ITcolorCorn

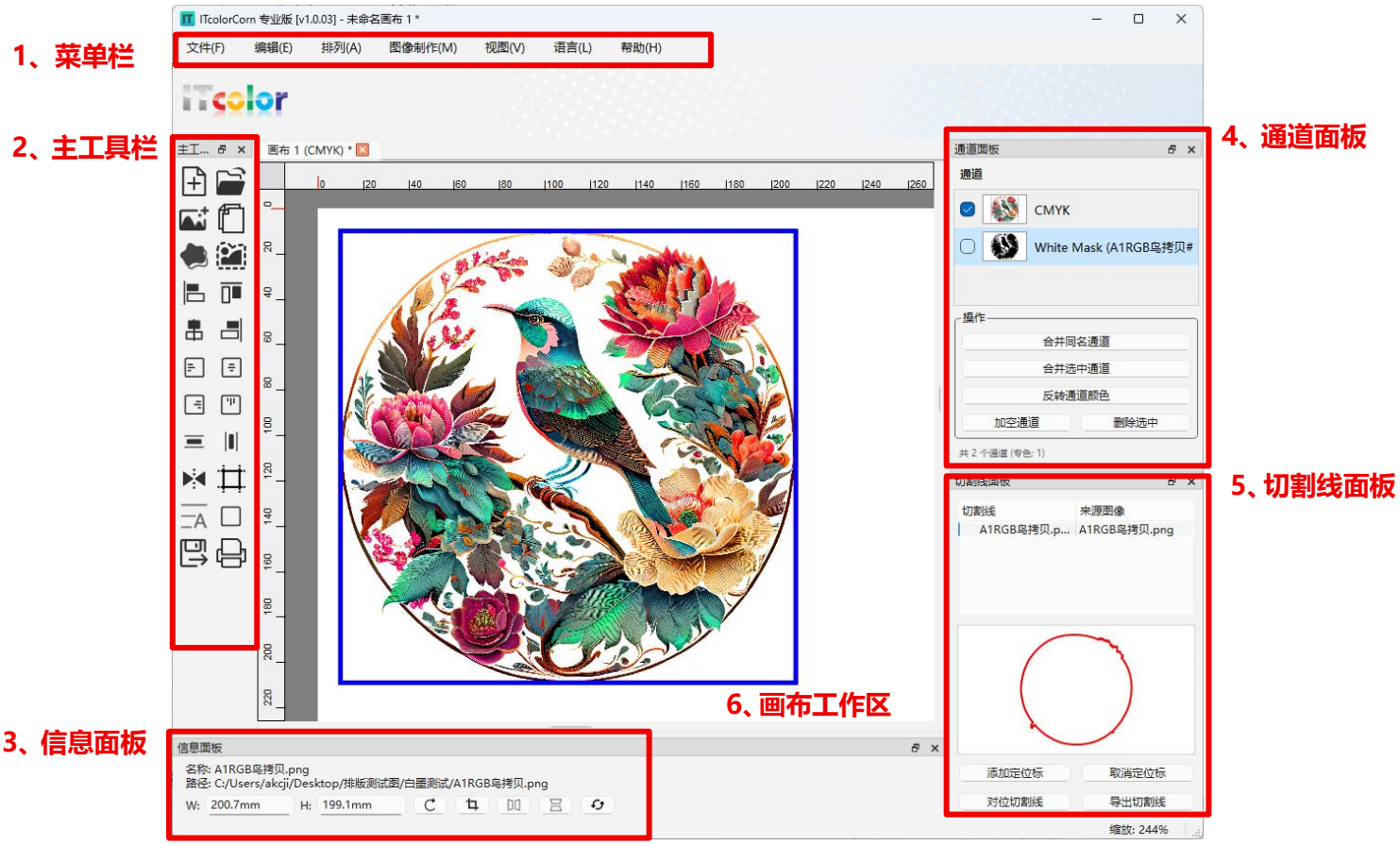
V1.0.03

ITcolorCorn 用于印前排版与图像工艺处理，支持 CMYK 或 RGB 模式的多画布创建，支持 jpg/jpeg/png/bmp/tif/tiff/psd/pdf 等格式图像导入与排版，可生成白墨 / 光油 / 胶水通道、生成轮廓切割线，并可导出为 TIF 或直接导出至 ITcolorRIP。

ITcolorCorn is used for prepress typesetting and image processing, supports multi-canvas creation in CMYK or RGB mode, supports image import and layout in jpg/jpeg/png/bmp/tif/tiff/psd/pdf formats, can generate white ink/varnish/glue channels, generate contour cutting lines, and can be exported to TIF or directly to ITcolorRIP.

目录 directory

一、主界面：



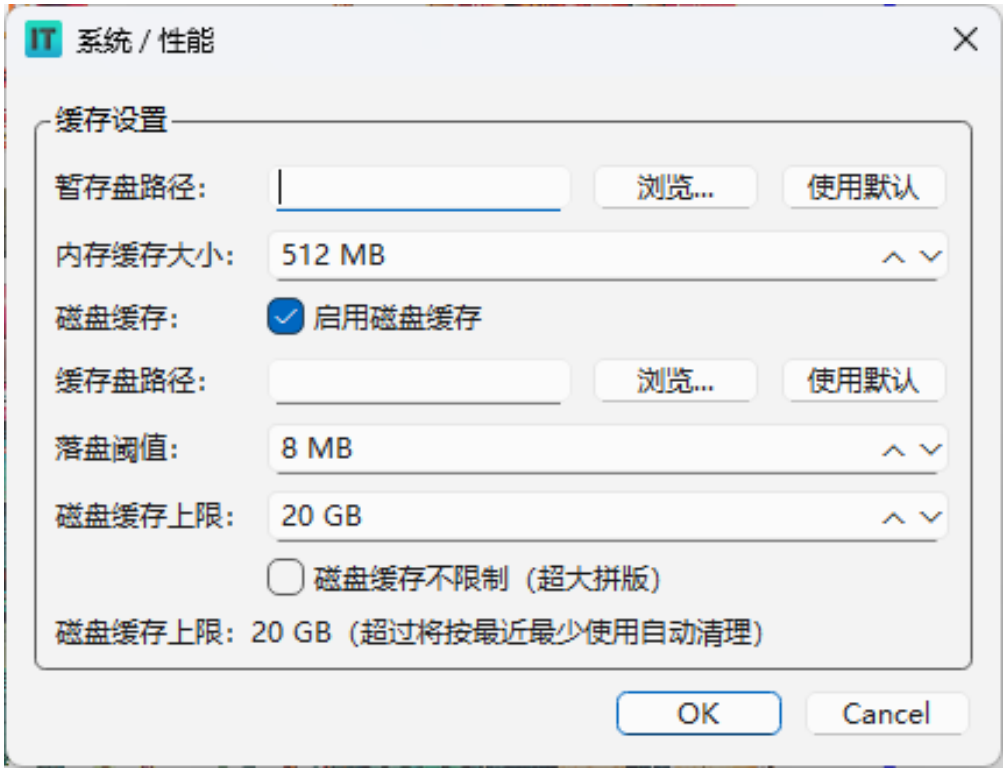
1.1 核心工作流

软件遵循以下标准流程： 新建画布 → 导入图像 → 图像排版与处理 → 导出为 TIF 或导出至 ITcolorRIP。

1.2 界面布局

1. 菜单栏：包含文件、编辑、排列、图像制作、视图、语言等功能。
2. 主工具栏：常用操作的快捷按钮（新建、导入、对齐、导出等）。
3. 信息面板：显示选中图像的基本信息及相关操作。
4. 通道面板：显示当前画布的所有通道，可进行合并、删除、排序等操作。
5. 切割线面板：显示当前画布的所有切割线，可添加定位标并导出切割线。
6. 画布工作区：用于图案对象的拖拽、缩放、旋转、裁切及位置调整。

二、文件/缓存与性能设置



暂存盘路径：
用于指定应用程序的临时文件根目录。除独立设置的缓存目录外，其余临时文件均依赖此路径。

。
缓存大小（MB，64～32768，步进 64）
用于设置内存缓存上限。缩略图与原图数据均占用内存，超过上限后将根据策略转存至磁盘。

磁盘缓存（启用磁盘缓存）
总开关：是否启用把缓存写到磁盘。
启用后，缓存可写入磁盘；关闭时磁盘缓存上限被置为 0，仅使用内存缓存。

缓存盘路径：
指定磁盘缓存文件的存放目录。若为空，则与默认暂存目录一致。

落盘阈值（MB，1～1024）
单条缓存项达到该大小时优先写入磁盘，以避免占满内存。

磁盘缓存上限（GB）+「磁盘缓存不限制（超大拼版）」
可选择“磁盘缓存不限制（适用于超大拼版）”。 有限额时，超过上限将按“最近最少使用”策略自动清理。

三、主工具栏

3.1 新建画布

根据排版需求选择颜色模式，避免不必要的颜色转换，以减少颜色损失与文字模糊。

3.2 易裁排列与省纸排列

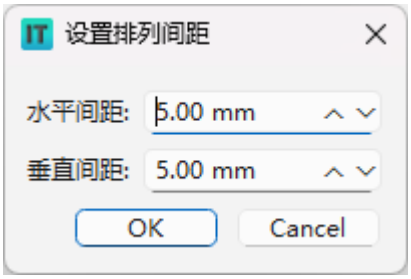
易裁排列：保持图像方向不变，生成便于裁切的横向排列。
省纸排列：自动旋转图像以获得最优省纸效果，但可能增加裁切难度，异形图像在具有切割线时，可根据切割线做更紧密的排列。。
推荐流程：先执行省纸排列，再执行易裁排列，可兼顾省纸与裁切便利。

