

JFX200-2513 EX / JFX200-1213EX

2.5D Texture Maker Guide

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Table of Contents

Introduction	3
Precautions	3
Notation Used in This Manual	3

Chapter 1 Overview of Functions

1.1 2.5D Texture Maker	6
Effect of 2.5D Texture Maker	6
Different Types of Printing	6
Software Used	7

Chapter 2 Usage Environment and Limitations

2.1 Usage Environment and Limitations	10
Usage Environment	10
Limitations	12
Settings	13

Chapter 3 Printing with 2.5D Texture Maker

3.1 Printing in Standard Mode by Using a Grayscale Image	16
[Photoshop] Creating Print Data	16
[RasterLink] Setting Up the Job	17
RasterLink: Printing	20
3.2 Printing in High Speed Mode by Using a Grayscale Image	21
[Photoshop] Creating Print Data	21
[RasterLink] Setting Up the Job	22
RasterLink: Printing	25
3.3 Printing in Standard Mode by Using a Vector Image	26
[Illustrator] Creating Print Data	26
[RasterLink] Check and change settings	28
RasterLink: Printing	30
3.4 Printing in High Speed Mode by Using a Vector Image	31
[Illustrator] Creating Print Data	31
[RasterLink] Check and change settings	33
RasterLink: Printing	35

Chapter 4 Error message

4.1 Displayed Messages and the Conditions Under Which They Are Displayed	38
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Introduction

Thank you for purchasing the JFX200-2513EX/JFX200-1213EX inkjet printer.

This manual describes how to use the printer with the "2.5D Texture Maker" function in the included RIP software (RasterLink6Plus, RasterLink7, or Rasterlink8) for smooth, semi-stereoscopic 2.5D printing.

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Notation Used in This Manual

- Menu items and screen buttons are enclosed in square brackets ([]), such as [File].
- In this manual, RasterLink6Plus, RasterLink7, and RasterLink8 are collectively referred to as RasterLink.

Chapter 1 Overview of Functions



This chapter

This chapter describes an overview of 2.5D Texture Maker.

2.5D Texture Maker.....	6
Effect of 2.5D Texture Maker	6

Different Types of Printing	6
Software Used	7

1.1 2.5D Texture Maker

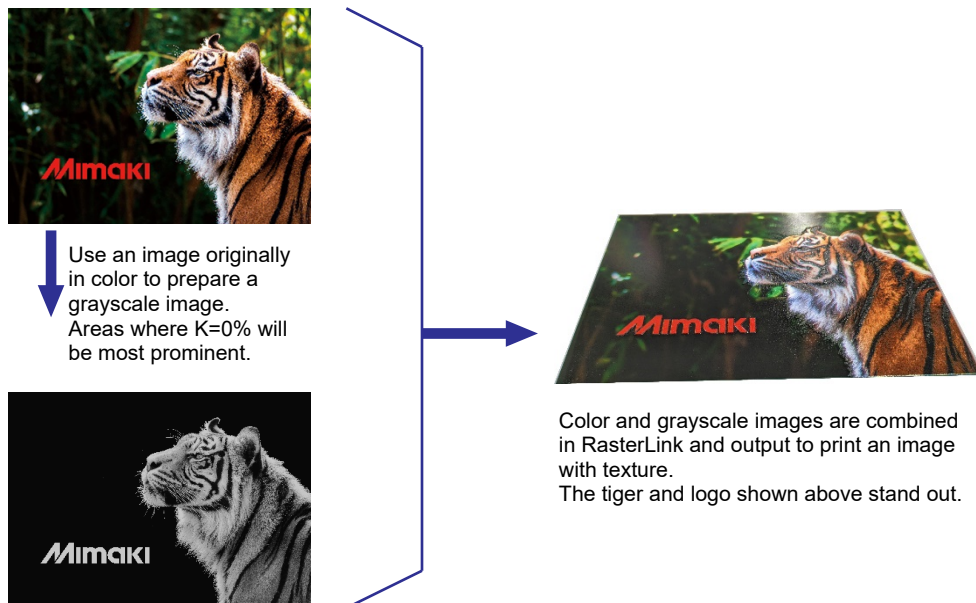
2.5D Texture Maker takes advantage of UV ink characteristics to print in layers and make images look three-dimensional.

