Screen	Image: Allows you to set the original mode (text/photo) of that area and specify the drum (colour).
		Frame: Draws a frame around the edit area. You can select from 6 types of enclosure lines and two types of underlines. You can also select the frame drum (colour).
		Screen: Applies a screen to within the editing area. You can select from 8 types and can specify the drum (colour) as well.
	Reverse	Reverses the negative and positive within the editing area.
	Erase	Deletes the images within or outside of the specified area.
	Image Shift	Cuts and moves the image within a specified area.
	Area Cancellation	Cancels the specified area. Press if you've specified an incorrect editing area or have executed an incorrect edit.
	Image Overlay	Superimposes other stored images over the original (hardcopy original, retrieved storage data).

Icons to Help with Operations (Operation Help Function Icons)





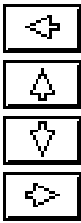

Use the following icons to help with editing.

Icon	Name	Function	Use
	One-Touch Shift	Moves the screen to centre on the location indicated. Allows the screen to be moved to the desired location.	<ol style="list-style-type: none"> 1) Touch the button to highlight. 2) Use the tip of the pen to touch the section you want to centre. Continue touching to move as desired. The "Scroll Tool" is handy if you need to move the image a significant distance.
	One-Touch Zoom In	Zooms in centred around the location you touch.	<ol style="list-style-type: none"> 1) Touch the button to highlight. 2) Use the tip of the pen to touch the section you want to magnify. Continue touching to magnify as desired.
	One-Touch Zoom Out	Zooms out centred around the location you touch. * This function only appears when an editing area is being created.	<ol style="list-style-type: none"> 1) Touch the button to highlight. 2) Use the tip of the pen to touch the section you want to zoom out from. Continue touching to zoom out as desired.
	Tool Bar Position Change	Changes the editing tool bar position.	The display location changes when you touch the button.

During Preview Display Only





Icon	Name	Function	Use
 	Print Colour	Previews by each colour separation if the colours are separated. Up to four colour separations can be displayed.	Touch and highlight the number of the button you want to confirm and a preview of that colour separation appears. If the buttons of multiple separations are highlighted, multiple colour separations is displayed. If you would like to confirm each separation one at a time, only highlight the button of the separation you want to confirm.
	Show Area Outline	Shows/Hides the area outline. Displays and reviews the editing changes in the outlined area.	<ol style="list-style-type: none"> 1) Touch the button to highlight. The editing area is outlined. 2) Touch within the outlined editing area. The editing content is displayed in the upper part of the screen.
	Used Colour	Displays the colour set for each separation. The used colours can be changed or colours added.	<ol style="list-style-type: none"> 1) Touch the button to display "Used Colour" screen. 2) Select a drum (number/colour) to add or change by touching its button. 3) Select a colour to add or change. 4) Touch  to close the screen.

Sub Tool Bar

Icon	Name	Function	Use
	Page Orientation	Changes the image display to the set orientation or rotates it by 90 degrees.	Touch the button to change between portrait and landscape.
	Zoom In	Zooms in using the centre of the displayed screen as the starting point.	Touch the button to zoom in. It's handy to use this function with the up/down left/right scroll tools.
	Zoom Out	Zooms out using the centre of the displayed screen as the starting point.	Touch the button to zoom out. It's handy to use this function with the up/down left/right scroll tools.
	Display All	Displays the entire original if it is currently resized. Touch the button again to return to the resized image.	Touch the button to change between displaying all and displaying the resized image.
	Up/Down/Left/Right Scroll	Moves the screen.	The screen moves in 1/4 increments when you touch the button. The distance that the screen moves with one touch is predetermined. Use the "One-Touch Shift" if you want to scroll as specific distance.
	Display Fold	Shows/Folds the Sub Tool Bar.	Touch the button to change between show/fold.

Icons to Execute Operations (Execution Function Icons)

These icons are used to execute operations other than editing, such as confirming edit operations, and exiting from functions.

Icon	Name	Function	Use
	OK	Confirms the creation of edit areas and editing operations.	Touch the button.
	Exit	Exits the Editor functions.	
	Undo	Goes back one operation.	
	Change View	Toggles between the Preview/Editing screens.	

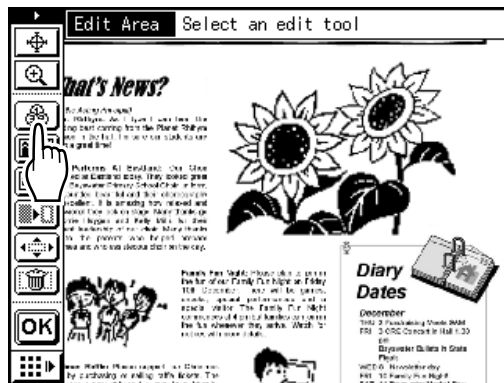
Specifying Editing Area Colour (Image Colour Specification)

You can specify the colour of the editing area. Specifying the colour of each area allows you to separate the colours of the original. This lets you create data that can be printed in multiple colours.

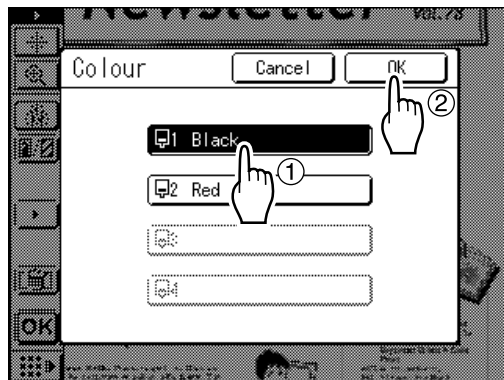
1 Make an area to be edited.

See p.14.

2 Touch "Image Colour Specification".



3 Select the specified colour and touch [OK].



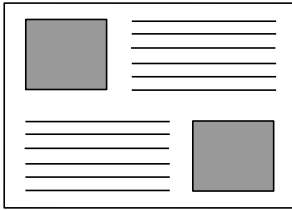
Note:

- Up to two colours can be printed at once. In order to specify three or more colours, you will need to reset the paper, change the drum, etc. "Printing 3 or More Colours" (p.38)

The desired action is applied and the main screen again appears.