易裁排列

省纸排列

推荐流程

3.3 设置排列间距



默认间距为 5mm。修改后需重新选择图像并应用排列方式，或在导入图像前先调整间距。

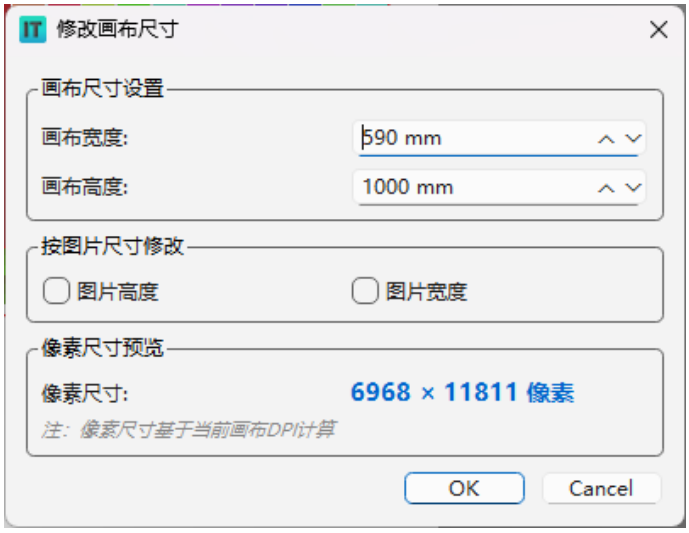
3.4 左、上、中、右对齐 

选中多个图像后，可对选中图像之间进行左、上、中、右，垂直水平间隔等对齐方式调整。

3.5 画布左、上、中、右对齐 

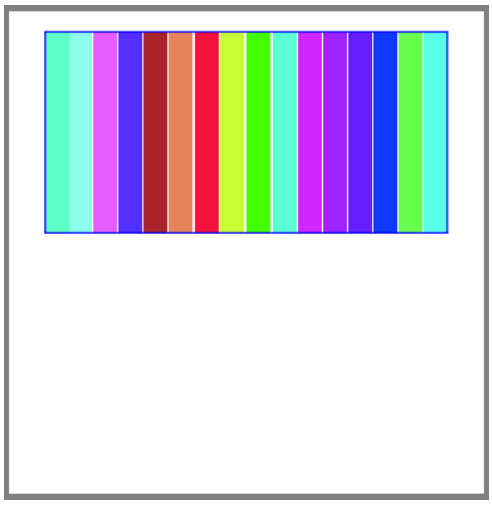
选中图像后，可按画布进行左、上、中、右对齐。

3.6 修改画布尺寸 

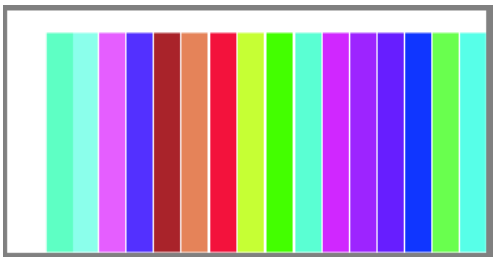


按图片尺寸修改：
可根据画布内所有图像的总宽度与总高度裁切画布。
注意：修改画布不会裁掉图像上部与右部的空白，仅调整右侧与下侧画布边界。

按图像尺寸修改前：

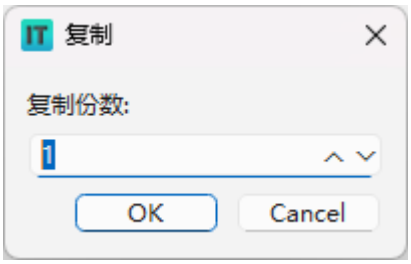


按图像尺寸修改后：（不裁切上部和右部）



3.7 复制 

可复制选中图像，建议单次复制不超过 50 份。

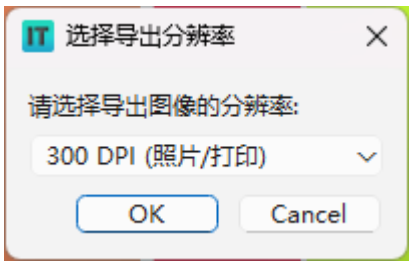


3.8 显示文件名/显示图片框 

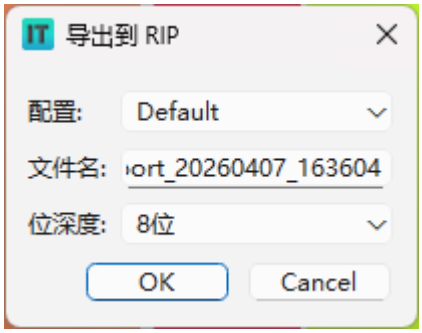
显示文件名便于查找；显示图片外框便于裁切定位。

3.9 导出为 TIF/导出到 RIP 

导出为 tif 可选导出文件分辨率，或自定义分辨率。

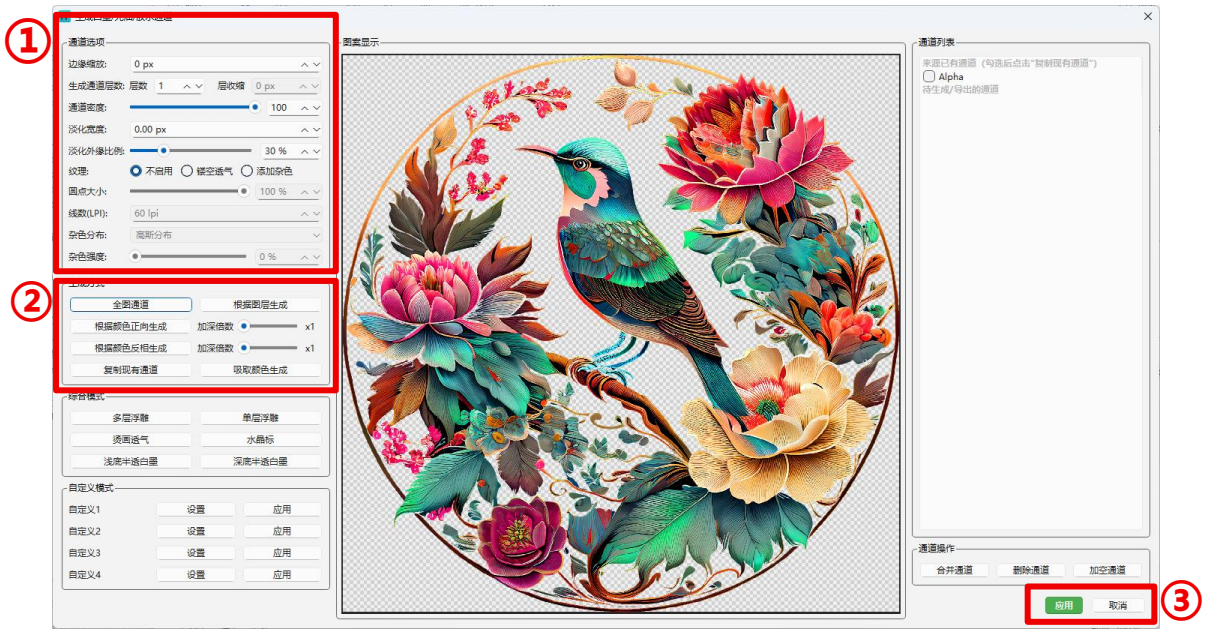


导出到 RIP，可选择 ITcolorRIP 设置的配置设置，直接导入 ITcolorRIP 去工作。



四、生成白墨/光油/胶水通道

选中图像，点击 按钮，进入生成白墨/光油/胶水通道面板。



4.1 核心工作流

白墨生成遵循以下处理流程： 1、选择通道选项->2、点击通道生成方式，预览->3、点应用，应用到 ITcolorCorn 画布

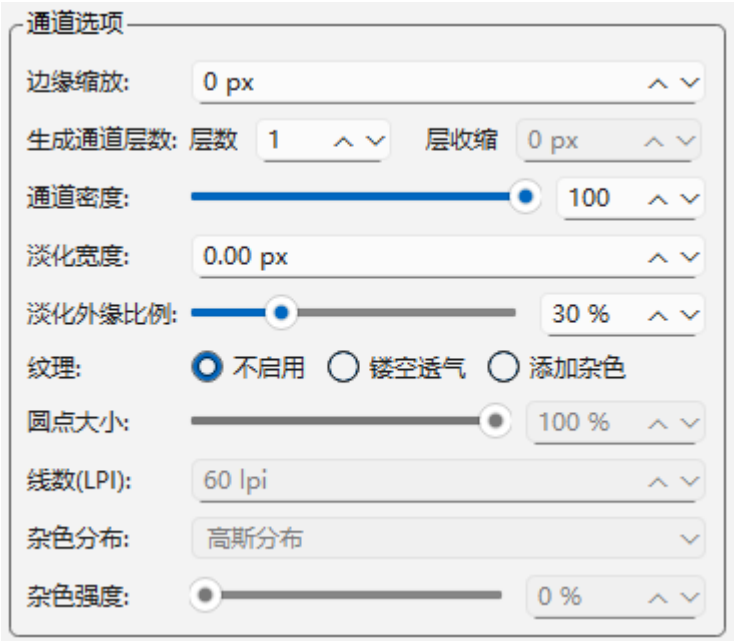
4.2 界面布局

左侧：
通道选项：生成的白墨通道的各种不同效果
生成方式：按照图案的哪种状态生成通道
综合模式：软件内置的自动生成步骤
自定义模式：可自由组合生成方式，一键生成多层多效果通道

中间：
图案显示：预览生成的通道效果

右侧：
通道列表：查看已经生成的通道及修改通道名称
通道操作：合并、删除通道等
应用/取消：将生成的白墨通道应用到拼版画布上

4.3 通道选项

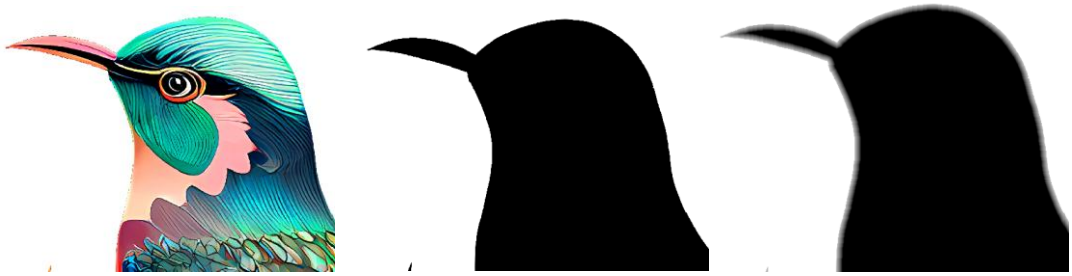


边缘缩放：
生成的通道边缘外扩或内缩，正值外扩，负值内缩。白墨层通常要内缩 1-2px，避免打印露白边。胶水层需外扩 1-2px，避免黏贴不牢翘边。

生成通道层数：
可一次性生成多层通道。层收缩：每一层比上一次收缩的数值。此功能适用于有多个白墨喷头，一次性堆叠出立体效果。

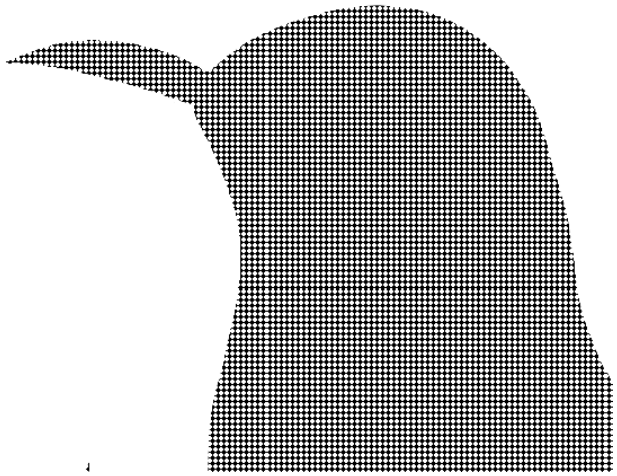
通道密度：
控制通道整体喷墨强度，可根据底材透明度调整、材料需求调整。

淡化宽度：
适用于单白墨喷头，多次打印堆叠出立体效果。淡化宽度，边缘将按照宽度 px 从内向外淡化到设置的淡化外缘比例上，淡化宽度设置为 0 则不淡化。

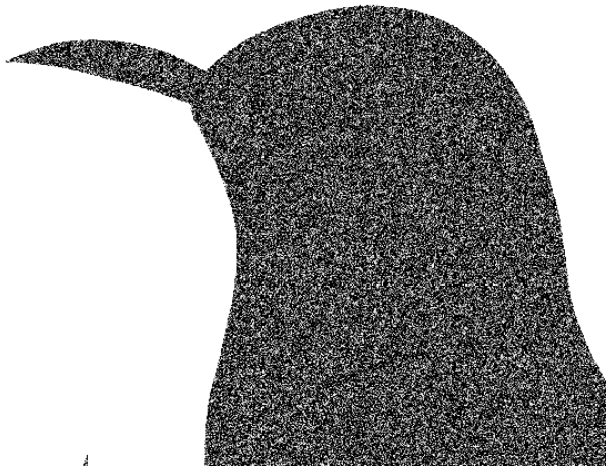


原图　　边缘不淡化　　边缘淡化

镂空透气：
用于布料白底，避免整块白墨造成闷热，可设置网点密度与 LPI。



添加杂色：
用于 UV 光油磨砂效果，可调节颗粒粗细与分布。



4.4 通道选项

全图通道：
按图像尺寸生成满版通道。

根据图层生成：

置入的有透明图层的 tif、png、psd 格式图像，按透明图层轮廓生成通道。

根据颜色正向生成：

颜色越深白墨越多，适用于浅底镂空白墨。

原图

正向生成 1 倍

正向生成 5 倍

根据颜色反向生成：

颜色越浅白墨越多，适用于深底镂空白墨。

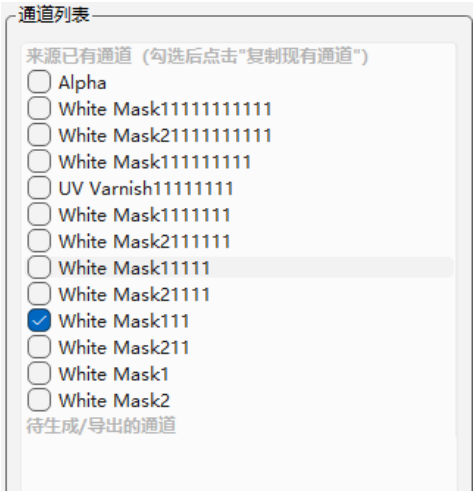
原图

反向生成 1 倍

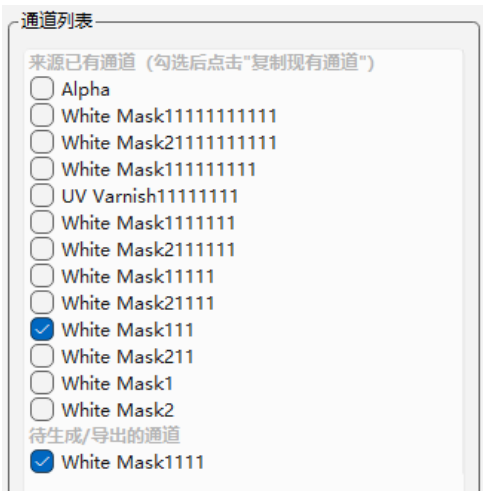
反向生成 5 倍

复制现有通道：

可在通道列表勾选一个通道，复制一层新通道，复制并可继续应用通道效果。



复制前



复制后

吸取颜色生成：
点击后，跳出吸取颜色窗口，可在图像上吸取任意颜色生成通道。

模式：全图：是选择图像所有相同颜色生成通道，**相邻：**是只生成和吸取点连接的相同颜色。可使用多选模式，选择多个吸取点生成通道。
容差值：越大容纳的相邻颜色就越多。

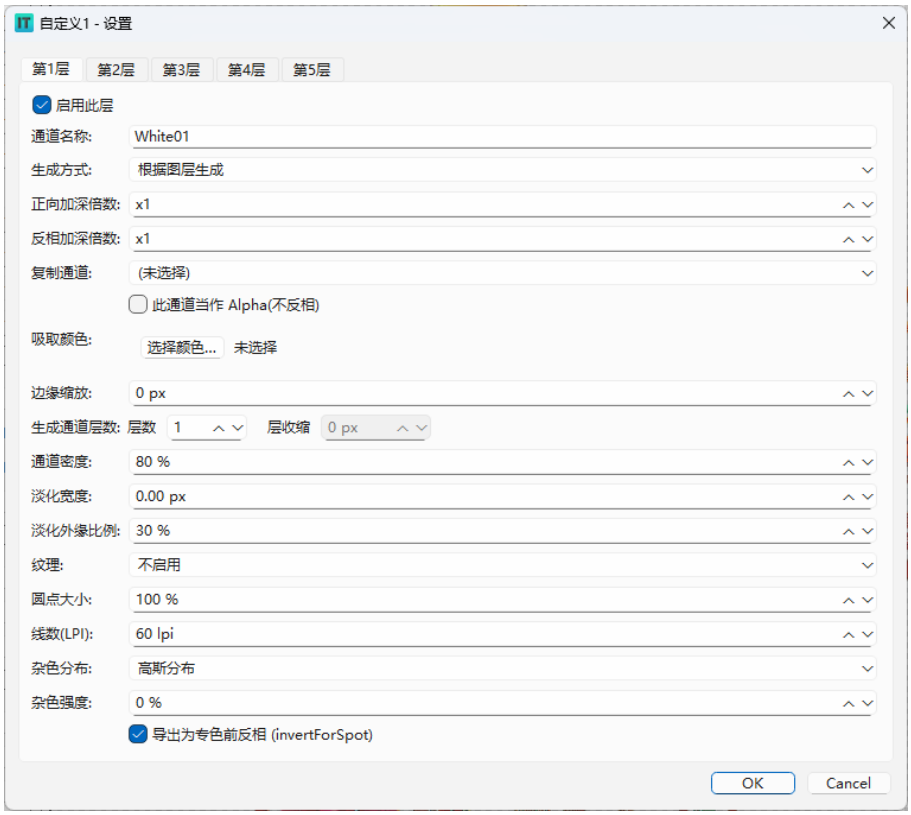
原图

根据颜色吸取生成的局部通道

4.5 综合模式

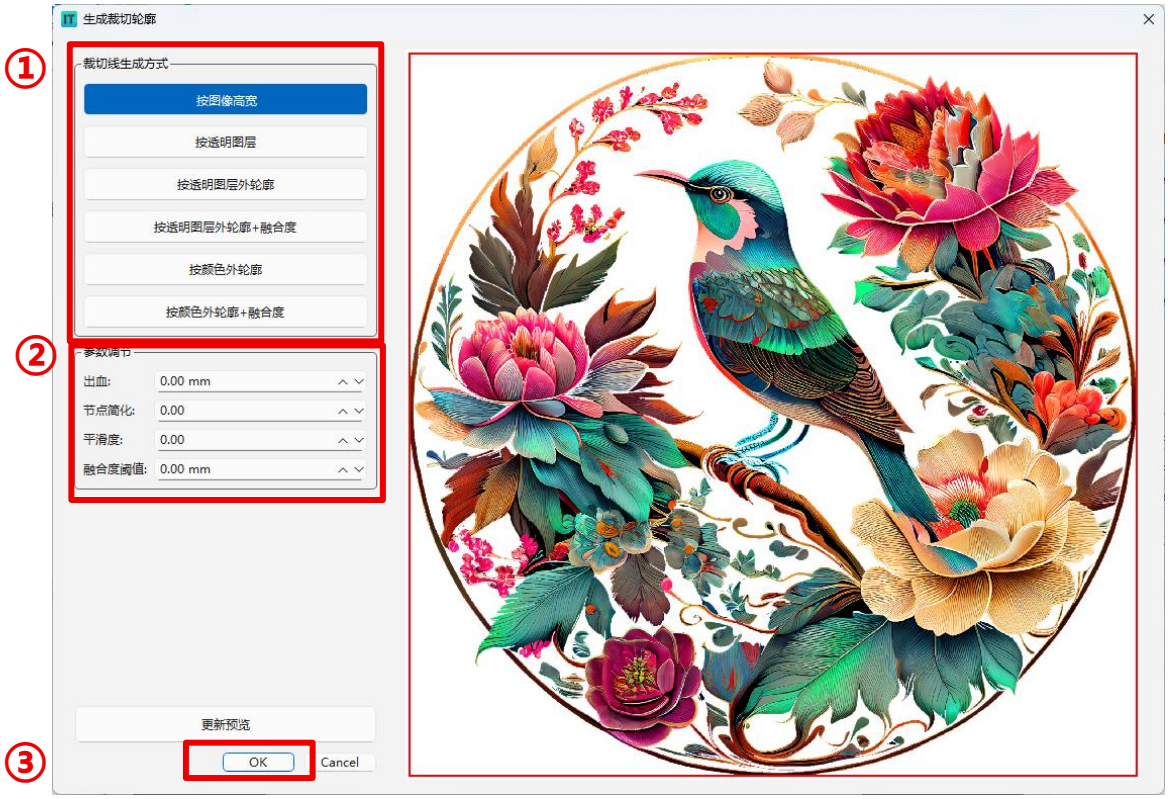
综合模式，是软件内部设置好的自动通道生成模式，可一键快速生成通道。
多层浮雕：根据图层，生成 5 层通道，每层比上一层小 2px。
单层浮雕：根据图层，生成外缘淡化 30%，宽度 2px 的一层通道。
烫画透气：根据图层，生成 60 线，60%网点的通道。
水晶标：根据图层，生成内缩 2px 的通道（适用于白墨），生成外扩 2px 的通道（适合于胶水）。
浅底半透白墨：按照图像深浅浓度，生成内缩 2px 的通道。
深底半透白墨：按照图像深浅的反向浓度，生成内缩 2px 的通道。