Effect of 2.5D Texture Maker

● Textural printing, with layers at various heights

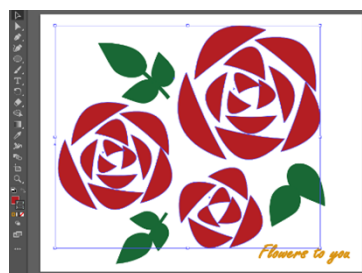
Tonal values of grayscale images are used to create a sense of texture.

For example, parts of photographic images can be printed at different heights to convey depth or texture.



● Printing with uniform thickness applied to text or shapes

Adding thickness to certain text or vector objects in an image can create a sense of texture, as in embossing.



In Illustrator, select objects to make thicker. After exporting the data with RasterLink Tools, use RasterLink to composite and output the image. When you print the image, thickness is applied to your selected areas.

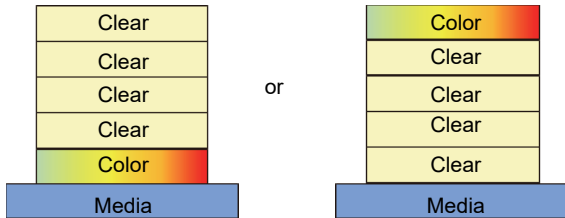
Different Types of Printing

Differences Between Modes

Two modes are available, as follows.

● Standard mode

Clear ink is used to create height.

**Advantages**

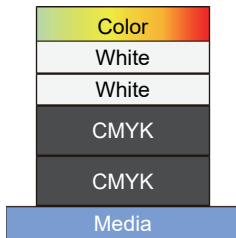
- Expression of subtle differences in texture is possible.
- Clear ink creates a three-dimensional effect with transparency.

Disadvantages

- Printing time will be longer.
- Clear ink must be loaded.

● High speed mode

Mixed CMYK colors are used to create height. Over this, two layers of white ink are printed, followed by a color image.

**Advantages**

- Prints faster than the standard mode.
- Colors are printed after white ink, which makes them clearer.

Disadvantages

- The layer of mixed CMYK colors is thicker than the clear layer applied in standard mode. Not suitable for expressing subtle differences in texture.

Software Used

The following software is used to create and export data to 2.5D Texture Maker.

Preparing Data

● Photoshop or other image editing software

Used to create a grayscale image. Tonal values of grayscale images are used to create prints with texture.

● Illustrator or CorelDRAW, and RasterLinkTools

If you want to add thickness to some of the text or vector objects in an image created in Illustrator or CorelDRAW, use RasterLinkTools, a plug-in for Illustrator or CorelDRAW.

Output

● RasterLink

The image for color and the image for 2.5D texture are composited and output to the printer.

Chapter 2 Usage Environment and Limitations



This chapter

This chapter describes the usage environment and limitations for 2.5D Texture Maker.

Usage Environment and Limitations.....	10	Limitations	12
Usage Environment.....	10	Settings	13

2.1 Usage Environment and Limitations

Usage Environment

The following environment is required to use 2.5D Texture Maker .

● Printer

Printer	Ink
JFX200-2513EX/JFX200-1213EX	Product specification ink

When using the standard mode, refer to the table of  "Special Colorset"(P. 10) below.

● Software

JFX200-2513EX

Ink type	Version			
	RasterLink6Plus	RasterLink7/ Mimaki Driver	RasterLink8/ Mimaki Driver	RasterLinkTools
LH-100, LUS-120, LUS-150 , LUS-211	v.2.13~	V.3.0.0~/ v.5.7.0~	v.1.0.0~/ v.5.13.0~	v.1.11.0~
ELH-100	v.2.21~	v.3.0.0~/ v.5.9.17~	v.1.0.0~/ v.5.13.0~	v.1.11.0~
ELS-120	v.2.23~	v.4.1.0~/ v.5.11.0~	v.1.0.0~/ v.5.13.0~	v.1.11.0~

JFX200-1213EX

Ink type	Version		
	RasterLink7/ Mimaki Driver	RasterLink8/ Mimaki Driver	RasterLinkTools
LH-100, LUS-120, LUS-150 , LUS-211	v.3.3.0~/ v.5.9.17~	v.1.0.0~/ v.5.13.0~	v.1.11.0~
ELH-100	v.3.3.0~/ v.5.9.17~	v.1.0.0~/ v.5.13.0~	v.1.11.0~
ELS-120	v.4.1.0~/ v.5.11.0~	v.1.0.0~/ v.5.13.0~	v.1.11.0~

The various conditions are as follows.

