

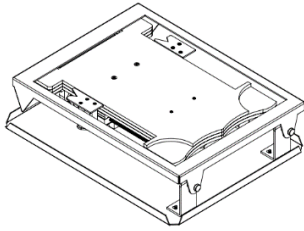


Shoe Platen

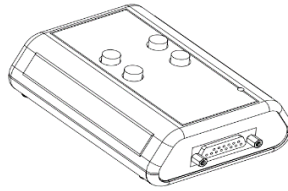
User Manual 2020 Edition



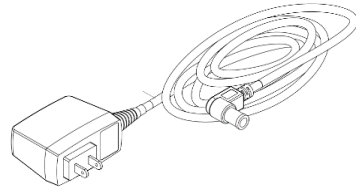
What's Included In The Shoe Platen Package:



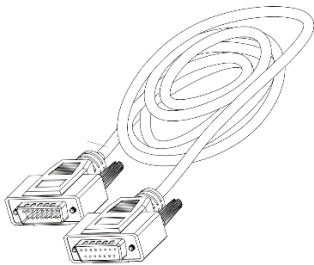
☐ Shoe platen



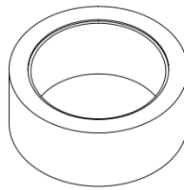
☐ Controller



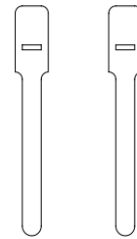
☐ Controller power supply



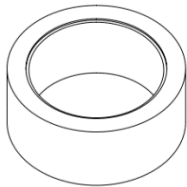
☐ VGA- 15 pin cable



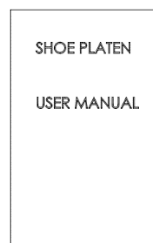
☐ Double sided
tape sample



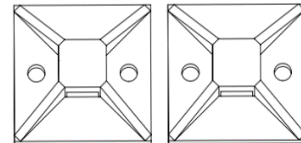
☐ Hoop & loop cable ties



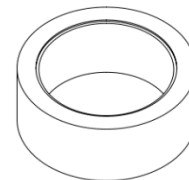
☐ Shoe tape



☐ Manual



☐ Cable tie mounts

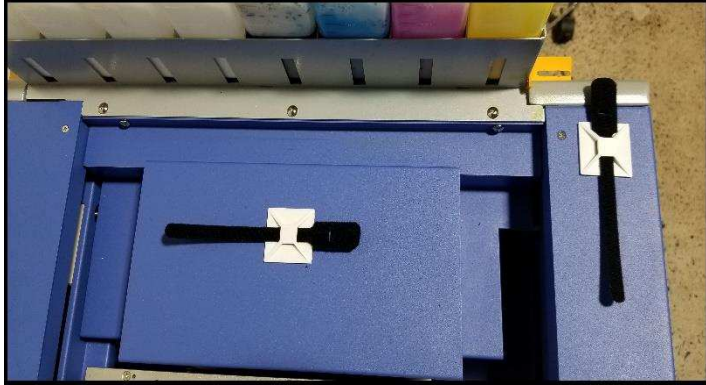


☐ Masking tape

Inspected by: _____

Date: _____

Installing The Shoe Platen Onto The Printer



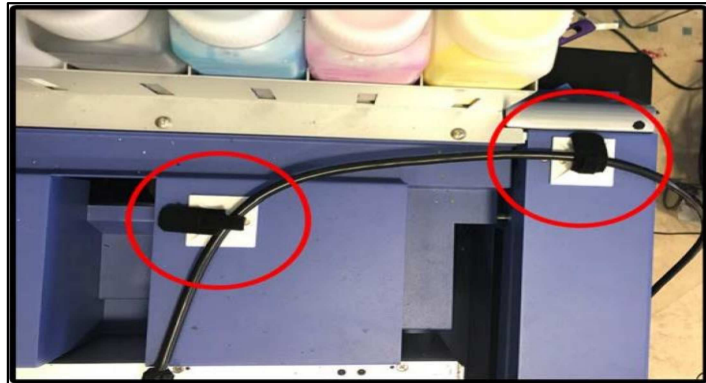
1. Properly place the cable tie mounts at the back of the printer as shown in the photo to the left.