4.6 自定义模式



可自由组合生成方式，一键生成最多 50 层通道，适用于自动化批量需求。

五、生成裁切轮廓线



5.1 核心工作流

裁切轮廓线生成遵循以下处理流程： 1、选择裁切线生成方式->2、调节参数，预览->3、点 OK，应用到 ITcolorCorn 画布的切割线面板。

5.2 切割线生成方式

按图像高宽：按照图像高宽边线生成切割线。

按透明图层/按透明图层外轮廓： psd、png、tif，可按照透明图层生成切割线。如透明复杂，实际生成的切割线也会很复杂。选择按透明图层外轮廓，则只生成外轮廓切割线。

按透明图层生成的切割线

按透明图层外轮廓生成的切割线

按透明图层外轮廓+融合度：按透明图层生成外轮廓裁切线。但透明的内部，可以通过融合度阈值减少内部切割线，适用于需要镂空切割，但不想要过于复杂的内部镂空细节使用。

融合度：0

融合度：2

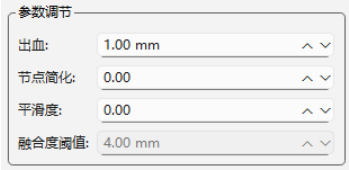
融合度：4

融合度越大，图像内部镂空越少。

按颜色外轮廓：适用于没有透明图层的图像，则可选择按图像颜色的外轮廓生成裁切线。

按颜色外轮廓+融合度：没有透明图层的图像，按颜色生成外轮廓裁切线。没有颜色数据的内部，可以通过融合度阈值减少内部切割线。

5.3 切割线调节参数



出血：设置切割线离图像的边缘距离。
节点简化：可简化生成的切割线内部节点，修整切割线复杂度。
平滑度：让切割线更平滑，转折更圆润。
融合度阈值：配合+融合度按钮，减少图像的内部切割线。

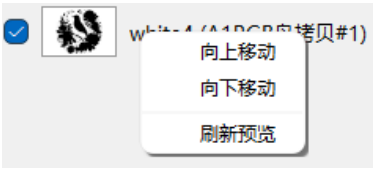
5.4 在预览中删除切割线

在预览图象中，点击切割线使其变蓝，右键可删除。

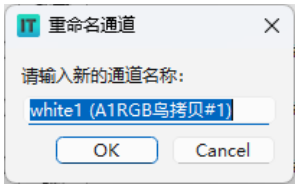
六、通道面板

通道面板的操作，可以操作已经生成通道：

为需要操作的通道打上对勾，可经行相应操作，点右键可移动通道顺序。



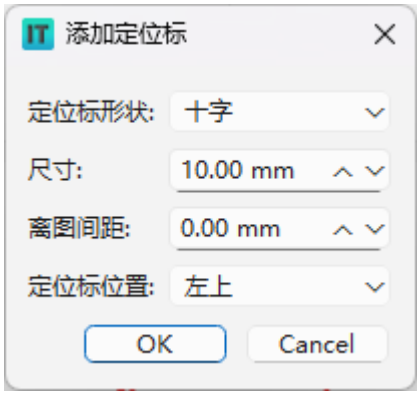
双击通道名称，可以重命名通道。



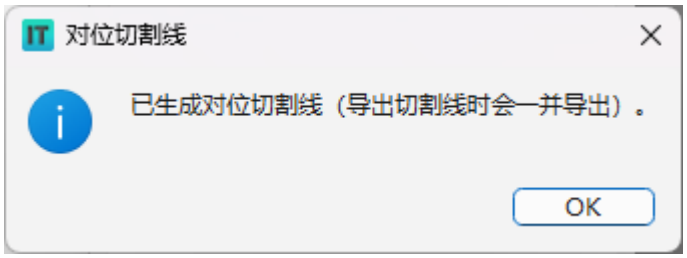
七、切割线面板

可预览、点切割线名称点右键删除整个切割线。
也可在小预览图，选择一条切割线为蓝色后，按 delete 删除。

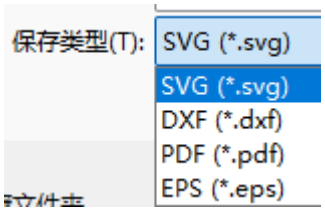
添加定位标/取消定位标：可为图像的添加各种形状黑色定位标，以便后期视觉识别切割线位置使用。
定位标可选多种形状，设置大小，设置距离图像的间距，以及定位标出现的位置。



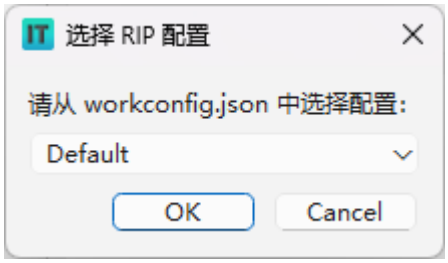
对位切割线：添加定位标后，可在定位标处生成切割线，以便确定实际切割偏差

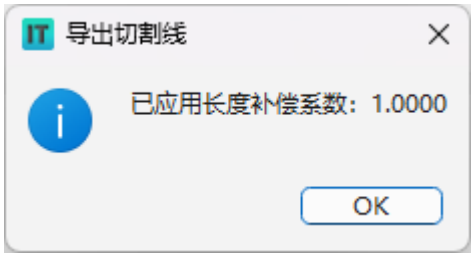


导出切割线：切割线可导出 SVG\DXF\PDF\EPS 多种格式。

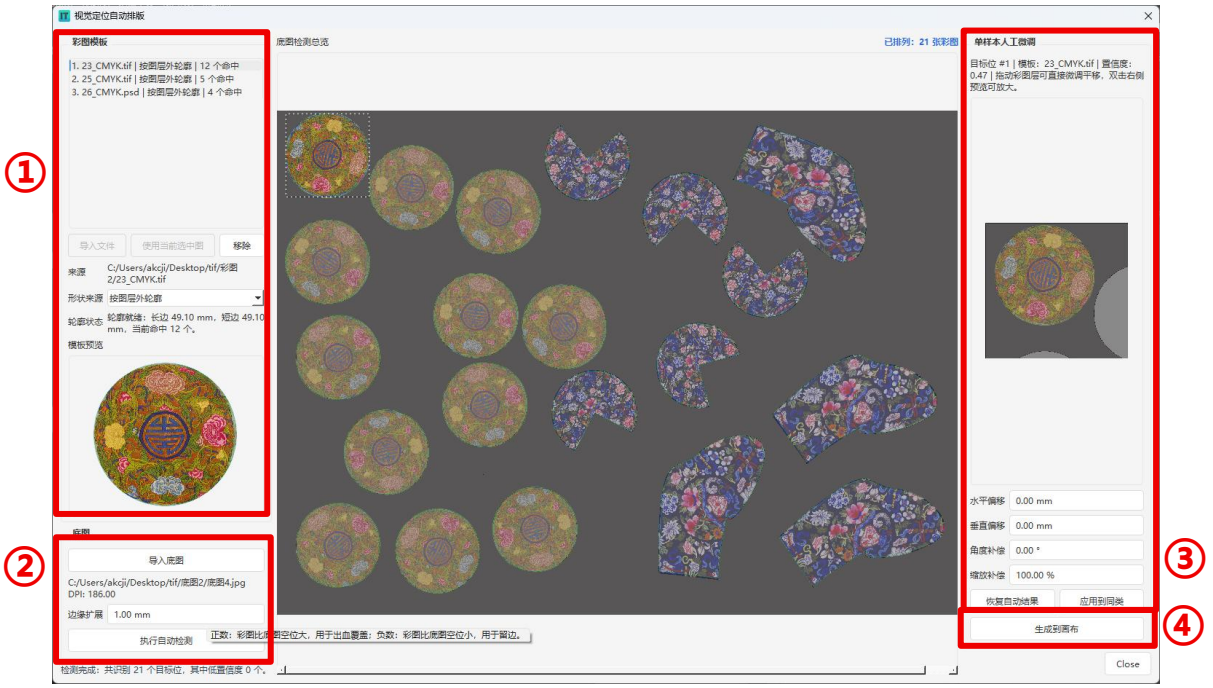


保存时跳出选择 ITcolorRIP 的设置，以便确定是否有尺寸长度补偿系数。





八、视觉定位自动排版



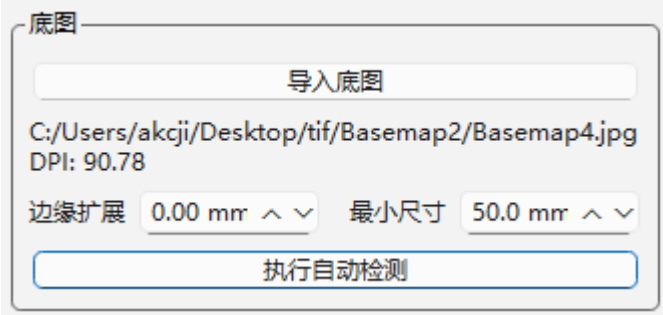
8.1 核心工作流

视觉定位自动排版功能遵循以下标准处理流程： 1. 导入待打印的彩色图像 -> 2. 导入定位底图并执行自动检测 -> 3. 人工预览并进行细节微调 -> 4. 将最终排版结果生成至画布。

8.2 导入需要打印的彩图

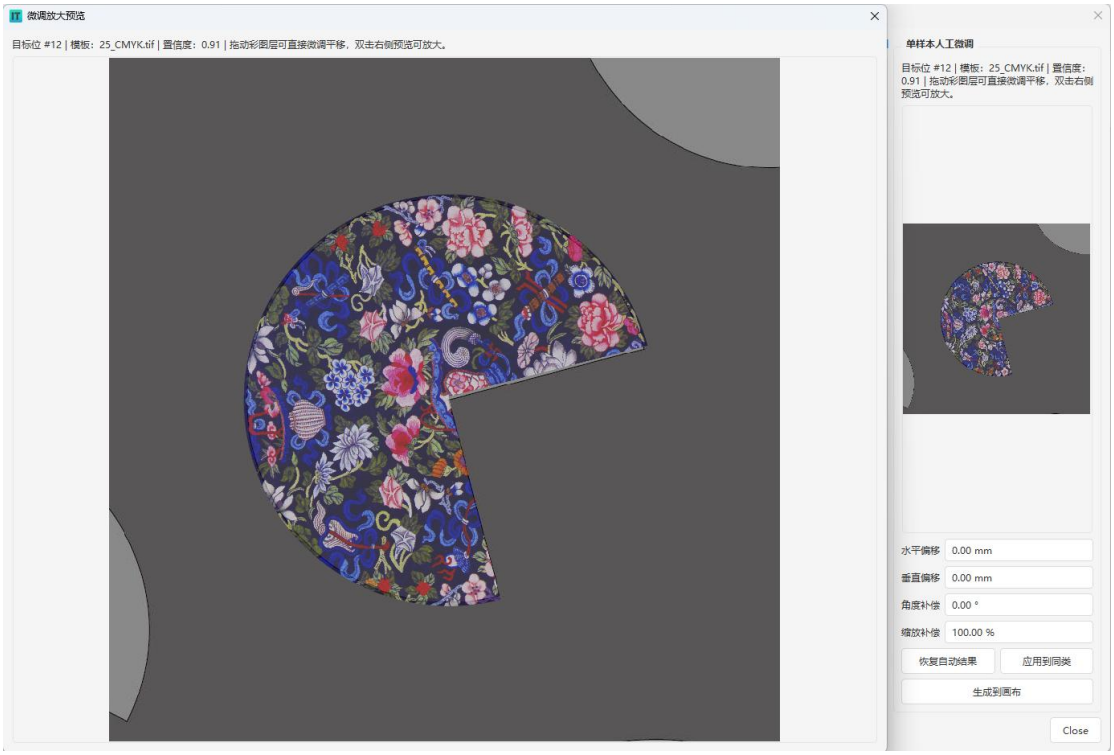
系统最多支持同时导入 3 张彩色图像，且允许导入不同形状的图像。在识别模式上，用户可根据实际需求选择“图层外轮廓识别”或“颜色外轮廓识别”。

8.3 导入底图并识别



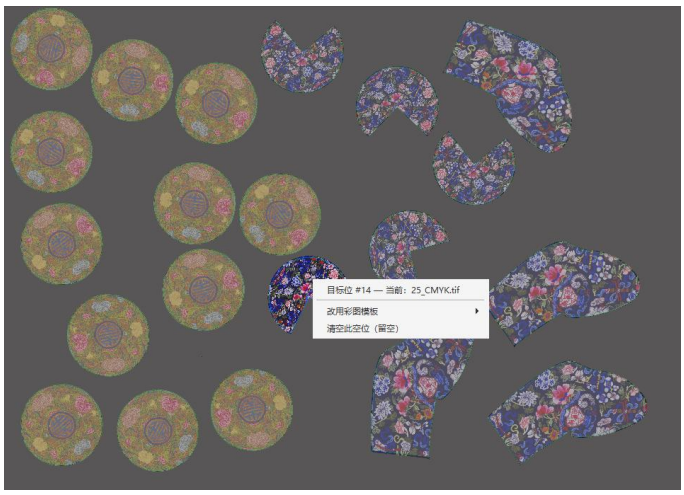
通过设置“边缘扩展”参数，可使彩色图像的打印范围略大于定位底图，从而有效避免实际打印中出现“露白”现象。 最小尺寸可避免底图杂点被识别为定位。若在自动检测过程中出现识别偏差或错误，建议将识别模式由“按图层外轮廓”更改为“按颜色外轮廓”以提高识别准确率。