● Special Colorset

When you use standard mode, we recommend that you use a color set containing clear ink (CI), as shown below.

Refer to Standard Mode and High Speed Mode for more information about modes.

Color	Special Colorset
4 Color+SP	CICIWW
6 Color+SP	WCI

- When you use high speed mode, any special color set may be used.

- 2.5D Texture (standard mode) output using CIPWW is half the height of output using CICIWW.

● Recommended printing conditions

Settings	Standard mode	High speed mode
Media	[2.5D Texture] Standard	[2.5D Texture] High Speed
Resolution	600 x 900 VD	600 x 900 VD
Number of passes	24	• 12 (four-color printer) • 24 (six-color printer)

● Recommended media conditions

Substrate	LH-100 ELH-100	LUS-120 ELS-120	LUS-150
Polycarbonate	○	○	N/A
Polystyrene	○	○	○
ABS	○	○	○
PET w/ Adhesive Coating HK31WF	○	○	○
PET w/ Adhesive Coating U292W	N/A	○	○

If manufacturers, types, or environments differ even for media of the same kind, the following issues may occur:

- Media becomes warped and rubs against the heads.
- Ink eventually peels off the media.

Be sure to check beforehand that there are no issues before using it.

Limitations

- 2.5D Texture Maker cannot execute the printing operations described below in the same job.
 - Printing in Standard Mode by Using a Grayscale Image (👉 P. 16)
 - Printing in High Speed Mode by Using a Grayscale Image (👉 P. 21)
 - Printing in Standard Mode by Using a Vector Image (👉 P. 26)
 - Printing in High Speed Mode by Using a Vector Image (👉 P. 31)
- 2.5D Texture Maker cannot be used in combination with the following functions.
 - (1) Arrangement (Only jobs that are set to the same mode and layers can be imposition.)
 - (2) Crop
 - (3) Tiling
 - (4) Step & Repeat
 - (5) Special Plate (cannot be used for composite jobs)
 - (6) Color Replacement
 - (7) FOTOBA
 - (8) Immediate Print
 - (9) Variable Print
- When you specify a profile other than the one designed specifically for 2.5D Texture Maker, cannot be printed.
- If you specify WWW as the special color set, [Standard mode] of 2.5D Texture Maker becomes hidden from view.
- When you change the attribute of a job created with a grayscale image to [2.5D Texture Maker], you cannot select [Slant].
- If auto execution is [Start], you can create a 2.5D Texture Maker job, but it will not be printed.
- You cannot save or apply the various settings saved in [Favorite].
- Any cut data (passes, ID cut) in images used for 2.5D Texture Maker is disregarded.
- Images for 2.5D Texture Maker should not consist of multiple pages.