2. Place the platen on the printer with the pins facing the front



3. Connect the VGA cable into the back of the platen



4. Secure the VGA cable onto the cable tie mounts using the hook and loop cables ties

Installing The Shoe Platen Onto The Printer (Cont'd)



5. Place the Controller on the right side of the printer (magnets will hold it in place) and connect both the VGA and power supply cables into the controller.



6. Switch the Controller ON and make sure that the orange LED light at the front of the controller is lit.



7. Test the platen mechanism by pressing each button on the controller and make sure that all of them are properly moving and operating as expected.

Preparing Shoes For The Shoe Platen

For best results, it is recommended that you use retro-style basketball shoes (shown below). Any color of this shoe type will work as long as it is pretreated accordingly.



1. Prior to pretreating and printing you will need to cover the rubber soles and tips with gaffer's tape to keep these areas clear of pretreatment and ink

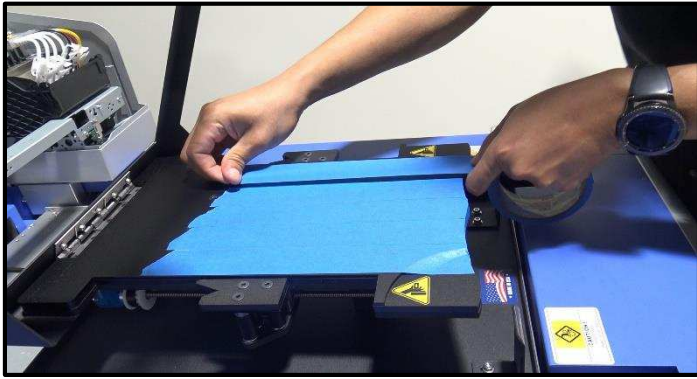


2. Pretreat the shoes by hand using the Wagner spray gun included with your printer. Make sure you pretreat the shoes with the correct pretreatment (light or dark)

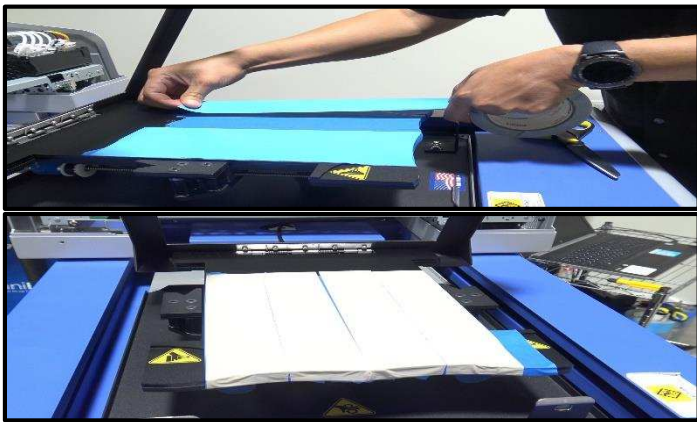


3. For best results, dry the pretreatment using a heat gun. If no heat gun is available, you may dry by hovering with a heat press but **DO NOT PRESS**.

Mounting Shoes Onto The Shoe Platen



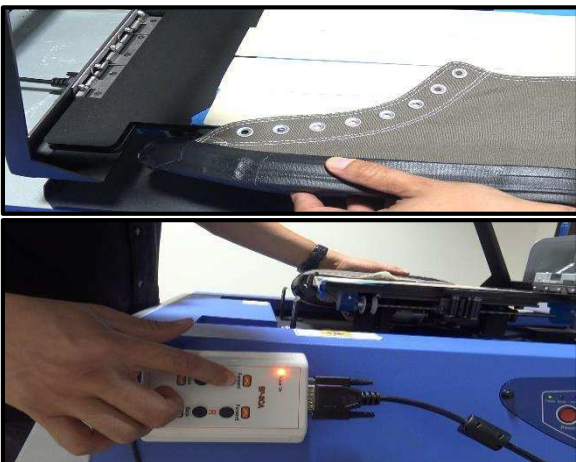
1. Place painter's tape on the platen surface to avoid sticky residue from the double-sided carpet tape.