Image/Dot Processing an Area (Image)

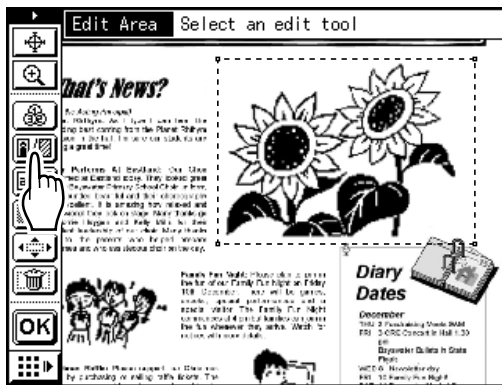
Sets the image processing method for the specified area. Use if you want to process a portion of a photo. There are three types of photo processing: "Standard", "Portrait", and "Group".



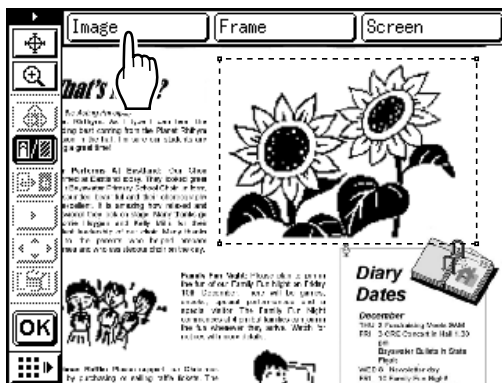
1 Make an area to be edited.

See p.14.

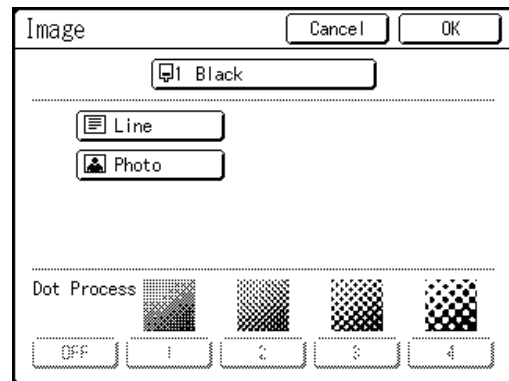
2 Touch "Image/Frame/Screen".



3 Touch [Image].

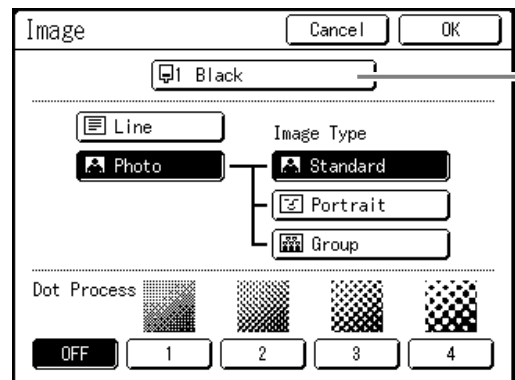


4 Select the type of processing.



If you touch **[Photo]**, you will be able to select from further photo types and dot processes.

Colour button



◆ [Standard]

Select for photos other than **[Portrait]** and **[Group]**.

◆ [Portrait]





This setting is for photos of one or two people from chest up. This type of image processing is particularly good for printing photos of faces.

◆ [Group]

This setting is for group photos that are over-exposed. This process is effective for restoring facial features that have become washed out by a flash. The Group setting is not for photos with faces that are overly dark. It may be more effective to select **[Standard]** for such photos.

◆ [Dot Process]

You can select from four types. Touch the Number (or OFF) button.

Display				
Number	1	2	3	4
Equivalent Lpi	106	71	53	34

Note:

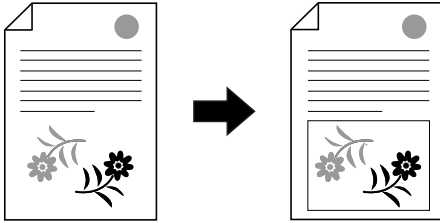
- Touch **[Line]** again if you want to cancel photo processing.
- Touch the “Colour” button if you want to change the print colour. The colour screen appears. Select the desired colour.

5 Touch [OK].

If you select a combination other than **[Line]**, “Standard (Photo) + Dot Process OFF”, the original is scanned again. The desired action is applied and the main screen again appears.

Framing an Area (Frame)

A frame is drawn around the specified area. Use this function to add a ruled area or ruled lines to an image. There are 6 types of ruled areas and 2 types of ruled lines.

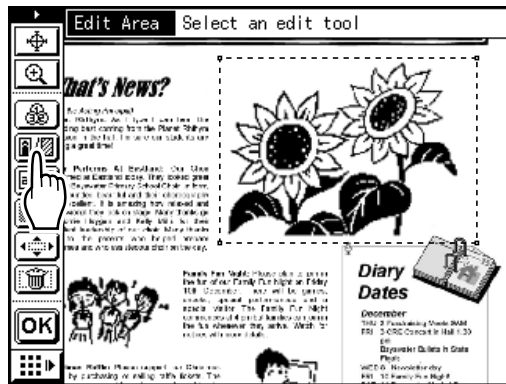


This function cannot be used with the “Shift” function.

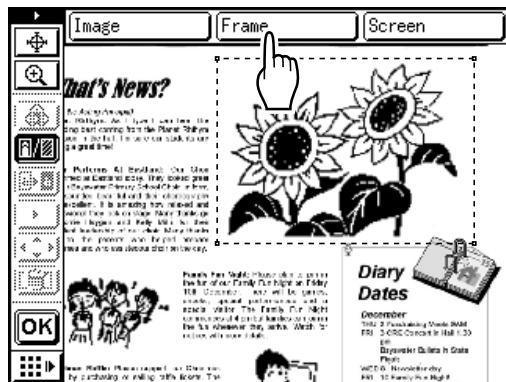
1 Make an area to be edited.