8.4 人工观察微调



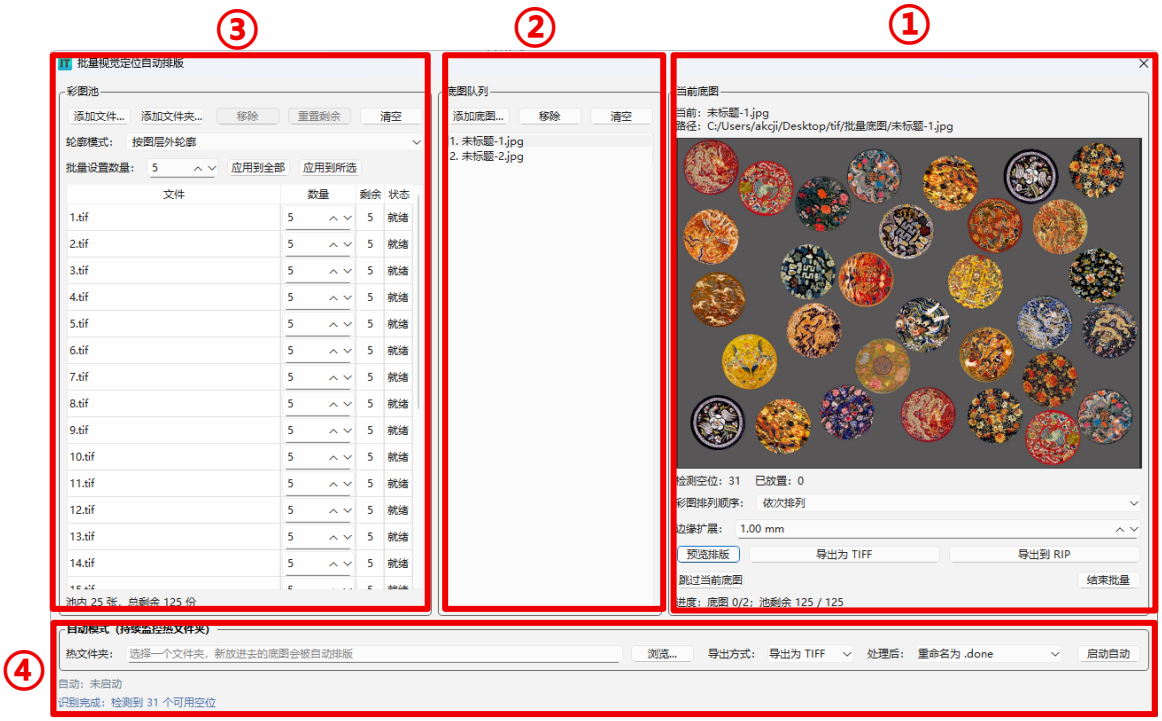
选中底图上已自动排列的彩色图像后，可对图像进行水平位移、垂直位移、旋转角度及缩放比例的精细调整（支持使用鼠标滚轮进行快速缩放）。双击缩略预览图可放大查看细节。此外，可将当前图像的微调参数一键应用至所有同类型图像。

8.5 更换任意排列好的彩图



在排版预览区域内，使用鼠标右键单击已选中的图像，即可在弹出的菜单中选择将其替换为其他彩色图像，或直接清空该位置将其留空。

九、批量视觉定位自动排版



9.1 核心工作流

批批量视觉定位自动排版功能遵循以下标准处理流程： 1. 将待打印图像批量导入至“彩图池” -> 2. 批量导入定位底图 -> 3. 执行排版预览与人工微调，随后将结果导出为 TIFF 格

式文件或直接导出至 RIP 软件。
4. 此外，支持配置“底图热文件夹”模式，通过实时监控文件夹动态，自动完成所有彩图与底图的匹配排版并输出
。

9.2 彩图池管理

用户可向“彩图池”中批量导入多张待打印的彩色图像，并独立设置每张图像的打印份数。系统将实时监控已排列至底图的图像份数，当彩图份数耗尽或底图用完并完成导出后，当前任务自动结束。

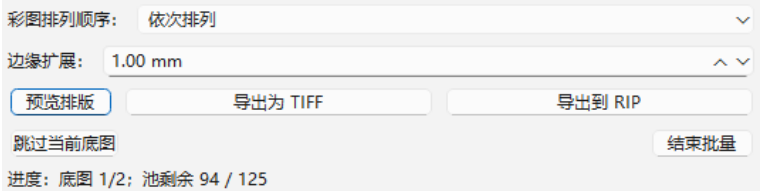
注：目前的批量视觉定位自动排版功能，仅支持外轮廓形状一致的多张彩色图像混排。

9.3 底图队列

队列中支持添加多张定位底图，默认情况下每张底图仅被使用一次。 当排版结果成功导出为 TIFF 文件或导出至 RIP 软件后，该底图将被标记为“已处理”状态，同时“彩图池”中对应图像的剩余份数将同步扣减。

9.4 预览、微调、导出

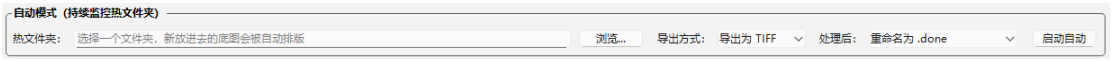
点击“预览排版”按钮后，可直观查看当前底图上的彩图自动排列效果。在预览视图中单击特定的彩色图像，即可对其位置、旋转角度及缩放大小进行细节微调。



关于彩图的排列逻辑：“依次排列”模式下，系统将按彩图列表顺序进行循环交替排列；若不勾选“依次排列”，系统则会优先排满当前彩图的所有设定份数，再继续排列下一张彩图。

通过设置“边缘扩展”参数，可适当增大彩图的输出尺寸，从而有效防止打印时出现边缘露白现象。
确认排版无误后，支持将结果导出为 TIFF 格式或直接发送至 RIP 软件。导出完成后，系统将自动更新已消耗的底图与彩图计数。

9.5 热文件夹自动模式



用户可指定一个特定的目录作为“底图热文件夹”。系统将自动抓取该文件夹内的所有底图，并结合“彩图池”中的图像自动执行排版与导出作业。在运行过程中，用户可向该热文件夹持续添加新的底图，系统会保持后台监控并实时处理排版任务，直至“彩图池”中的所有图像份数被完全消耗完毕。

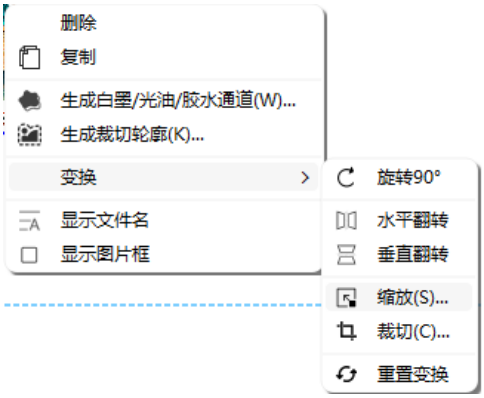
十、信息面板

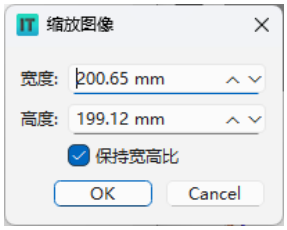
选中图像，可显示图像信息，进行图像位置 xy 坐标修改、旋转  、裁切  、水平垂直镜像  反转  ，以及还原操作。

十一、其他

11.1 变换-缩放

选中图像，鼠标右键-变换菜单-缩放，可设置尺寸放大或缩小图像





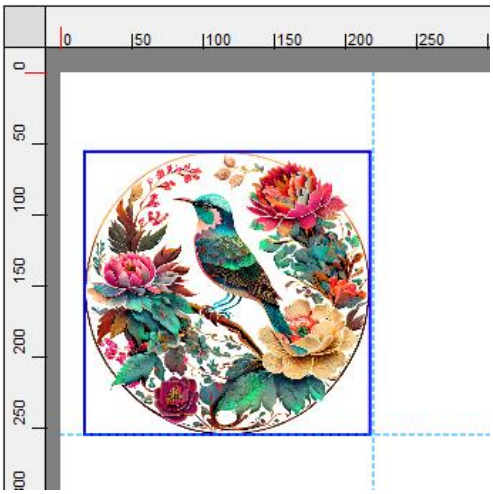
11.2 变换-裁切

选中图像，鼠标右键-变换菜单-裁切，可手动裁切图像。
选中裁切后，图像会变成灰色，鼠标直接在图像画矩形，按键盘回车，即可完成裁切。

注意：裁切为非精准切割，仅用于试打，正式裁切请在原图中操作。

11.3、辅助线

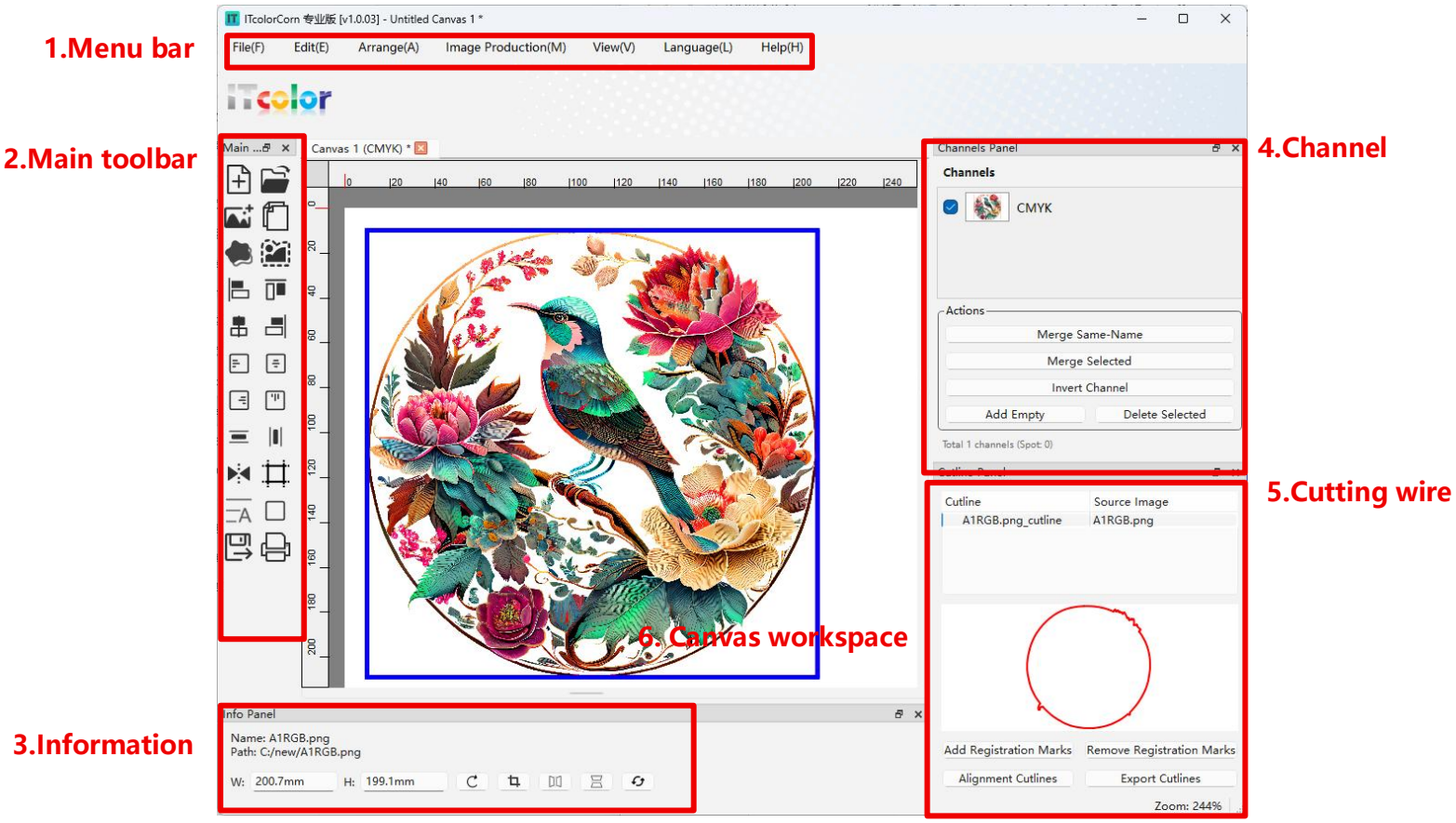
鼠标点标尺，可生成水平/垂直辅助线，图像靠近辅助线会自动吸附。



选中辅助线（辅助线变为深蓝色），在信息面板可调整辅助线位置，可 delete 删除辅助线。

视图菜单下，可选择删除全部辅助线。

1. Main interface:



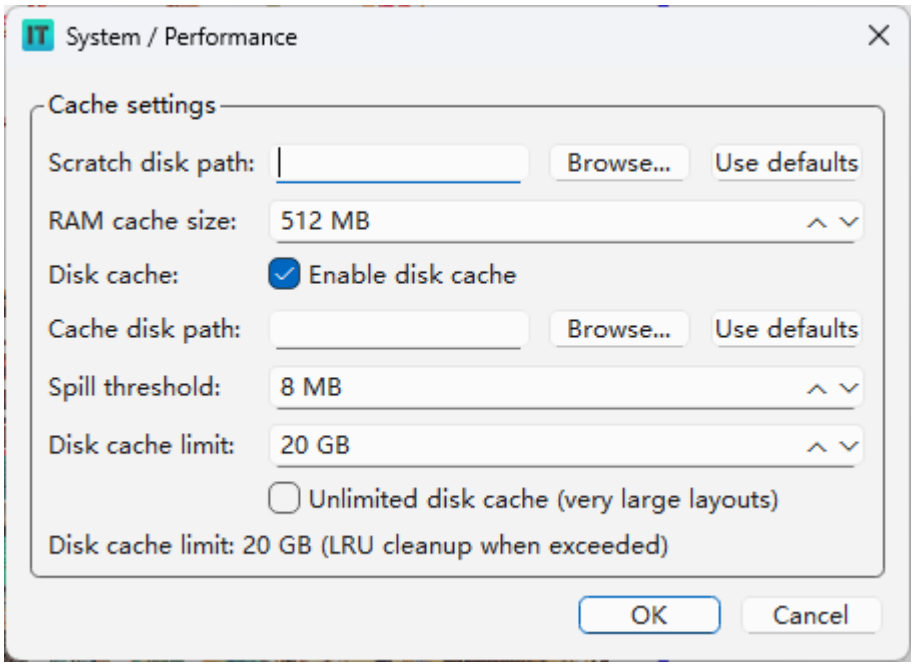
1.1 Core workflow

The software follows the following standard process: Create a new canvas → Import images → Image layout and processing → Export to TIF or export to ITcolorRIP.