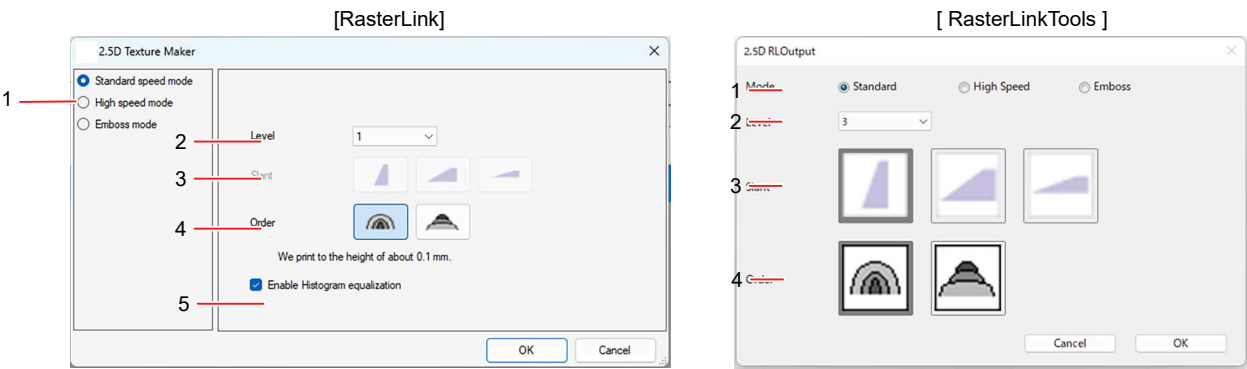
Limitations in RasterLinkTools

● Restrictions when using CorelDRAW

- When using special color such as metallic color, use the palette file provided by RasterLinkTools.
 - If the special color provided by RasterLink was used, errors can occur during 2.5D printing.
 - Refer to the separate "Metallic Color Printing Guide" for how to select a pallet.

Settings

This section describes the settings for 2.5D Texture Maker.



1	[Mode]	RasterLink Select [Standard] or [High speed]. RasterLinkTools: Select [Standard] or [High speed].		
2	[Layers]	Printing is performed for the number of layers selected. Increasing the number of layers increases thickness.		
		Possible number of layers	Standard mode	3 to 17 (approximately 0.1 mm to 0.5 mm)
			High speed mode	3 to 6 (approximately 0.3 mm to 0.5 mm)
3	[Slant]	Select the corner shape when importing a 2.5D job using 2.5D functions in RasterLinkTools. Select from the following 3 settings. Edges become smoother with each selection to the right. This setting is not available for grayscale print jobs. 1 2 3		
4	[Order]	Select one of the following 2 settings. Each has a different level of bumpiness.		
			Print by gradually expanding the print area of each layer that conveys a sense of texture. Creates fine textures.	
			Print by gradually expanding the print area of each layer that conveys a sense of texture. Creates rough textures.	

The following settings are displayed in RasterLink7 and RasterLink8.

5	[Enable Histogram equalization]	Select this option to equalize the contrast of grayscale images, which enhances contrast and makes the texture clearer. Normally, select this option. However, for images that already have a clear sense of contrast, it may reduce the contrast. If so, clear this option.
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- Not displayed for print jobs with vector images.

Important!

- From RLTools Ver.1.11.0, the setting item 2 is changed from [layers] to [Level]. However, in RasterLink6Plus, it will remain as [layers]. The level set by RasterLinkTools becomes the following number of layers in RasterLink6Plus.

• Standard Mode

RasterLinkTools	Level	1	2	3	4	5
RasterLink6Plus	Layers	4	7	10	13	17

• High Speed Mode

RasterLinkTools	Level	3	4	5
RasterLink6Plus	Layers	4	5	6

Chapter 3 Printing with 2.5D Texture Maker



This chapter

This chapter describes 4 ways to perform printing.

Printing in Standard Mode by Using a Grayscale Image	16	Printing in Standard Mode by Using a Vector Image	26
[Photoshop] Creating Print Data	16	[Illustrator] Creating Print Data.....	26
[RasterLink] Setting Up the Job	17	[RasterLink] Check and change settings	28
RasterLink: Printing.....	20	RasterLink: Printing.....	30
Printing in High Speed Mode by Using a Grayscale Image	21	Printing in High Speed Mode by Using a Vector Image	31
[Photoshop] Creating Print Data	21	[Illustrator] Creating Print Data.....	31
[RasterLink] Setting Up the Job	22	[RasterLink] Check and change settings	33
RasterLink: Printing.....	25	RasterLink: Printing.....	35

3.1 Printing in Standard Mode by Using a Grayscale Image

By printing in standard mode, you can express fine bumps.

Standard mode is suitable for printing images that gradually change colors.

