

Advanced Application Notes

SOLARA™ UV2

FastFact #7031



User Notes 1.0

Trial Printing on an Unqualified Material

Step 1: Identify material characteristics and select most similar material in Gerber ImageRIP by ONYX.

Step 2: Properly clean the substrate with Isopropyl alcohol and a clean, lint-free cloth.

Step 3: Validate material flatness (for printability; the acceptable flatness tolerance for a rigid substrate is no more than a 1 mm variation).

Step 4: Always move the SOLARA UV2 lamps to the “high” position when first testing an unqualified material. (Note: Rigid materials should always be run with lamps in the “high” position)

Step 5: Load material using prescribed practices, set pinch wheels and UV shields accordingly.

Step 6: Set appropriate beam height, close cover, and initiate material width scan. (If scan fails see application notes on [“How to Load a Clear Material”](#)).

Step 7: Send test job from ImageRIP to SOLARA.

Step 8: Start job and fully monitor output through job completion. Fact: Effective media indexing (movement) will, by and large, determine material compatibility with SOLARA UV2.

Step 9: Evaluate Ink cure and adhesion.

Troubleshooting:

- Ink did not cure, ink is streaky, or printer carriage rubbed on material causing ink to scrape (see applications notes entitled [“Controllable Variables in UV Printing”](#))
- Color is inaccurate (see applications notes entitled [“Spot Color Replacement in ImageRIP”](#))
- Material would not index properly/buckled/created print failure (See applications notes entitled [“Printing ½” MDO \(aka Crezon\)”](#))