See p.14.

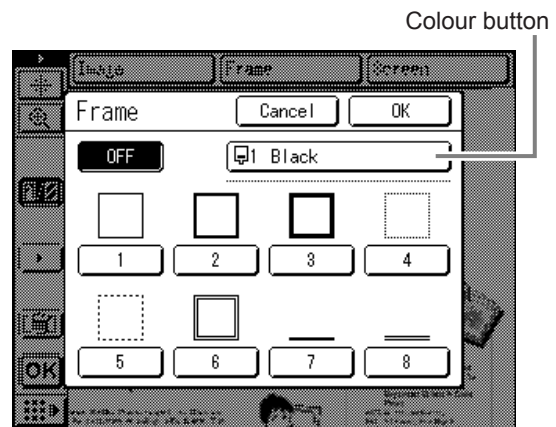
2 Touch “Image/Frame/Screen”.



3 Touch [Frame].



4 Select the type of frame.



Note:

- Touch [OFF] again if you want to cancel frame processing.
- Touch the “Colour” button if you want to change the print colour. The colour screen appears. Select the desired colour. See “Frame” (p.45) for details about the frame types.

5 Touch [OK].

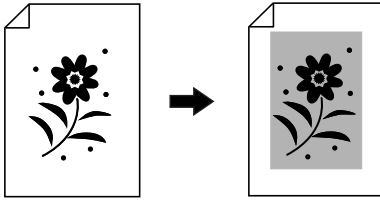
The desired action is applied and the main screen again appears.

Note:

- The area around which the frame has been placed cannot be shifted. Nor can you add a frame to a shifted area.

Applying a Screen to an Area (Screen)

The specified area is screened.

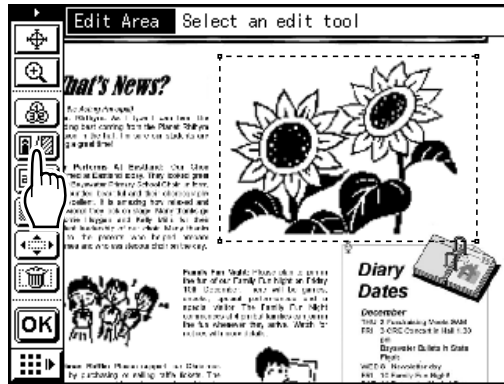


This function cannot be used with the “Shift” function.

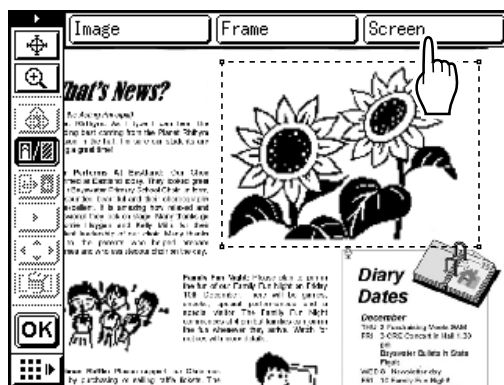
1 Make an area to be edited.

See ¶p.14.

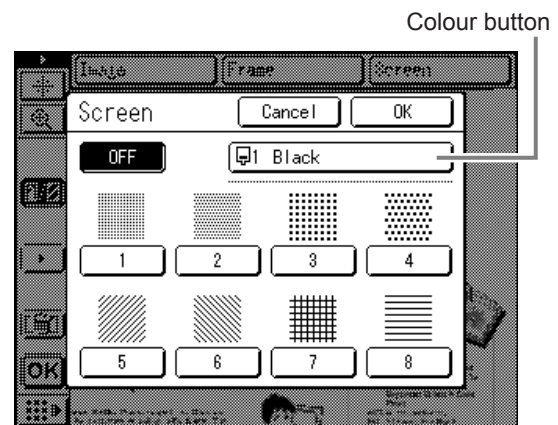
2 Touch “Image/Frame/Screen”.



3 Touch [Screen].



4 Select the type of screen pattern.



Note:

- Touch **[OFF]** again if you want to cancel screen processing.
- Touch the “Colour” button if you want to change the print colour. The colour screen appears. Select the desired colour. See “Screen” (¶p.45) for details about the screen (screen pattern) types.

5 Touch [OK].

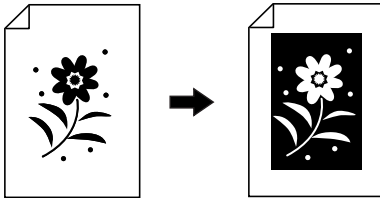
The desired action is applied and the Editor screen again appears.

Note:

- The screened area cannot be shifted. Nor can you add a screen to a shifted area.

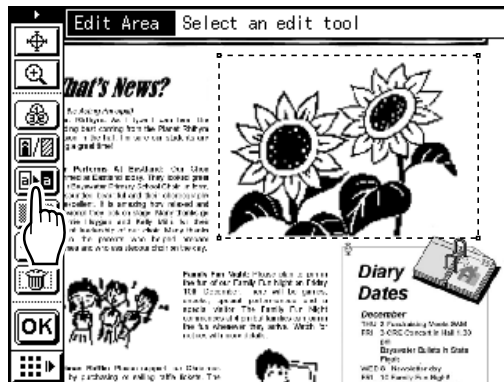
Reversing the Negative and Positive of an Area (Reverse)

Reverses the colours of the specified area.



1 Make an area to be edited.
See p.14.

2 Touch [Reverse].

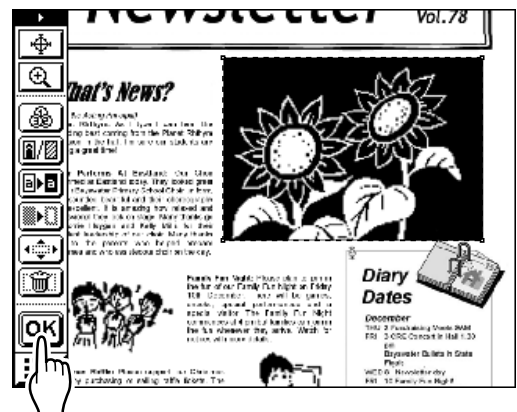


Reverses the image colours.