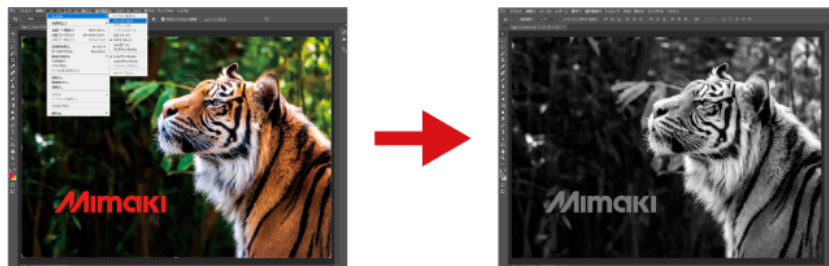
[Photoshop] Creating Print Data

1 Import an image into Photoshop.



2 From the menu, select [Image] - [Mode] - [Grayscale].

- The image is converted to grayscale.



- The lighter the colors, the thicker the print will be. After grayscale conversion, change the contrast as needed to adjust the texture.

3 Save the image.

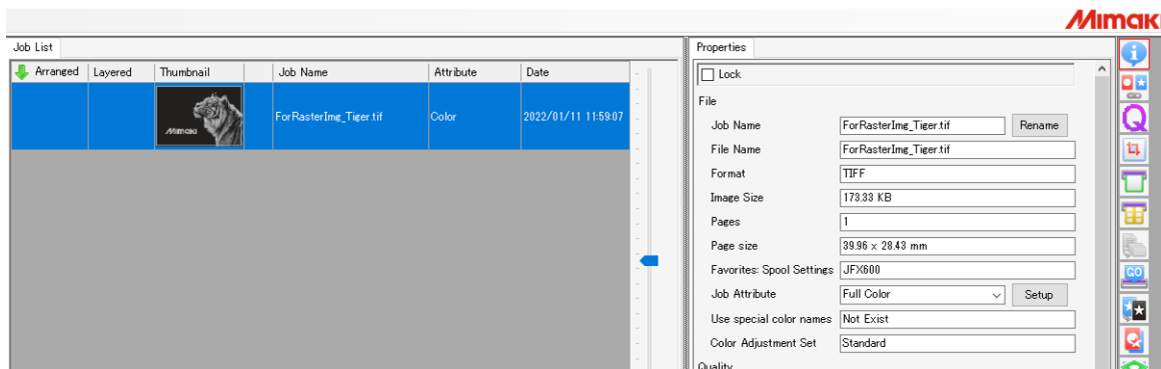
- Save the image in either TIFF or JPEG format.



- If you save the image in the Hot Folder, it will be automatically imported into RasterLink.

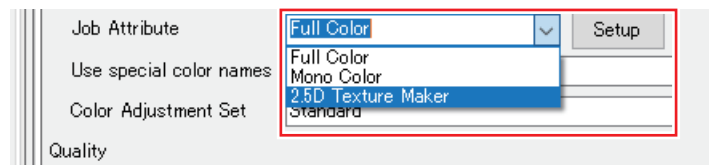
[RasterLink] Setting Up the Job

1 Load a grayscale image with RasterLink.



2 Click the [Properties] icon.

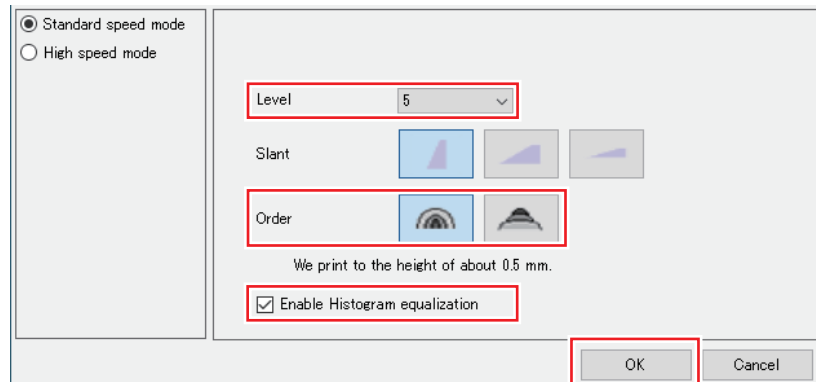
3 Change [Job Attribute] to [2.5D Texture Maker].