2. Place double-sided carpet tape onto the painter's tape where the shoe will be mounted. This will help to keep the shoe flat and in place



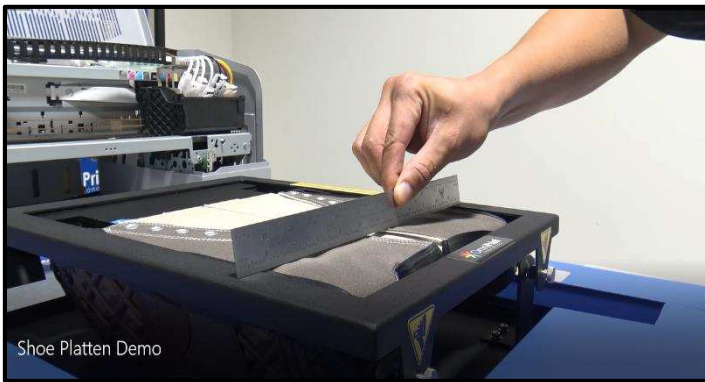
3. Mount the shoe onto the platen and press the fabric down onto the double-sided carpet tape to flatten the print area as much as possible.



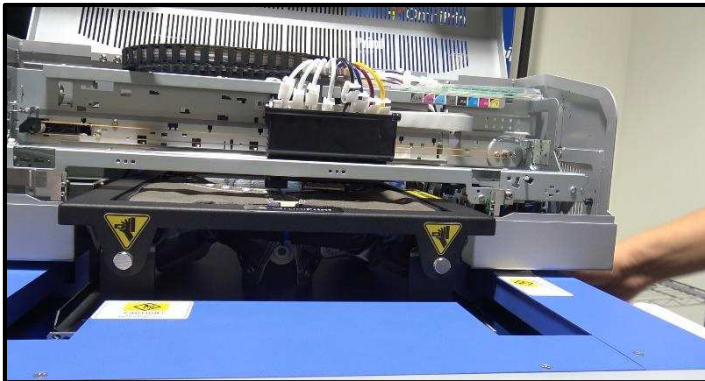
4. Move the stretching mechanism toward the front of the shoe to help stretch and flatten the printing area. Be careful to not over-stretch this as this can either affect the print or damage the motors that move the stretching mechanisms back and forth.



5. Repeat steps 4 and 5 to install the other shoe on the platen and close the top frame pressing firmly from both sides at the same time until the pins lock them selfs into place. Note: To lock the pins in place you might need heavy pressure but it's important to flatten the shoes properly.

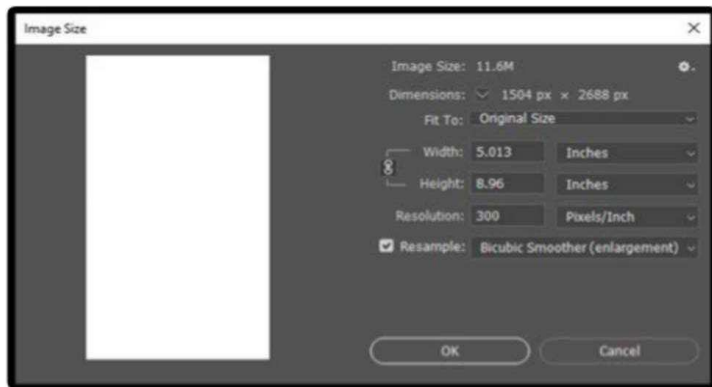


6. Using a ruler make sure that the shoes are evenly placed and flat with the top frame and look for any un-even surface to avoid a printhead head-strike.