Note:

- Touch [Reverse] again to cancel the reverse processing and to return the image to its previous state.

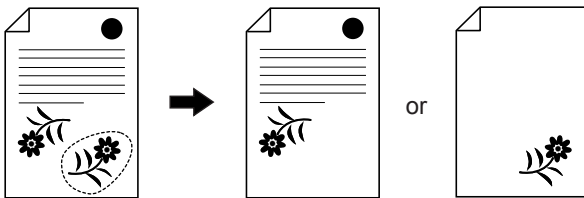
3 Touch [OK].



The desired action is applied and the Editor screen again appears.

Erasing Within/Outside of an Editing Area (Erase)

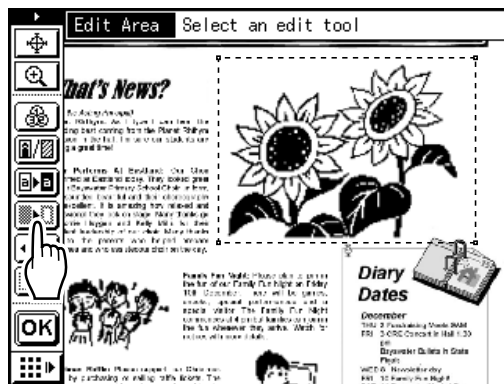
Erases within or outside of the specified area.



1 Make an area to be edited.

See p.14.

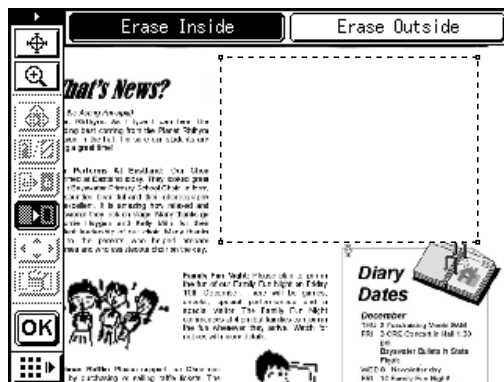
2 Touch "Erase".



3 Touch [Erase Inside] or [Erase Outside].

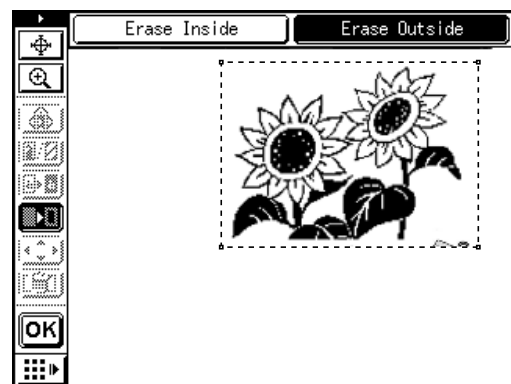
◆ If you touch [Erase Inside]:

The content within the area will be erased.



◆ If you touch [Erase Outside]:

The content outside the area will be erased.



Note:

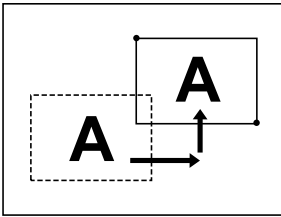
- Touch [Erase Inside] or [Erase Outside] again to cancel the erase and to return the image to its previous state.

4 Touch .

The desired action is applied and the main screen again appears.

Shifting an Image (Image Shift)

Allows you to select and move a specified area of an image.



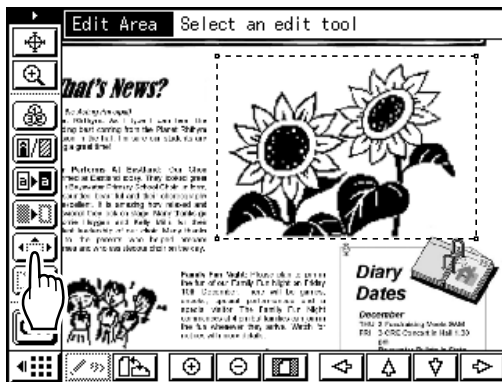
This function cannot be used with the following functions.

- Frame
- Screen

1 Make an area to be edited.

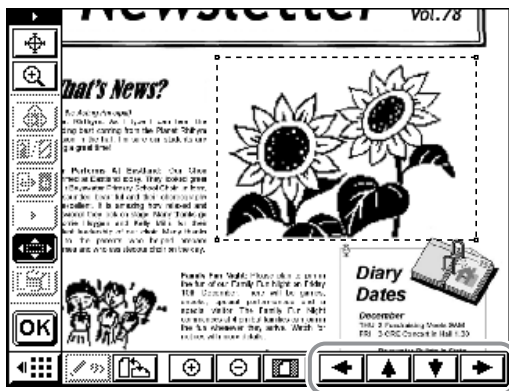
See p.14.

2 Touch "Image Shift".



If the sub tool bar is hidden, touch the "Sub Tool Bar Display/Fold" button to display.


3 Touch "Up/Down/Left/Right Scroll".



Note:

- You can also scroll by using the Print Quantity Keys on the control panel in place of the scroll keys.

Direction	←	↑	↓	→
Key	4	2	8	6


- Touch  "Image Shift" again to cancel the image shift and to return the image to its previous state.

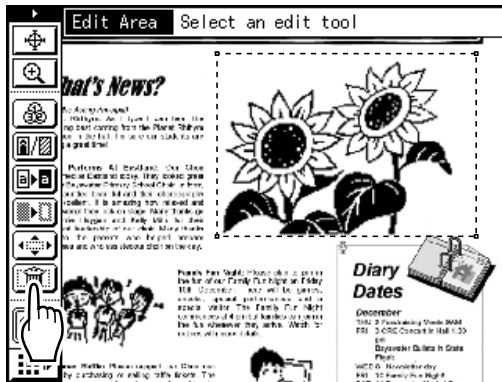
4 Touch .