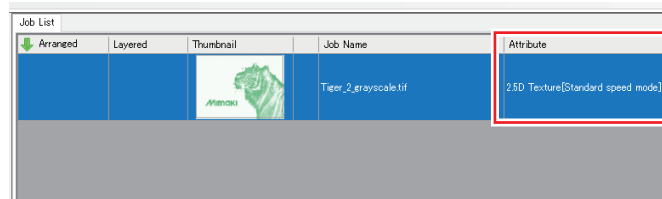
- If the image format is not TIFF or JPEG, you cannot select [2.5D Texture Maker].

4 Select [Standard mode]. Set the [Level] or [Layers], [Output Order], and [Enable Histogram equalization] options to On/Off, then click [OK].

- For setting details, see  "Settings"(P. 13).



- [Attribute] changes to 2.5D Texture (Standard mode). The thumbnail is updated accordingly. Areas with enhanced texture are shown in green.



5 Import the original color image.

6 Select the two jobs.

Job List					
↓ Arranged	Layered	Thumbnail	Job Name	Attribute	Date
			Tiger_2_grayscale.tif	2.5D Texture[Standard speed mode]	2022/01/11 ...
			Tiger_2_Color.tif	Color	2022/01/11 ...

7 Select the [Composite] icon.

8 Set the output order of composite jobs to Color -> 2.5D Texture (standard mode).

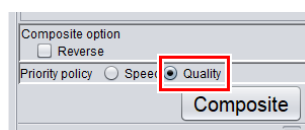
- The jobs are output, starting with the bottom one.

Composition			
Thumbnail	Attribute	Mirror	Output Order
	2.5D Texture[Stand...	OFF	[1]
	Color	OFF	[1]

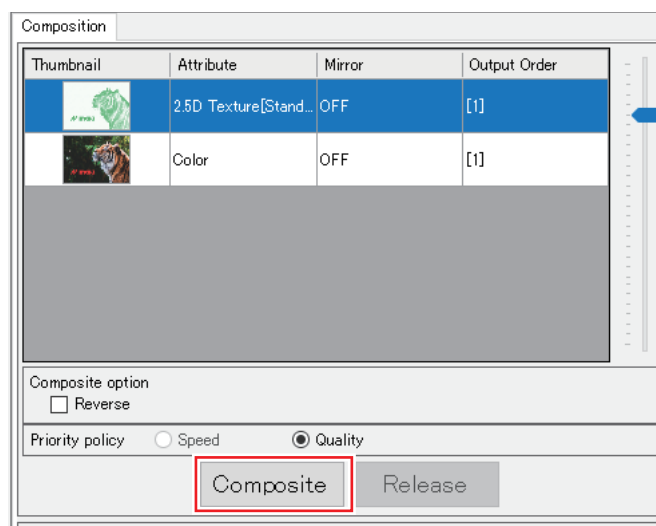


- The following print order is recommended: Color job -> 2.5D Texture job.
2.5D Texture job -> Color job printing is also available. The appearance differs slightly, so check before using this setting.

9 For RasterLink6Plus, Click the [Quality] icon.



10 Click [Composite].

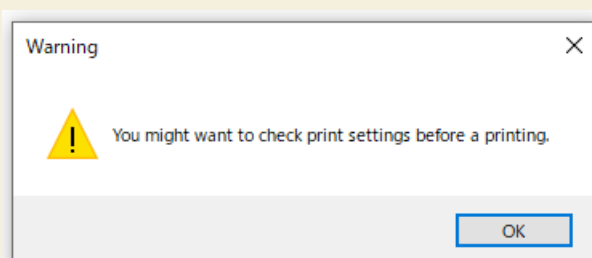


- The jobs are composited.