1.2 Interface layout

1. Menu Bar: Contains functions such as file, edit, arrange, image production, view, language, etc.
2. Main toolbar: Shortcut buttons for common operations (new, import, align, export, etc.).
3. Information Panel: Displays basic information and related operations of the selected image.
4. Channel Panel: Displays all channels of the current canvas, allowing for merging, deleting, sorting, and more.
5. Cutting Line Panel: Displays all cutting lines in the current canvas, allowing you to add locators and export cutting lines.
6. Canvas workspace: Used for dragging, scaling, rotating, cropping, and adjusting the position of patterned objects.

2. File/cache performance



Scratch disk path:
Used to specify the temporary file root of the application. All temporary files rely on this path except for the independently set cache directory.

RAM cache size (MB, 64~32768, 64 steps)
Used to set the upper limit of the memory cache. Both thumbnail and original image data take up memory, and after the upper limit is exceeded, they will be transferred to disk according to the policy.

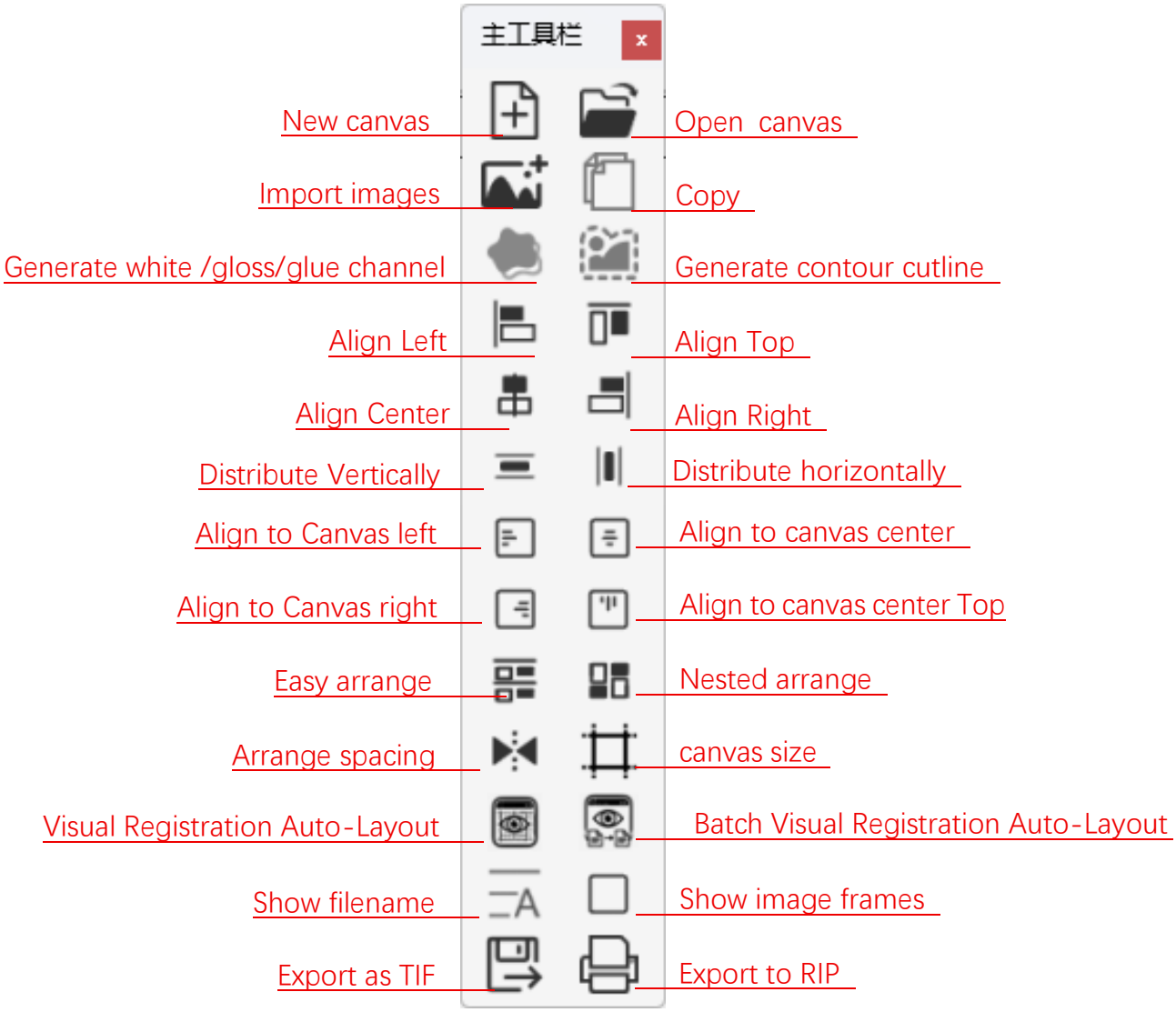
Disk cache (Enabled disk cache)
Master switch: whether to enable write cache to disk.
When enabled, cache is writable to disk; The maximum disk cache is set to 0 when shutdown, and only the memory cache is used.

Cache disk path:
Specify the storage directory for disk cache files. If empty, it is the same as the default staging directory.

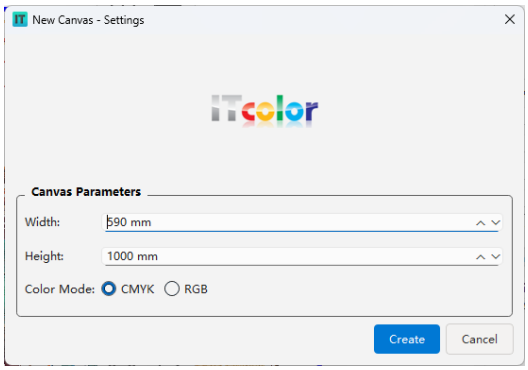
Drop Threshold (MB, 1~1024)
When a single cache item reaches this size, it is written to disk first to avoid filling up memory.

Disk cache limit (GB) + "Disk cache unlimited (oversized imposition)"
You can select "Disk cache is unlimited (for oversized impositions)". When the limit is exceeded, the limit will be automatically cleared according to the "Least Recently Used" policy.

3.Main toolbar



3.1 New canvas



Choose the color mode according to your typography needs to avoid unnecessary color

transitions to reduce color loss and blurring text.

3.2 Easy arrange/Nested arrange

Easy Arrange: Keeps the image oriented unchanged, generating a horizontal arrangement for easy cropping.

Nested arrange: Automatically rotates images for optimal paper-saving effects, but may increase cropping difficulty.

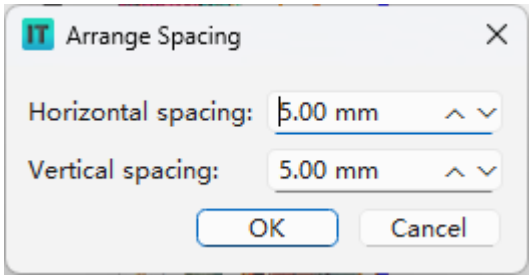
Recommended process: Implement paper-saving arrangement first, and then implement easy-to-cut arrangement, which can take into account both paper saving and cutting convenience.

Easy Arrange

Nested arrange

Recommended process

3.3 Arrange spacing



The default pitch is 5mm. After editing, you need to re-select the image and apply the arrangement, or adjust the spacing before importing the image.

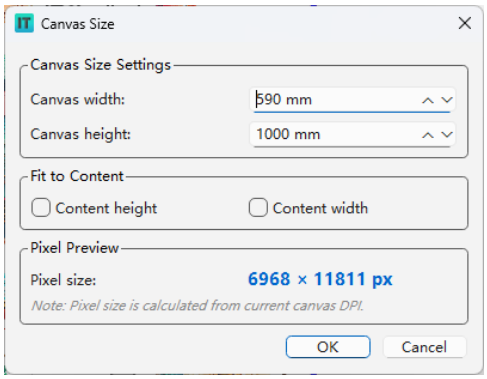
3.4 Left, top, middle, and right align

After selecting multiple images, you can adjust the alignment between the selected images, such as left, top, center, right, distribute Vertically, and distribute horizontally.

3.5 The canvas is aligned left, top, center, and right

Once the image is selected, you can align left, top, center, and right by pressing the canvas.

3.6 canvas size



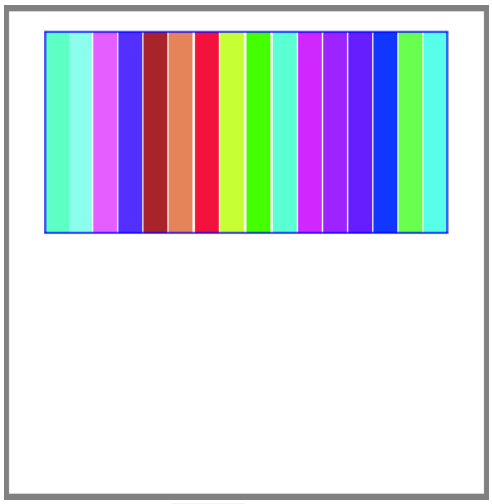
Modify by image size:

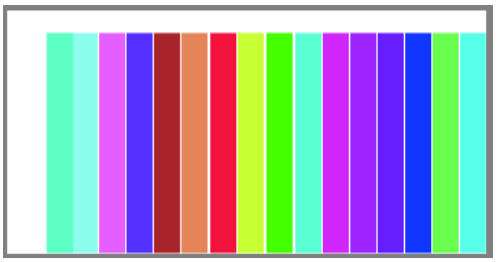
You can crop the canvas based on the total width and total height of all images in the canvas.

Note: Modifying the canvas does not crop the white space on the upper and right sides of the image, only the right and bottom canvas boundaries.

Before modifying by image size

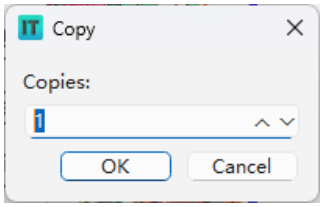
After modifying by image size:





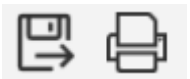
3.7 Copy 

Selected images can be copied, and it is recommended to make no more than 50 copies at a time.

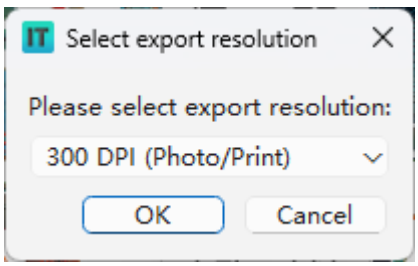


3.8 Show filename / Show image frames 

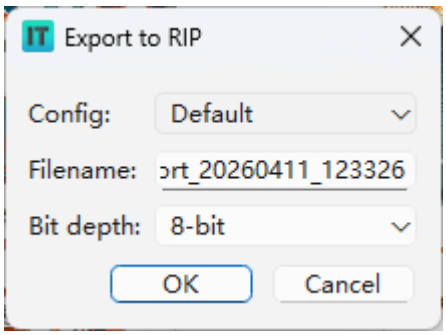
Display file names for easy searching; Display the image frame for easy cropping and positioning.

3.9 Export as TIF/ Export to RIP 

Export to tif Optional export file resolution or custom resolution.

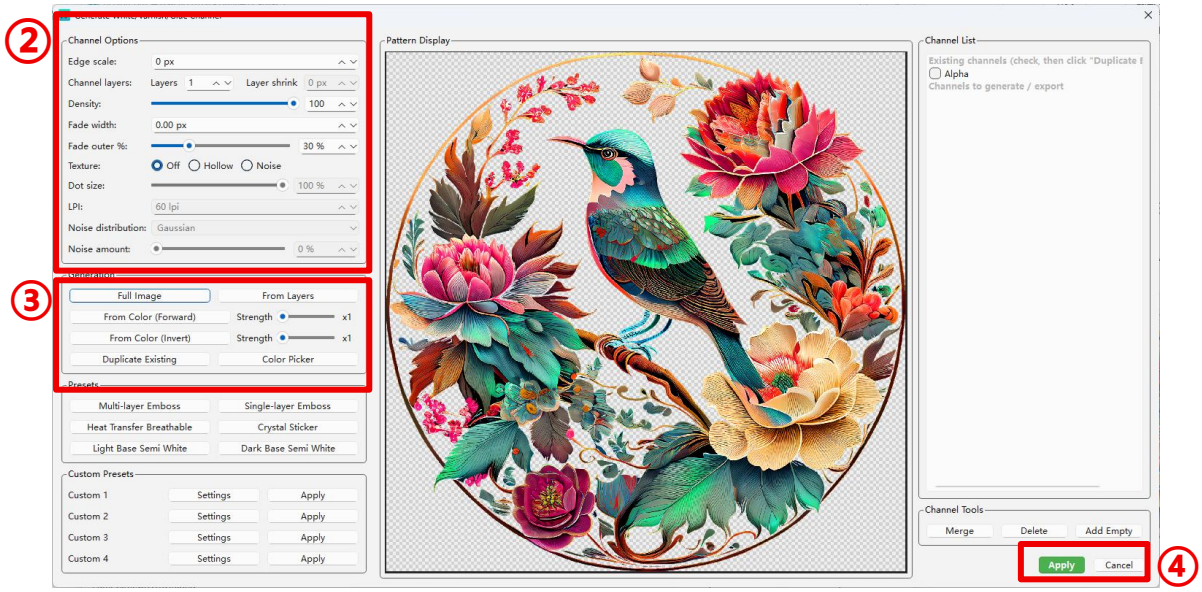


Export To RIP, you can select the configuration settings set by ITcolorRIP and import ITcolorRIP directly to work.



4.Generate white /gloss/glue channel

Select the image and click button to enter the Generate White /gloss/Glue Channel panel。



4.1 Core workflows

White ink generation follows the following process: 1. Select the channel option-> 2. Click the channel generation method and preview-> 3. Click Apply and apply it to the ITcolorCorn canvas.