The desired action is applied and the main screen again appears.

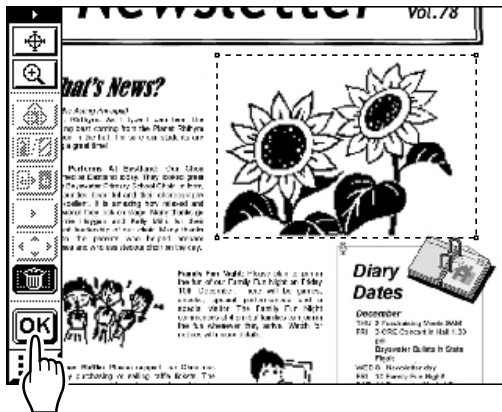
Canceling an Area (Area Cancellation)

Cancels the specified area.

- 1 **Make an area to be edited.**
See p.14.
- 2 Touch  "Area Cancellation".



- 3 Touch .

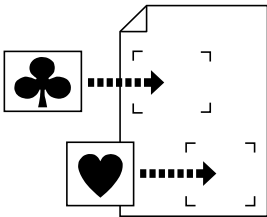


The area is cancelled and the main screen again appears.

Overlaying an Image [Clip Art]

Overlays a separate stored image like a stamp over the original. You can also the background (white portion) transparent and overlay only the image.

This function is available when optional Document Storage Card DM-32CF or Document Storage Card DM-128CF is attached.



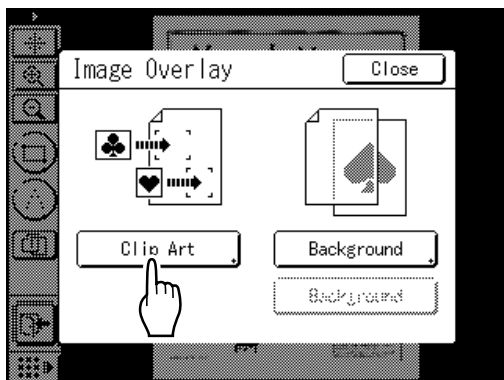
Important!:

- The diagonal corner method is used to specify the area to overlay.

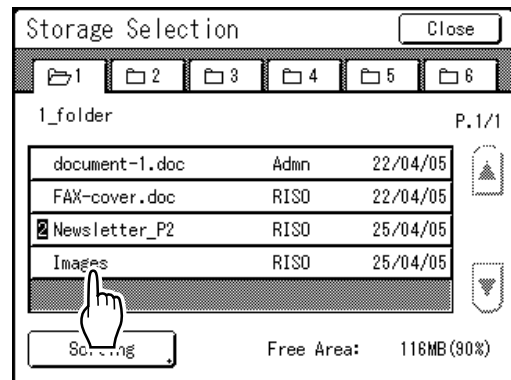
1 Touch "Image Overlay".



2 Touch [Clip Art].



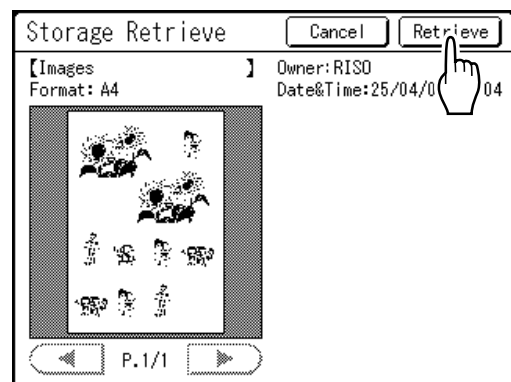
3 Select the stored data to overlay.



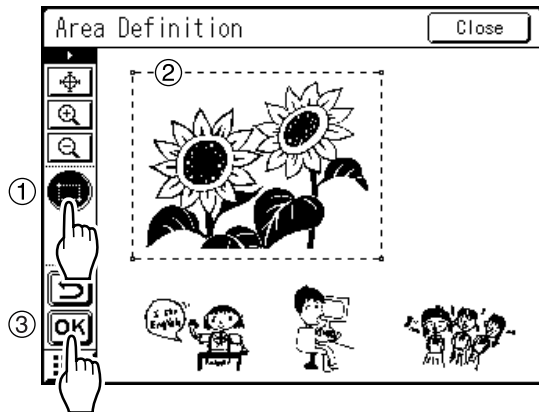
4 Confirm the image to overlay, and touch [Retrieve].

To select from multiple pages of data, retrieve the page containing the image.

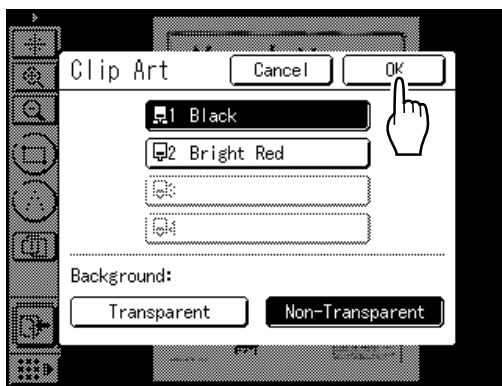
If the data is colour-separated, select Drum 1 or Drum 2.



- 5 Make an area using the “Diagonal Corner” tool, then touch **[OK]**.



- 6 Select the colour and background features of the image to overlay and then touch **[OK]**.



◆ **Background:**

Specifies whether to make the portion underneath the data (the background) to be overlaid transparent or not.

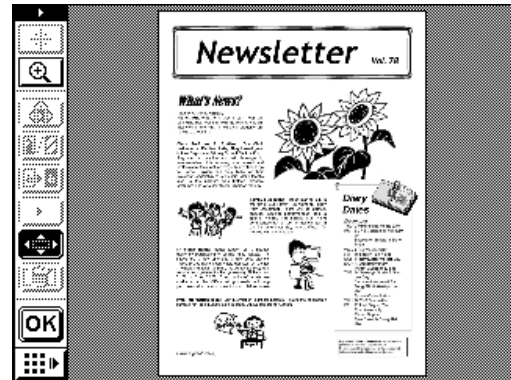
- **[Transparent]**
Overlays the background and overlaid portion of the image (both) and prints.
- **[Non-Transparent]**
The overlaid data is brought to the front and the data underneath the area is hidden.