When the following pop-up appears during the image composition process

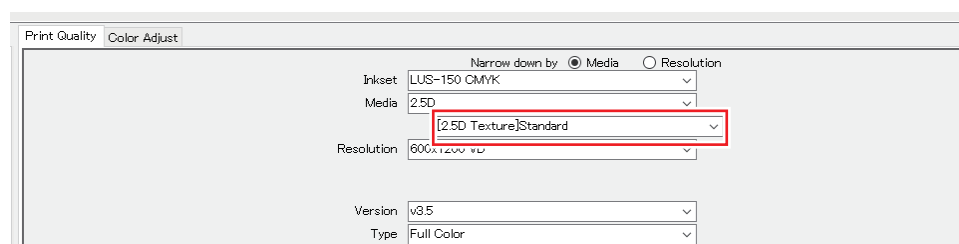
- Refer to steps 11 and 12 and set the printing conditions.



11 Select the [Print Condition] icon.

12 Make sure the appropriate profile is selected.

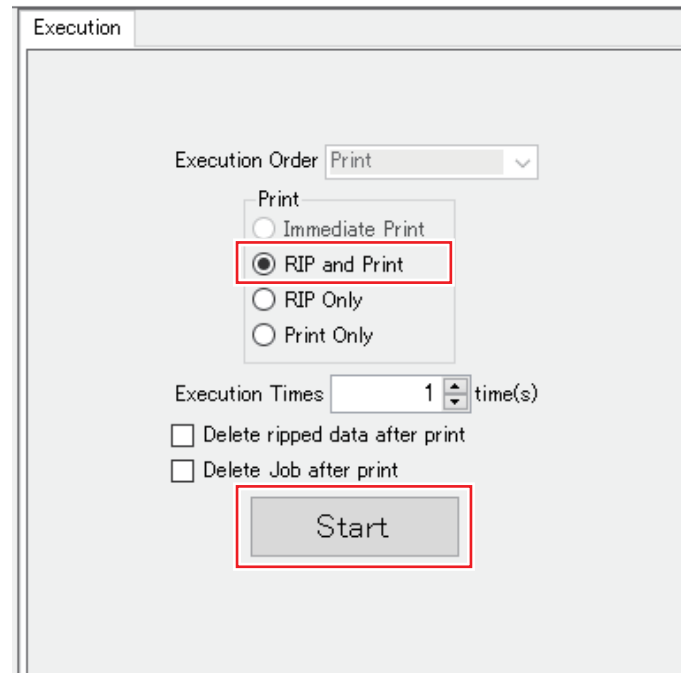
- [2.5D Texture Standard Speed] jobs: Confirm that [Media] is set to a [2.5D Texture Standard Speed] device profile.



- Jobs other than [2.5D Texture Standard Speed]
Select a device profile for color printing.

RasterLink: Printing

- 1 Click the [Execute]  icon.
- 2 Select [RIP and Print] and click [Start]. Print as you usually do with your printer.



3.2 Printing in High Speed Mode by Using a Grayscale Image

High speed mode prints faster than standard mode.

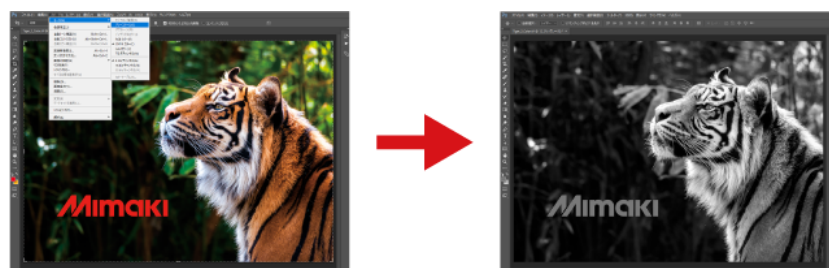
[Photoshop] Creating Print Data

1 Import an image into Photoshop.



2 From the menu, select [Image] - [Mode] - [Grayscale].

- The image is converted to grayscale.



- The lighter the colors, the thicker the print will be. After grayscale conversion, change the contrast as needed to adjust the texture.