4.2 Interface layout

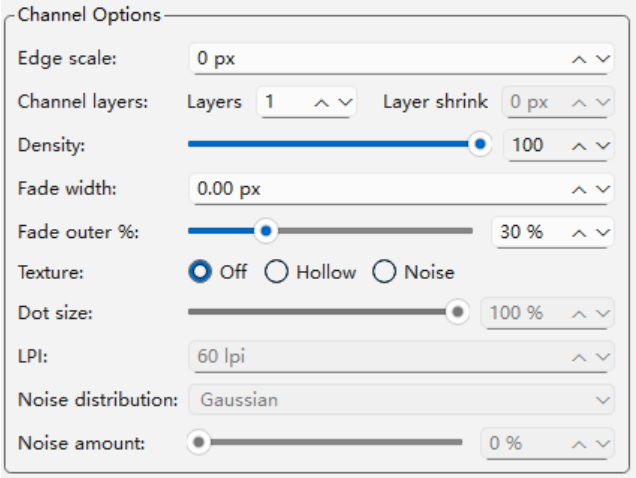
Left:
Channel Options: Various effects of the generated white ink channel
Generation: Generate channels according to the state of the pattern
Presets: Automatic generation steps built into the software

Custom Presets: You can freely combine the generation methods to generate multi-layer and multi-effect channels with one click

Middle:
Pattern Display: Preview the generated channel effect

Right:
Channel list: View the generated channels and modify the channel name
Channel Tools: Merge, delete channels, etc
Apply/Cancel: Applies the generated white ink channel to the imposition canvas

4.3 Channel Options



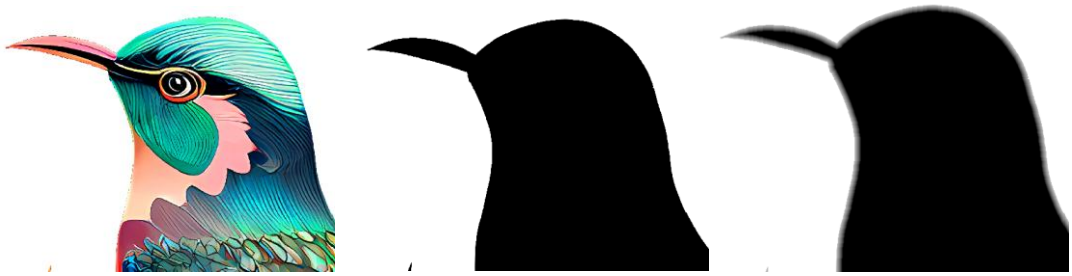
Edge Scae:
The generated channel edge expands or contracts, with positive values expanding outward and negative values contracting inward. The white ink layer should usually be indented by 1-2px to avoid printing white edges. The glue layer needs to be expanded by 1-2px to avoid sticking to the edge of the edge.

Channel Layers：
Multiple layers of channels can be generated at once. Layer shrinkage: The value of each layer compared to the previous shrinkage. This function is suitable for multiple white ink printheads that can be stacked at one time to create a three-dimensional effect.

Debsity：
The overall inkjet intensity of the channel is controlled, and can be adjusted according to the transparency of the substrate and the material requirements.

Fade width：
It is suitable for single white ink printheads, and multiple prints and stacks to create a three-dimensional effect. Fade the width, the edges will fade from the inside to the outside according to the width px to the set fade outer edge scale, and the fade width is set to 0 and

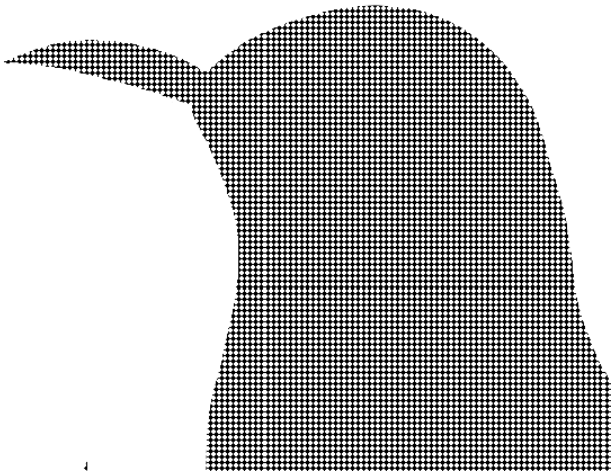
will not fade.



Original image　　Edge does not fade　　Edge fade

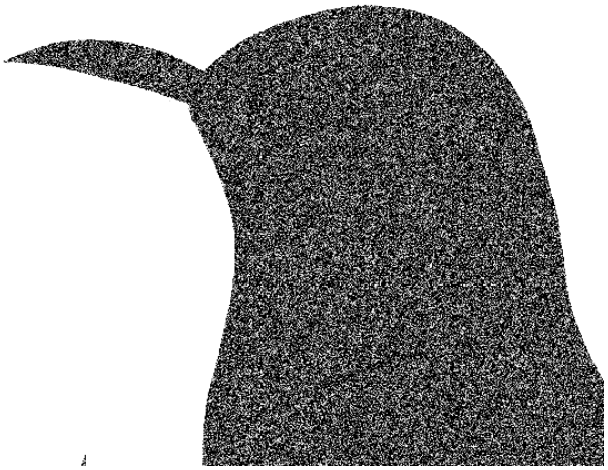
Hollow：

It is used for the white background of the fabric to avoid the stuffiness caused by the whole piece of white ink, and the dot density and LPI can be set.

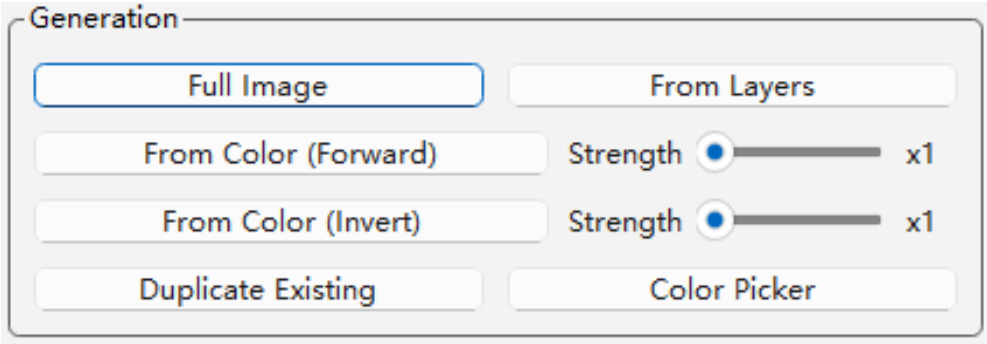


Noise：

For UV varnish matting effect, the particle thickness and distribution can be adjusted.



4.4 Generation



Full Image：
Generate full-page channels by image size.

From Layers：
Insert TIF, PNG, PSD format images with transparent layers, and generate channels according to the outline of the transparent layer.

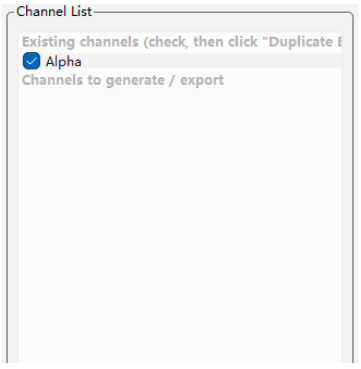
From Color (Forward)：
The darker the color, the more white ink, which is suitable for blank ink carved on a light bottom.

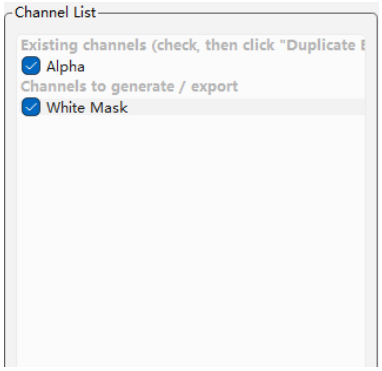
Original image　　Forward Strength 1　　forward Strength 1

From Color (Invert)：
The lighter the color, the more white ink, which is suitable for blank ink carved on a deep bottom.

Original image　　Invert Strength 1　　Invert Strength 5

Duplicate existing：
Duplicate an existing.

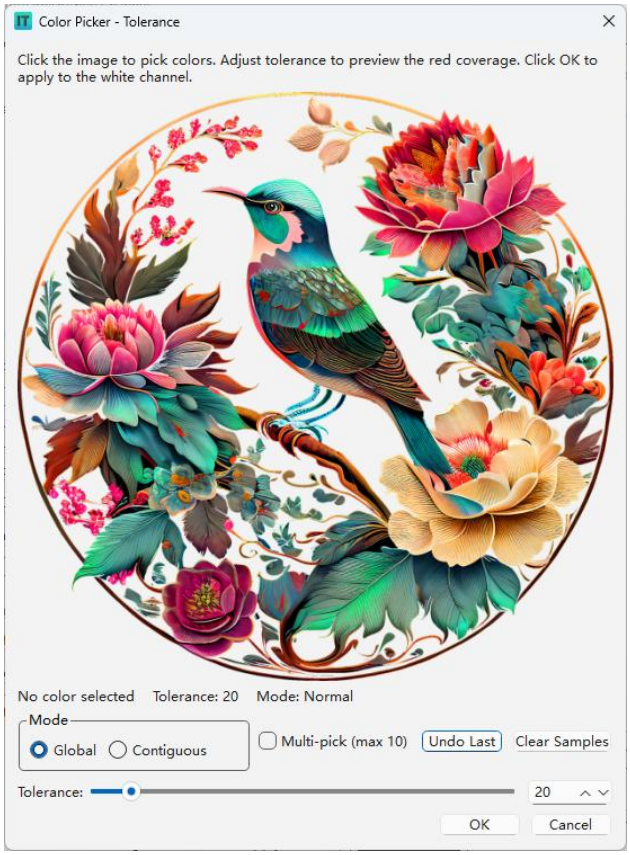




Before copy After copying

Color Picker：

After clicking, the Absorb Color window pops up, and you can draw any color on the image to generate a channel.

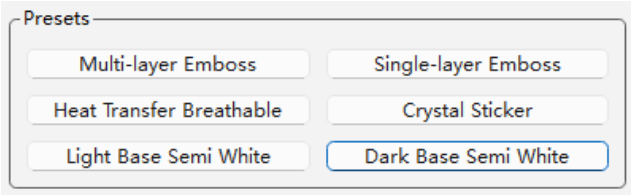


Mode: Global: is to select all the same colors of the image to generate the channel, **Contiguous:** is to generate only the same color that only absorbs the connection of the points. You can use multi-select mode to select multiple suction points to generate channels.

Tolerance: The larger it holds, the more adjacent colors it accommodates.

Original image Local channels generated based on color sucking

4.5 Presets



presets， It is an automatic channel generation mode set internally in the software, which can quickly generate channels with one click.

Multi-layer Emboss: Depending on the layer, 5 layers of channels are generated, each layer is 2px smaller than the previous layer.

Single-layer relief: Depending on the layer, generate a layer channel with 30% lightening of the outer edges and a width of 2px.

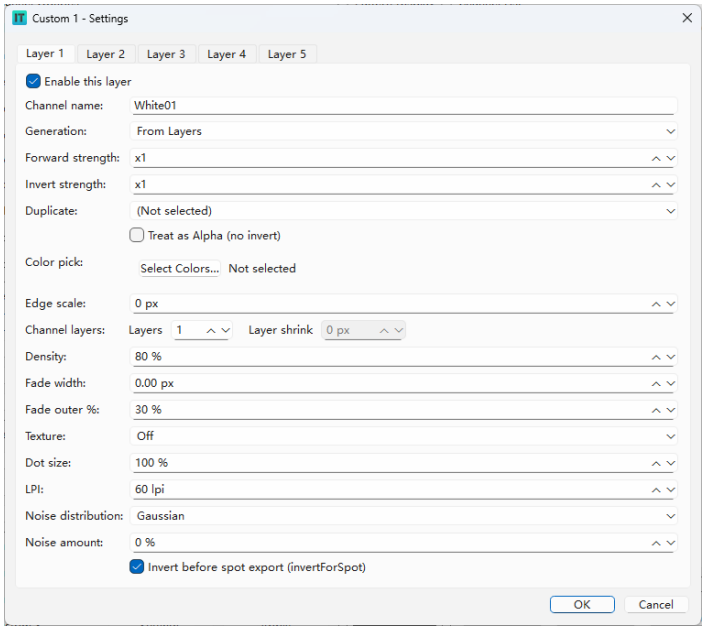
Heat Transfer breathable: According to the layer, generate a channel with 60 lines and 60% dots.

Crystal Sticker: Depending on the layer, generate a channel that indents 2px (for white ink) and generates a channel that expands 2px (suitable for glue).

Light Base Semi white: According to the depth and density of the image, a channel of 2px is generated.

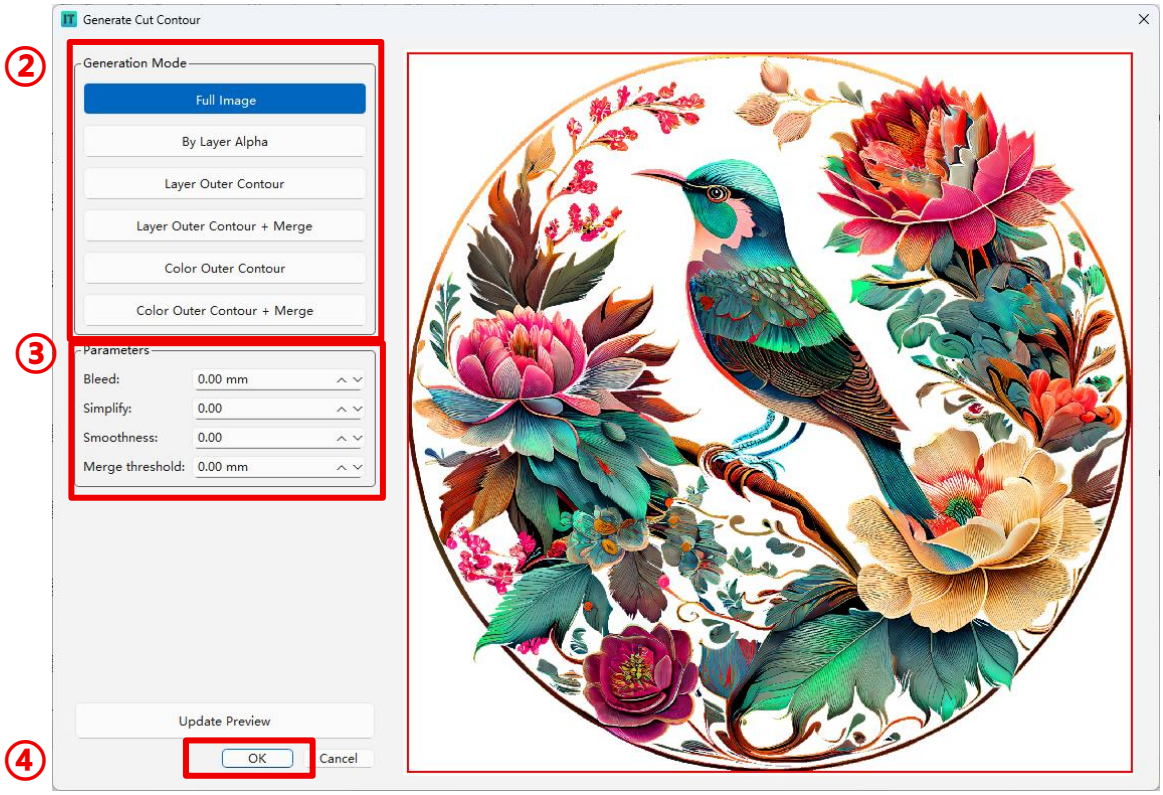
Dark Base Semi white: According to the reverse concentration of the image depth, a channel with an indentation of 2px is generated。

4.6 Custom Presets



You can freely combine generation methods to generate up to 50 layers of channels with one click, which is suitable for automated batch needs.