Note:

- The drum colour currently set for the machine and the drum colours that have been set up to that point display on the Clip Art screen.

- 7 Touch the location to overlay with an image.

The image is overlaid on that point.



- 8 Use **[Left/Right/Up/Down Arrow]** “Up/Down/Left/Right Scroll” on the sub menu to adjust the location of the overlaid image.



Note:

- You can use the “One-Touch Zoom” tool to easily magnify the area section.

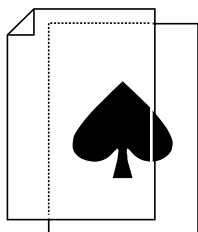
- 9 Touch **[OK]**.

The image is overlaid and the main screen again appears.

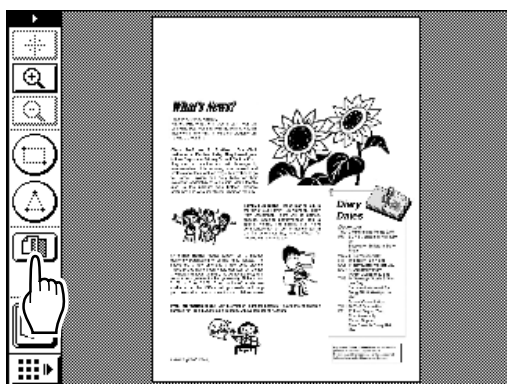
Overlaying an Background [Background]

Overlays a separate stored image as a background for the image.

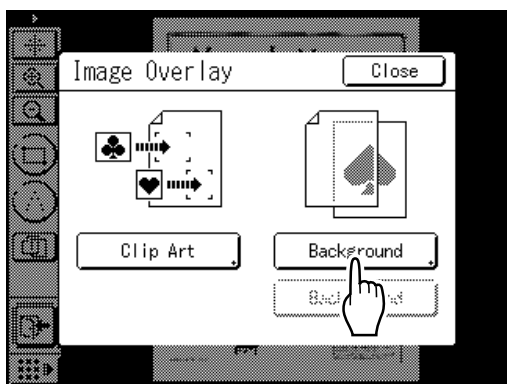
This function is available when optional Document Storage Card DM-32CF or Document Storage Card DM-128CF is attached.



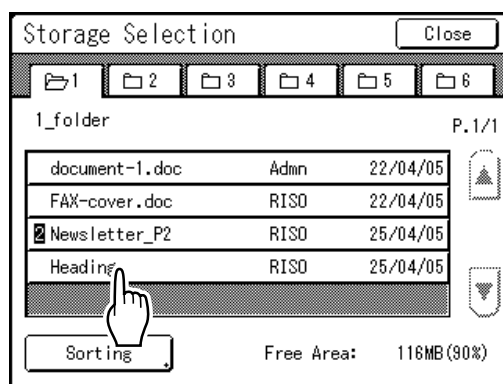
1 Touch "Image Overlay".



2 Touch [Background].



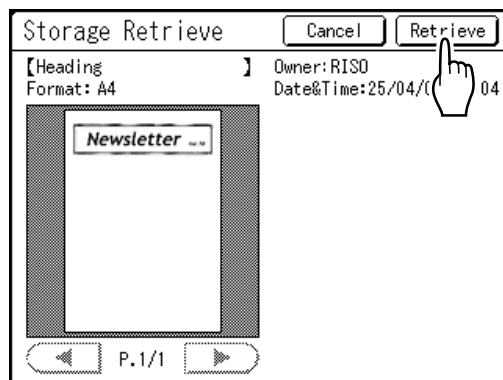
3 Select the stored data to overlay.



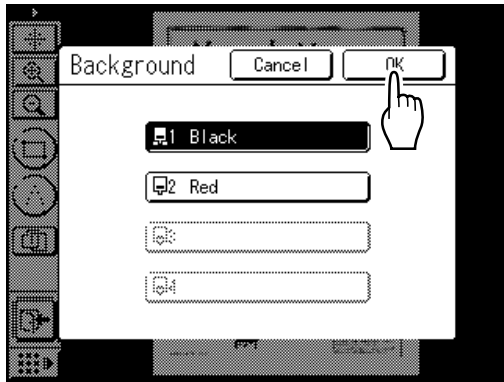
4 Confirm the image to overlay, and touch [Retrieve].

To select from multiple pages of data, retrieve the page containing the image.

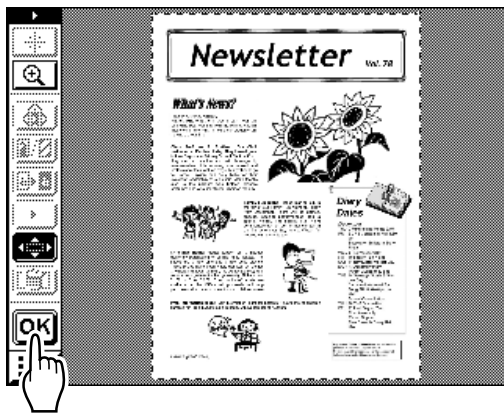
If the data is colour-separated, select Drum 1 or Drum 2.



5 Select the colour of the image to overlay and then touch [OK].



6 Touch [OK].



Note:

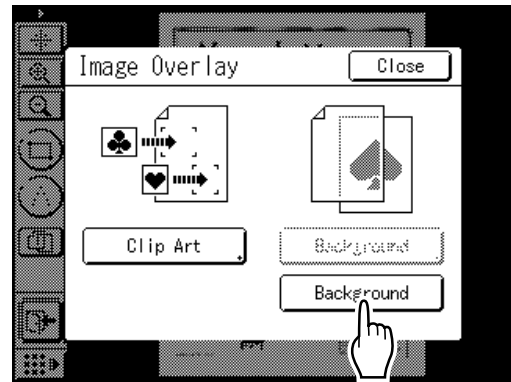
- Use [Shift] to adjust as needed.