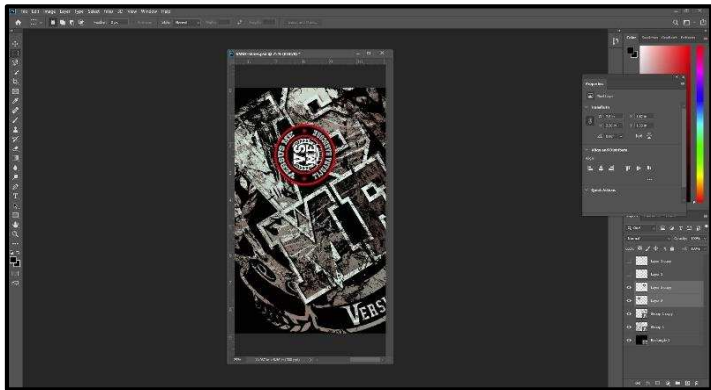


7. Adjust the printhead height manually moving the carriage out of home pressing "function + up" and make sure that the printhead doesn't touch any surface of the shoes or the platen top frame. Once you adjust the height, simply press "function" to send the carriage back to home and press "Stand by" to send the printer to the print-ready position.

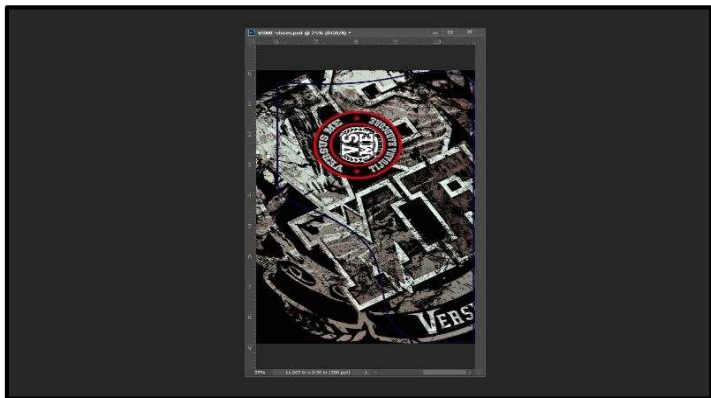
Preparing A Design For Shoe Printing



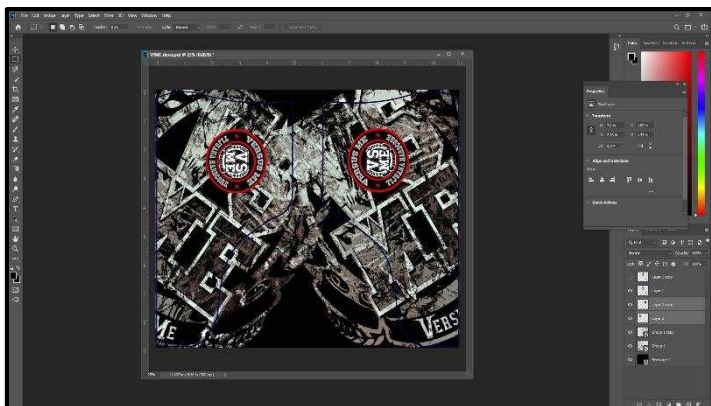
1. Using PhotoShop or a comparable image editing software, create a new project sized at 5.013"x8.96" or 1504x2688 (pixels) at 300DPI. This is the size of one of the shoes for the Size 11 Template PNG file.



2. Create or edit your design within this project



3. Be sure to import the Size 11 Template PNG in a new layer on this same project to see how exactly this will look on the platen. Be sure to delete the template layer prior to saving this image. Then save the image to import into the full template.



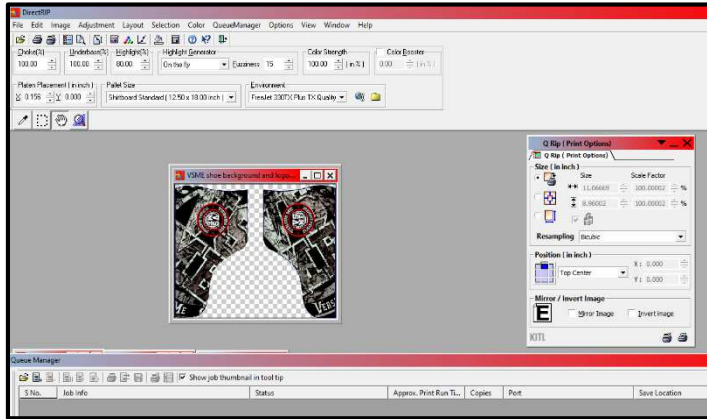
4. Open the Size 11 template PNG and import your design into the project. Place your designs in layer below the template outlines to position your designs accordingly.