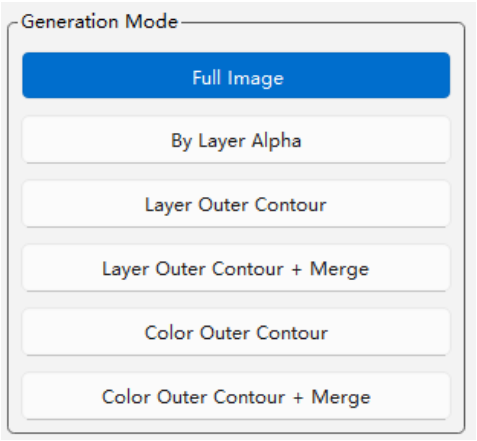
5.Generate contour cutline



5.1 Core workflows

The cutting contour generation follows the following processing process: 1. Select the cutting line generation mode - > 2. Adjust the parameters and preview - > 3. Click OK and apply it to the cutting line panel of the ITcolorCorn canvas.

5.2 generation mode



Full image： Generate a cutting line according to the high and wide edges of the image.
By Layer Alpha/ Layer Outer Contour： psd、png、tif，Cut lines can be generated as per transparent layer. If the transparency is complex, the actual generated cutting line will also be complicated. If you select Outline by Transparent Layer, only outline cut lines are generated.

By Layer Alpha

By Layer Contour

Layer Outer Contour +Merge： Generate outline clipping lines by transparent layer. However, the transparent interior can reduce the internal cutting line through the fusion threshold, which is suitable for use that requires hollow cutting but does not want too complex internal cutout details. The greater the degree of fusion, the less hollowing out inside the image.

Merge：0

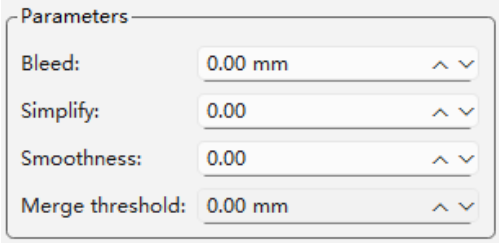
Merge：2

Merge：4

Color Outer Contour： For images without transparent layers, you can choose to generate crop lines based on the outer outline of the image color.

Color Outer Contour +Merge： For images without transparent layers, outline crop lines are generated by color. Interiors without color data can reduce internal cutting lines by blending thresholds.

5.3 Parameters



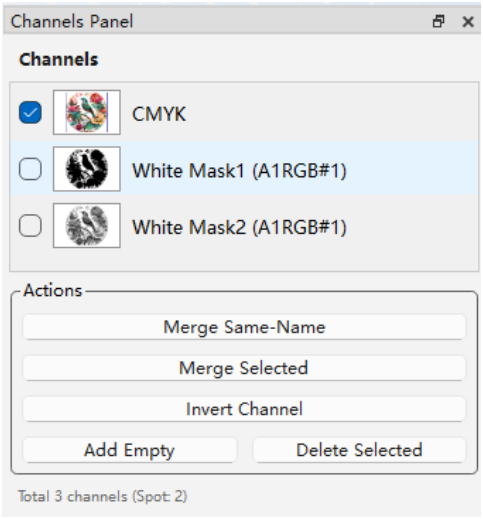
Bleed: Sets the distance between the cut line and the edge of the image.
Simplify: It can simplify the internal nodes of the generated cutting line and trim the complexity of the cutting line.
Smoothness: Makes the cutting line smoother and the turning more rounded.
Merge threshold: With the + Merge, reduce the internal cut line of the image.

5.4 Delete the cut line in the preview

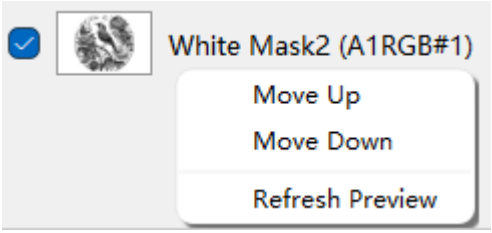
In the preview image, click on the cut line to make it blue, right-click to delete.

6. Channel panel

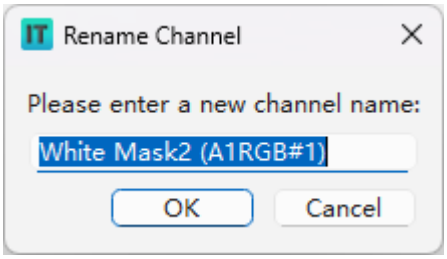
The Channels panel can be operated to manipulate the generated channels:



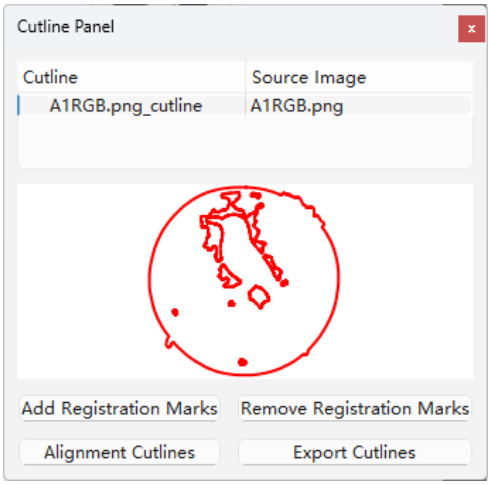
Put a checkmark on the channel that needs to be operated, you can perform the corresponding operation, and right-click to move the channel order.



Double-click the channel name to rename it.

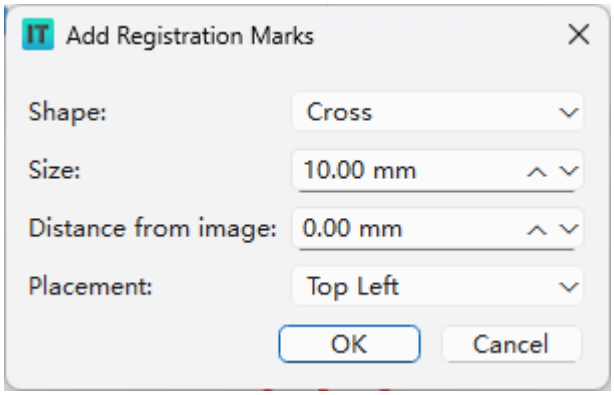


7.Cutting wire panels

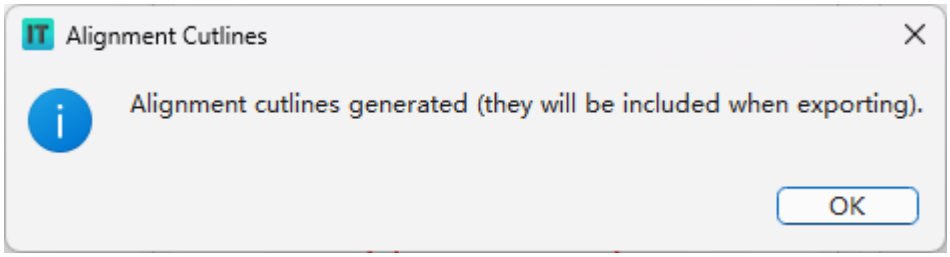


You can preview and right-click the name of the cutting line to delete the entire cutting line. You can also select a cut line in the small preview image and press delete it after selecting a blue line.

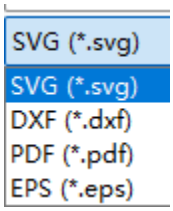
Add/Remove Remgistration Marks: Various shapes of black locator markers can be added to the image for later visual identification of the cutting line position.
The locator can be selected in a variety of shapes, size, distance from the image, and where the locator appears.



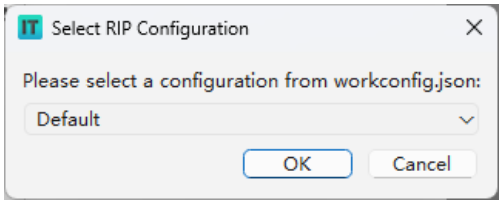
Alignment cutting: After adding a locator, a cutting line can be generated at the marker to determine the actual cutting deviation.

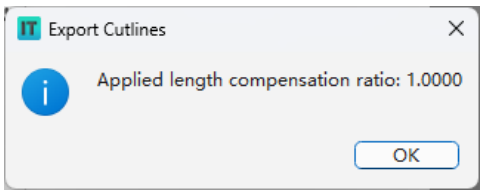


导出切割线：切割线可导出 SVG\DXF\PDF\EPS 多种格式。



Select ITcolorRIP settings when saving to determine if there is a dimension length compensation ratio.



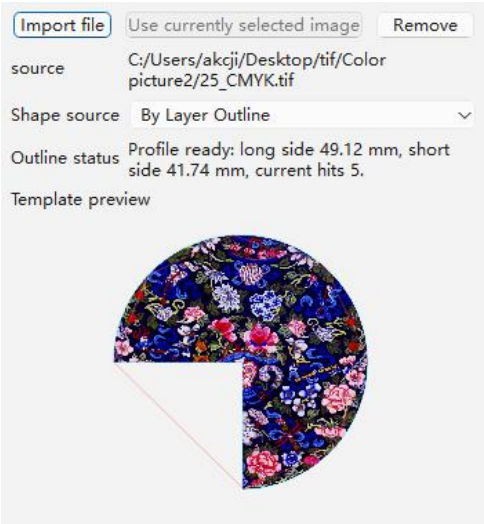


8. Visual Registration Auto-Layout

8.1 Core Workflow

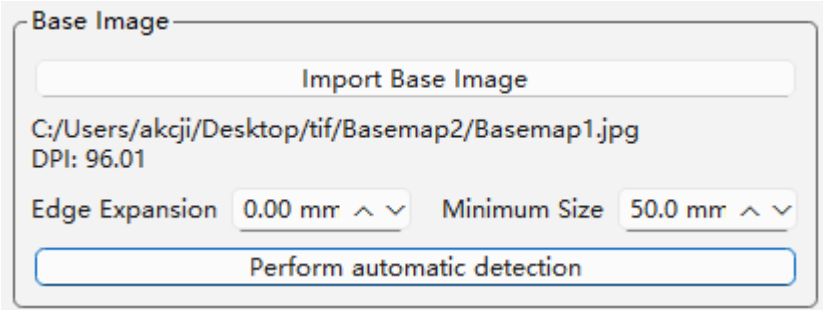
The visual positioning automatic layout function follows this standard processing workflow: 1. Import the color image(s) to be printed -> 2. Import the positioning base map and perform automatic detection -> 3. Manually preview and fine-tune details -> 4. Generate the final layout to the canvas.

8.2 Import Color Images for Printing



The system supports importing up to 3 color images simultaneously, and allows importing images of different shapes. For the recognition mode, users can select "Layer Outer Contour Recognition" or "Color Outer Contour Recognition" based on actual needs.

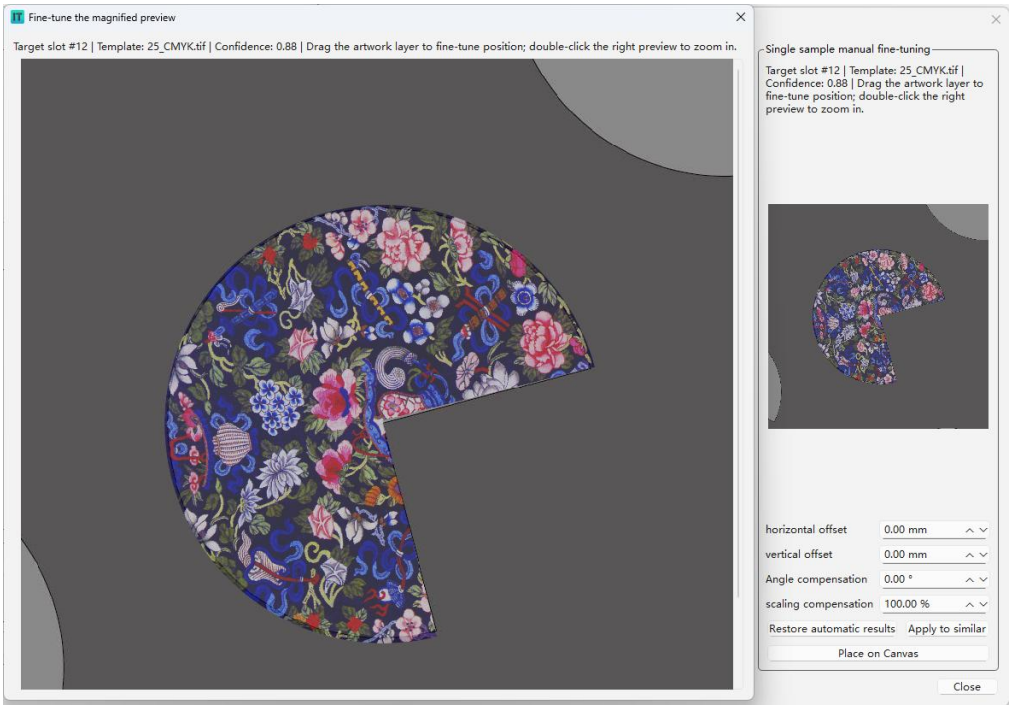
8.3 Import Base Map and Perform Recognition



By setting the "Edge Expansion" parameter, the printing range of the color image can be made slightly larger than the positioning base map, effectively avoiding the "white edge" (unprinted areas) phenomenon in actual printing. The minimum size prevents basemap noise from being identified as localized.

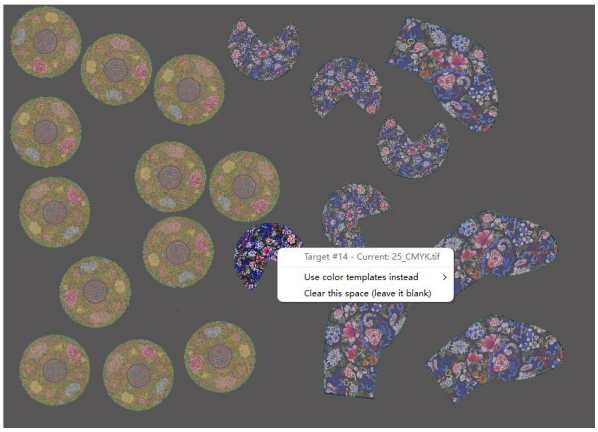
If recognition deviations or errors occur during the automatic detection process, it is recommended to change the recognition mode from "By Layer Outer Contour" to "By Color Outer Contour" to improve recognition accuracy.