The image is overlaid and the main screen again appears.



Note:

- If you want to change or cancel an already confirmed background location or colour, touch [Image Overlay] and the Image Overlay screen appears. Select and correct the background.

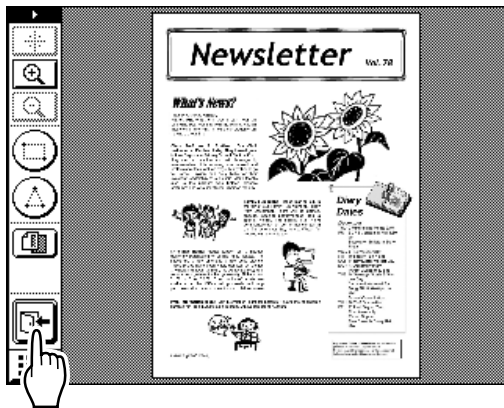


Printing 3 or More Colours

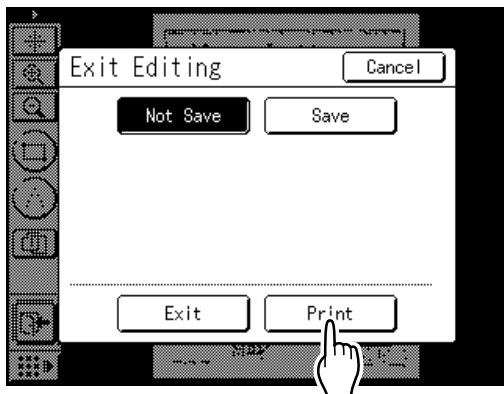
If the "Colour" tool was used to specify 3 or more colours for the original, this machine cannot print all three colours in a single printing.

See RISO printer User's Guide for further details on print operations.

- 1 Once all editing operations have been completed, touch .



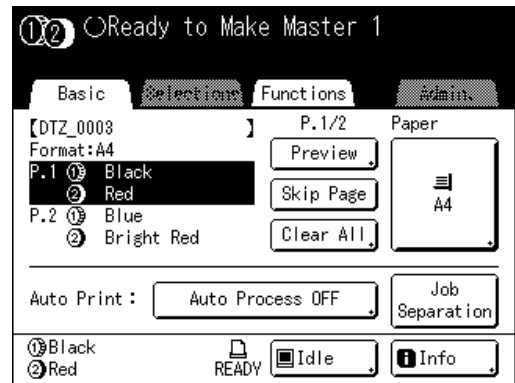
- 2 Touch [Print].



The Editor Data Master Making Basic Screen appears.

See "Printing (Saving)" (p.19) for information about saving editing information to storage.

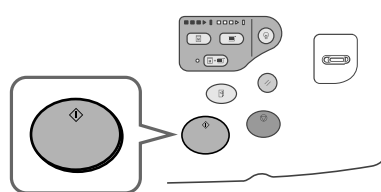
- 3 Set print functions as needed.





Sets the functions displayed on the Basic Screen and Functions Screen.

See the RISO printer User's Guide for information about print functions.

- 4 Press the  key.



A master is made on drum  and drum , and a proof is printed.

- 5 Input the number of copies to print and press the  key.

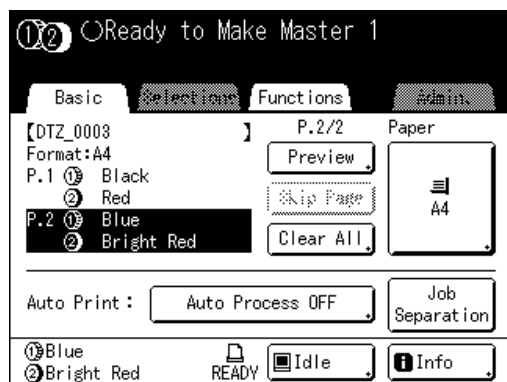
The print operation starts.

A 2-colour print is done.

- 6 Change Drums.

Set the drum for the remaining two colours.

7 Place the printed paper in the paper feed tray.



8 Press the key.

The creation of a master with the remaining two colours is started and a proof copy is printed.

9 Input the number of copies to print and press the key.


The print operation starts and a 4-colour printing is completed.

Admin/Other

Changing Default Settings [Admin.]

You can change the default settings of the following functions. You can also set and correct changed settings.

Note:

- Default settings are the values restored when the machine is turned OFF or when the  key is pressed.
== are the factory settings.

Item Name	Item Content	Description
Print Colours	Sets the colour used for each separation. The drum colour set on the machine is used when set to "Auto".	<u>Auto</u> Colour Drum (display changes depending on usage)
Tool Bar Position	Sets whether to display the tool bar to the left or right side.	<u>Left Side</u> Right Side
Sub Tool Bar	Sets whether to fold or display the sub tool bar.	<u>Fold</u> Expand
Page Orientation	Sets the page orientation.	As Original <u>90°Rotation</u>

Customising the Default Settings

Settings may be changed when the machine is not in operation.
Make sure there are no pending or current print jobs.

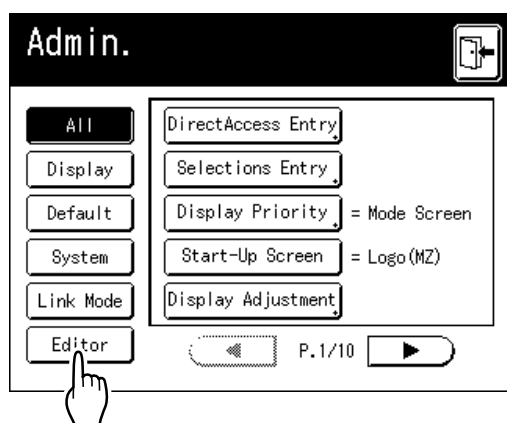
1 Touch [Admin.] on the Basic Screen.