Preparing A Design For Shoe Printing (Cont'd)

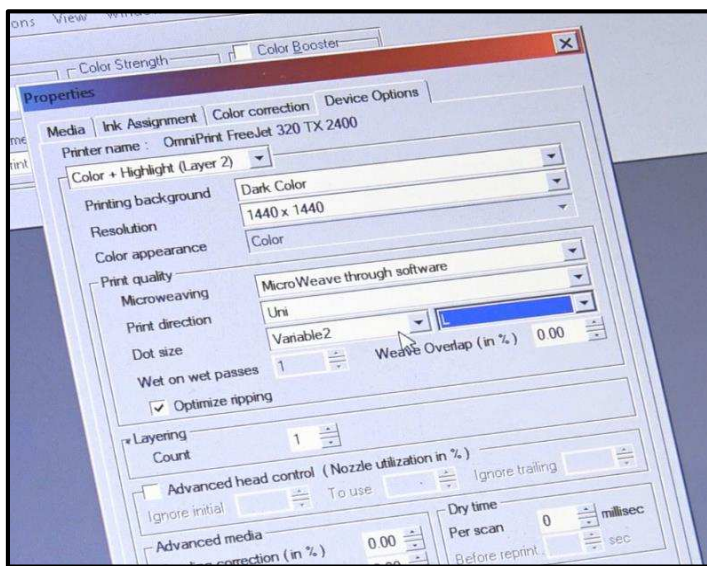


1. Cut out the parts that are outside of the adapter outlines. If you are not familiar with how to do so, you can learn how in this simple 10 minute video tutorial:<https://bit.ly/28XGxJc>
Before saving, delete the outline layer.

Setting Up A Shoe Print In DirectRIP



1. Open your design file in DirectRIP. Be sure to select the applicable environment and to position the image to top center. If using the dark environment, add a white underbase choke and adjust the top margin to 1.25 inches.



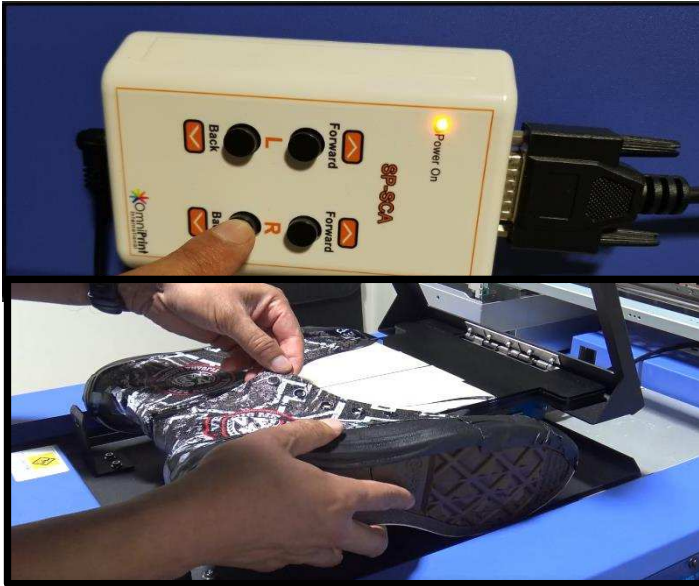
2. Create In the Print Setup> Properties window, click on the Device Options tab and change the print direction to Uni and the dot size to L. Make sure to do this for both layers if using a dark environment.



3. Click on Print to start printing the image onto the shoes. Be sure to monitor the print to ensure best results.



4. To release the top frame pull both pins and move the top frame upwards.



5. To release the shoe, press and hold the back button on the controller and remove the shoe carefully to avoid damaging the final print.

Curing A Shoe Print



For best results, use a Heat Gun to cure your shoe print. If a heat gun is not available, you may also hover-cure your print using a heat press. **DO NOT PRESS WITH A HEAT PRESS!**



**Having issues With Your Shoe Platen? Need Help?
Open A Ticket With Technical Support!**

Email:

support@omniprintonline.com

or

Open a ticket at:

omniprintonline.com/support

or

Call

1-855-373-3538, select option 2.