8.4 Manual Preview and Fine-Tuning



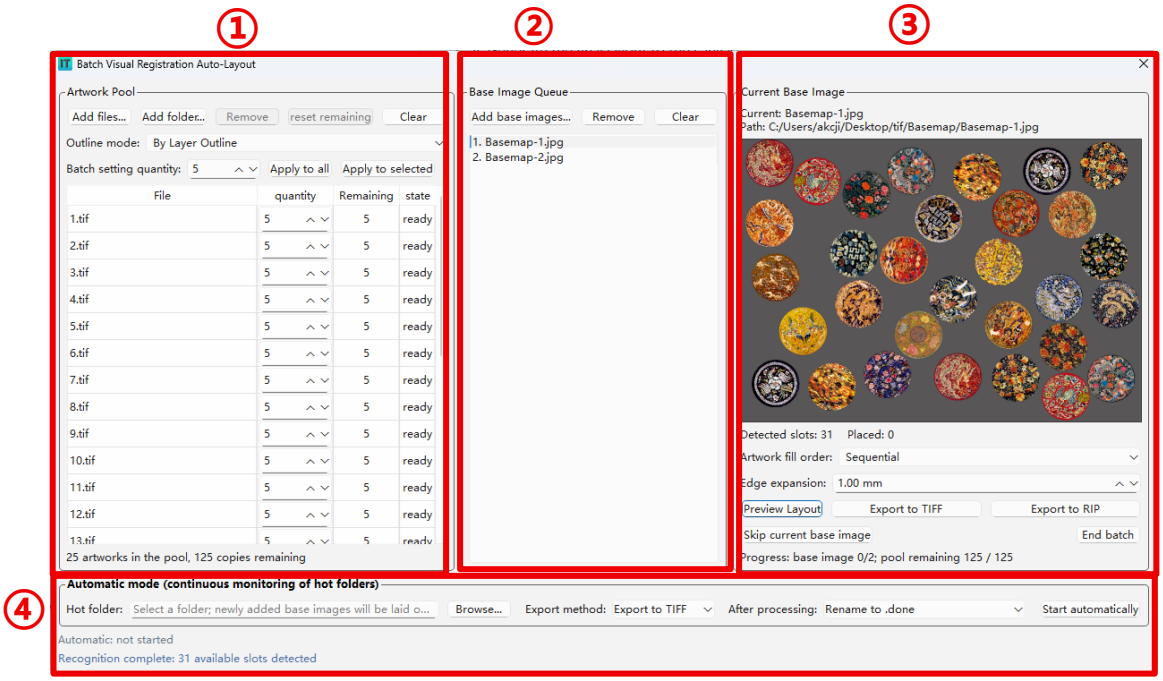
After selecting an automatically arranged color image on the base map, you can make fine adjustments to its horizontal displacement, vertical displacement, rotation angle, and scaling ratio (supports using the mouse scroll wheel for quick scaling). Double-click the thumbnail preview to zoom in and view details. In addition, the fine-tuning parameters of the current image can be applied to all images of the same type with one click.

8.5 Replace or Remove Arranged Images



In the layout preview area, right-click on the selected image to choose to replace it with another color image from the pop-up menu, or directly clear the position to leave it blank.

9. Batch Visual Registration Auto-Layout

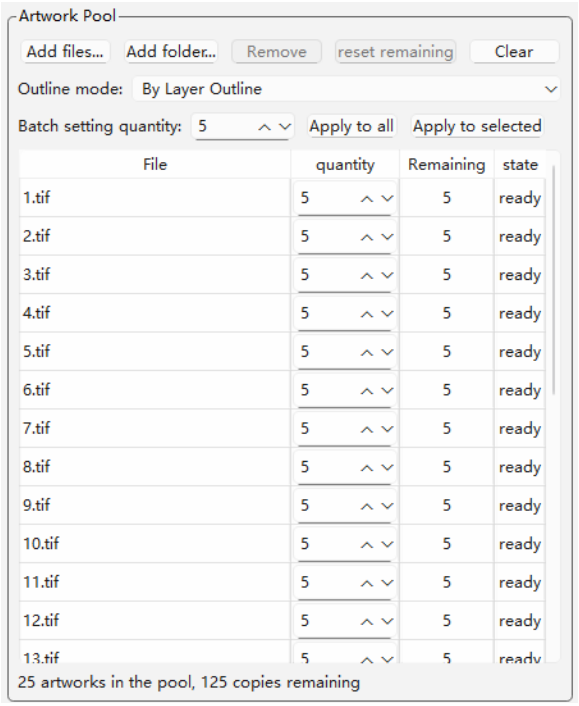


9.1 Core Workflow

The batch visual positioning automatic layout function follows this standard processing workflow: 1. Batch import images to be printed into the "Color Image Pool" -> 2. Batch import positioning base maps -> 3. Perform layout preview and manual fine-tuning, then export the result as a TIFF format file or export directly to RIP software.

4. In addition, it supports configuring a "Base Map Hot Folder" mode, which automatically completes the matching layout and output of all color images and base maps through real-time monitoring of folder dynamics.

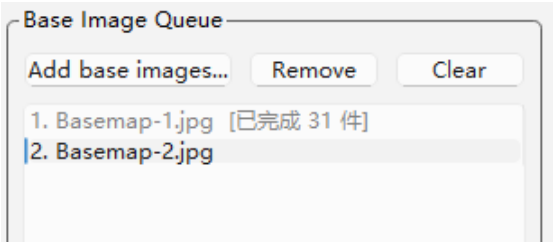
9.2 Color Image Pool Management



Users can batch import multiple color images to be printed into the "Color Image Pool" and independently set the number of print copies for each image. The system will monitor the number of image copies already arranged on the base map in real-time. When the copies of the color image are exhausted or the base maps are used up and the export is completed, the current task ends automatically.

Note: The current batch visual positioning automatic layout function only supports the mixed layout of multiple color images with the same outer contour shape.

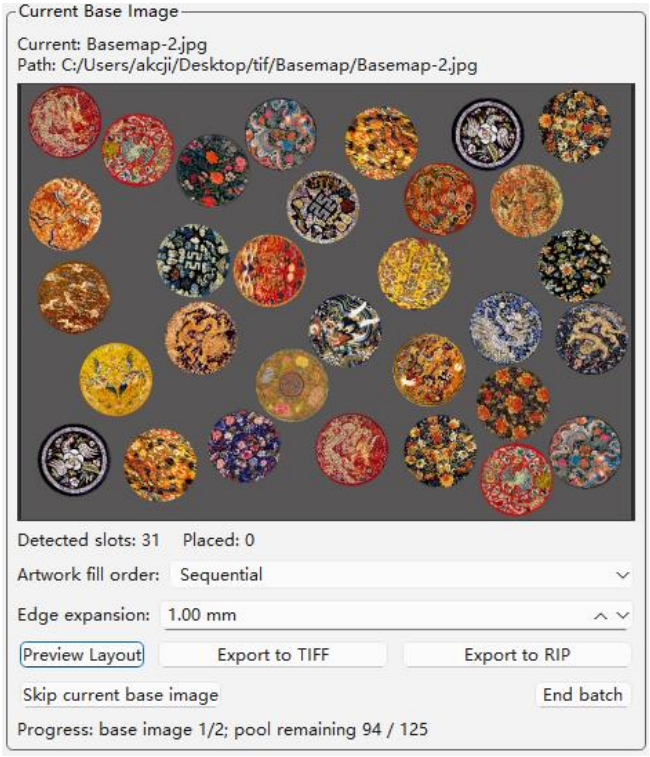
9.3 Base Map Queue



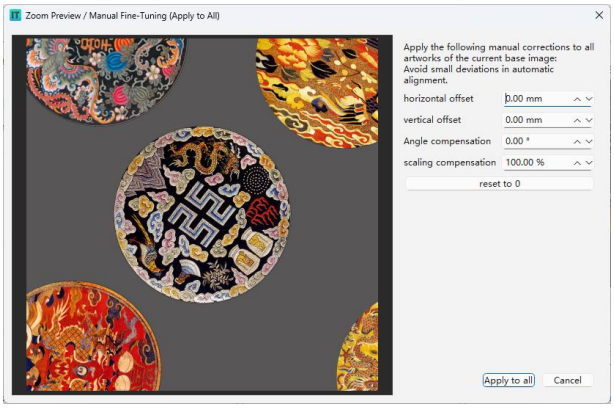
Multiple positioning base maps can be added to the queue; by default, each base map is used only once.

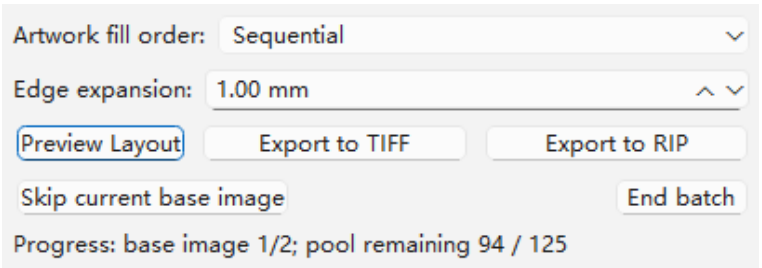
When the layout result is successfully exported as a TIFF file or exported to RIP software, the base map will be marked as "Processed", and the remaining copies of the corresponding image in the "Color Image Pool" will be synchronously deducted.

9.4 Preview, Fine-Tuning, and Export



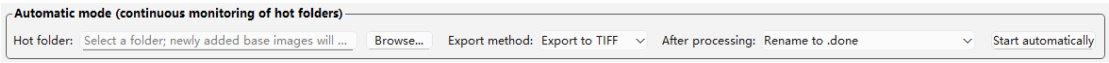
After clicking the "Preview Layout" button, you can intuitively view the automatic arrangement effect of the color images on the current base map. Click on a specific color image in the preview view to fine-tune its position, rotation angle, and scaling size.





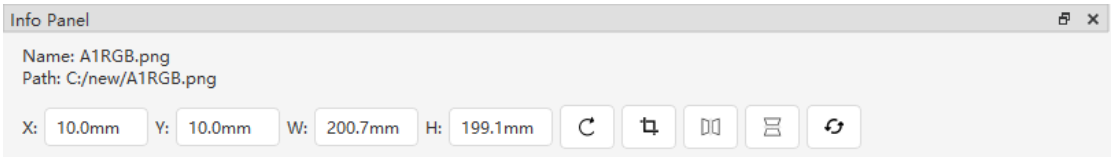
Regarding the arrangement logic of color images: In the "Arrange Sequentially" mode, the system will arrange them in a cyclic and alternating manner according to the order of the color image list; if "Arrange Sequentially" is not checked, the system will prioritize filling all the set copies of the current color image before continuing to arrange the next color image. By setting the "Edge Expansion" parameter, the output size of the color image can be appropriately increased, thereby effectively preventing the phenomenon of white edges during printing.
After confirming that the layout is correct, you can export the result in TIFF format or send it directly to RIP software. Once the export is complete, the system will automatically update the count of consumed base maps and color images.

9.5 Hot Folder Auto Mode



Users can designate a specific directory as the "Base Map Hot Folder". The system will automatically fetch all base maps in this folder, and automatically execute the layout and export jobs combined with the images in the "Color Image Pool". During operation, users can continuously add new base maps to this hot folder, and the system will maintain background monitoring and process layout tasks in real-time until all image copies in the "Color Image Pool" are completely consumed.

10.Info panel



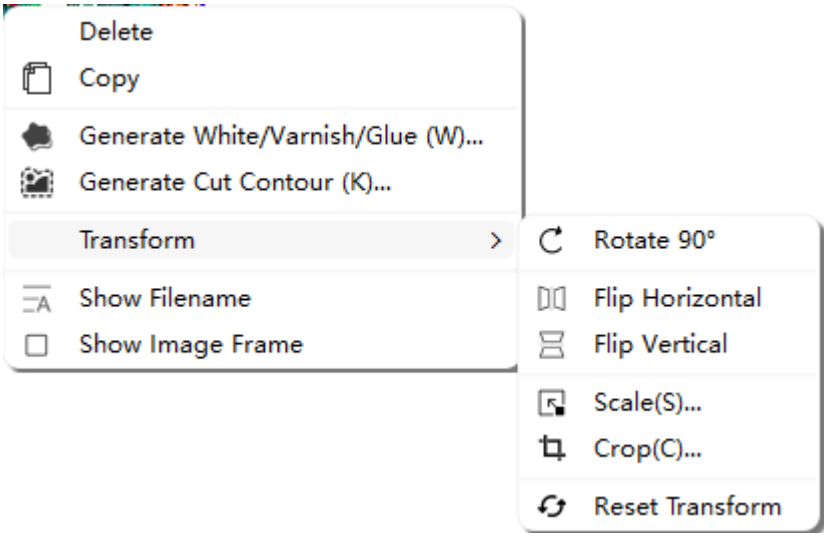
Select an image to display image information, Modify the xy coordinates of the image position,rotate  Crop  Horizontal and vertical mirror inversion  , and  restore operations.

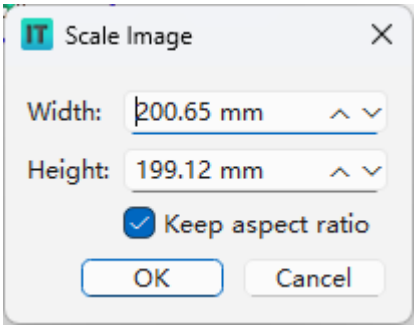
11.Other

11.1 Transform-Scale

Select the image, right click - Transform - Scale, you can set the size to enlarge or shrink the

image.





11.2 Transform - Crop

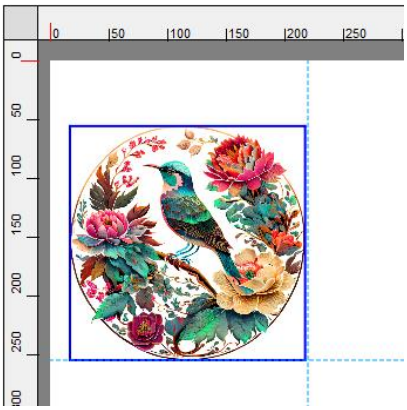
Select the image, right-click - Transform Menu - Crop, you can manually crop the image. After selecting cropping, the image will turn gray, the mouse draws a rectangle directly on the image, press keyboard enter, and the cropping can be completed.

Note: Cutting is non-precise cutting, only for trial hitting, please operate in the original drawing for formal cutting.

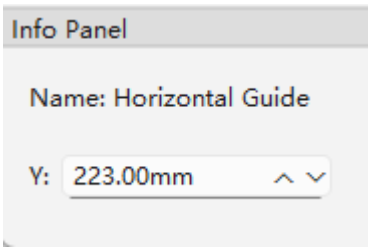
11.3 Auxiliary wires

Mouse point ruler to generate horizontal/vertical guides, and the image will automatically

snap when it is close to the guides.



Select the guide line (the guide line turns dark blue), adjust the position of the guide line in the information panel, and delete the guide line.



Under the View menu, you can choose to delete all guides.