2 Touch [OK].

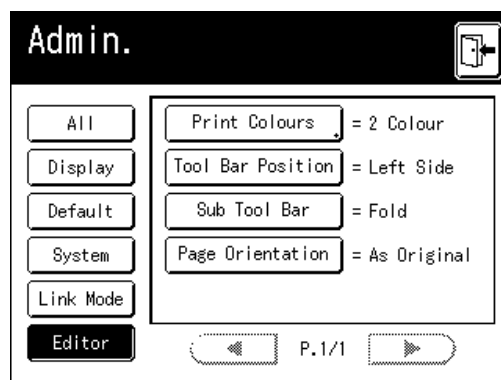


3 Touch [Editor].



4 Change settings

The setup method varies depending upon the function.

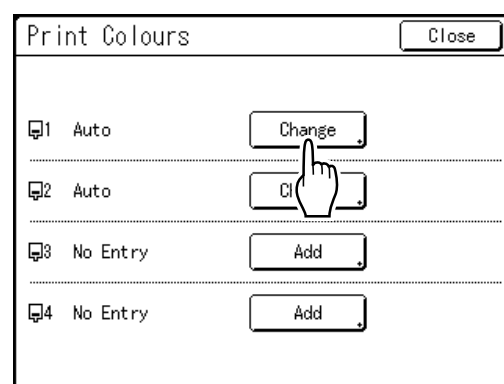


Note:

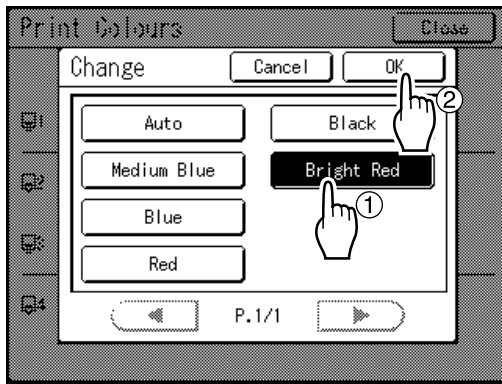
- On the "Admin." screen, the current setting is displayed on the right side of each button.

◆ When setting "Print Colours"

- 1) Touch [Print Colours] and then the [Change] or [Add] of the colour separation you want to change displayed on the "Print Colours" screen.



- 2) Touch the button of the colour to be used and touch [OK].



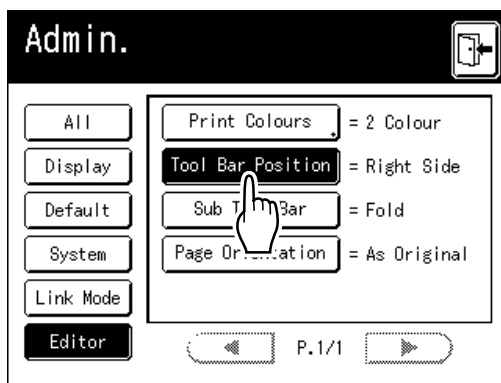
The “Print Colour” screen again appears.

3) Touch [Close].

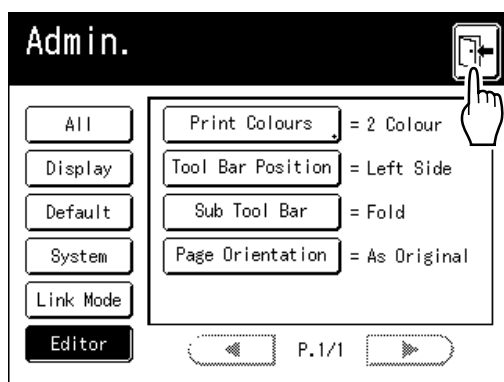
◆ **When setting other than above:**

The set values change as you touch the function name buttons.

Confirm and set the settings using the button right side display.

























5 Touch .









Returns to the original Basic Screen.

Tool and Keypad Relationship

Out of the tools shown on the display, some of the “Operation Help Functions” and “Execution Functions” are allocated to the Print Quantity Keys on the control panel (the Print Quantity Keys can be used to execute the same operations normally done by touching a tool with the touch pen).









Print Quantity Keys	Allocated function	Corresponding operation icon
	Change View Toggles between the Preview/Editing screens.	
	Scroll Up Scrolls in the upward direction.	
	Page Orientation Changes the image display to the set orientation or rotates it by 90 degrees.	
	Scroll Left Scrolls in the left direction.	
	---	---
	Scroll Right Scrolls in the right direction.	
	---	---
	Scroll Down Scrolls in the downward direction.	
	---	---
	Confirm Confirms.	
	You can turn the guide display on and off.	This function is limited to the Print Quantity Keys. Turn ON to display an explanation of the main tool bar currently being displayed on that screen.
	Undo Goes back one operation (during area input only).	
	Display All Switch between total display and resized display.	

Print Quantity Keys	Allocated function	Corresponding operation icon
	Zoom In Zooms in.	
	Zoom Out Zooms out.	
	Opens the "Exit Editing" window.	

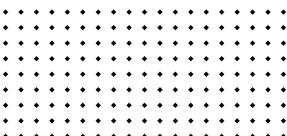
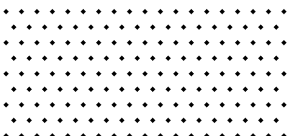
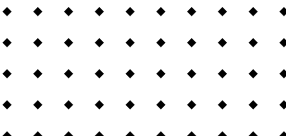
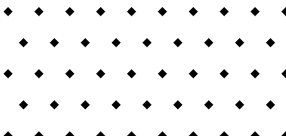
Samples of frame and screen designs

Actual size sample of frame and screen designs.

Frame

Frame 1 (Thin Line)	Frame 2 (Thick Line)	Frame 3 (Extra Thick Line)	Frame 4 (Fine Dotted Line)
			
Frame 5 (Rough Dotted Line)	Frame 6 (Double Line)	Frame 7 (Base Thin Line)	Frame 8 (Base Double Line)
			

Screen

Screen 1	Screen 2	Screen 3	Screen 4
			
Screen 5 (Upward Diagonal Line)	Screen 6 (Downward Diagonal Line)	Screen 7 (Grid)	Screen 8 (Horizontal Line)