3 Save the image.

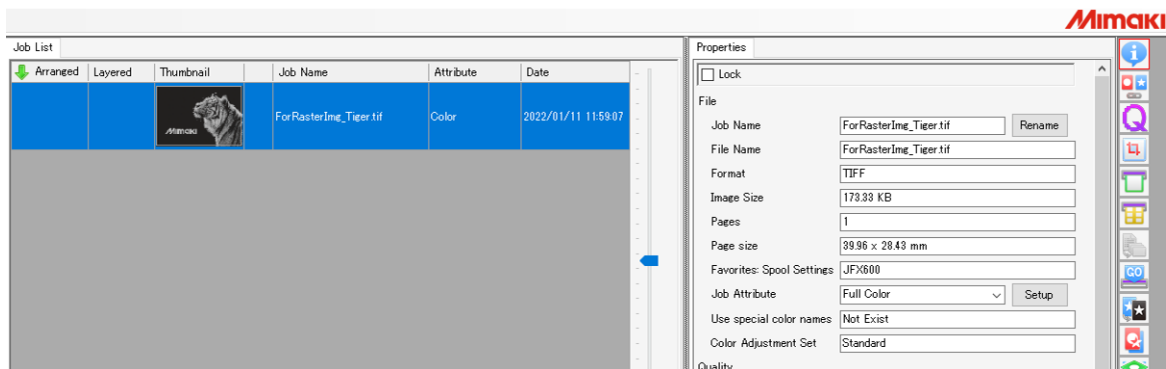
- Save the image in either TIFF or JPEG format.



- If you save the image in the Hot Folder, it will be automatically imported into RasterLink.

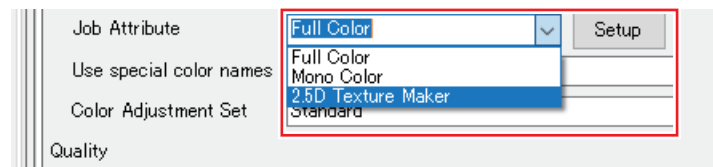
[RasterLink] Setting Up the Job

1 Load a grayscale image with RasterLink.



2 Click the [Properties] icon.

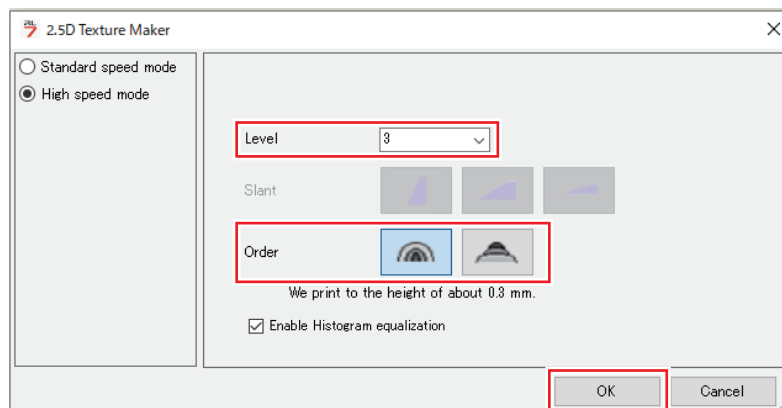
3 Change [Job Attribute] to [2.5D Texture Maker].



- If the image format is not TIFF or JPEG, you cannot select [2.5D Texture Maker].

4 Select [High speed mode]. Set the [Level] or [Layers], [Output Order], and [Enable Histogram equalization] options to On/Off, then click [OK].

- For more information about settings, refer to  "Settings"(P. 13).



- [Attribute] changes to 2.5D Texture (High speed mode).

Thumbnail	Job Name	Attribute
	Tiger_2_grayscale.tif	2.5D Texture[High speed mode]

5 Import the original color image.

6 Select the two jobs.

Job List					
Arranged	Layered	Thumbnail	Job Name	Attribute	Date
			Tiger_2_grayscale.tif	2.5D Texture[High speed mode]	2022/01/13 10:53:20
			Tiger_2_Color.tif	Color	2022/01/13 11:14:43

7 Select the [Composition] icon.

8 Set the output order of composite jobs to 2.5D Texture (High speed mode) -> Color.

- The jobs are output, starting with the bottom one.

Composition			
Thumbnail	Attribute	Mirror	Output Order
	Color	OFF	[1]
	2.5D Texture[High spee...	OFF	[1]

9 For Rasterlink6Plus, Click the [Quality] icon.

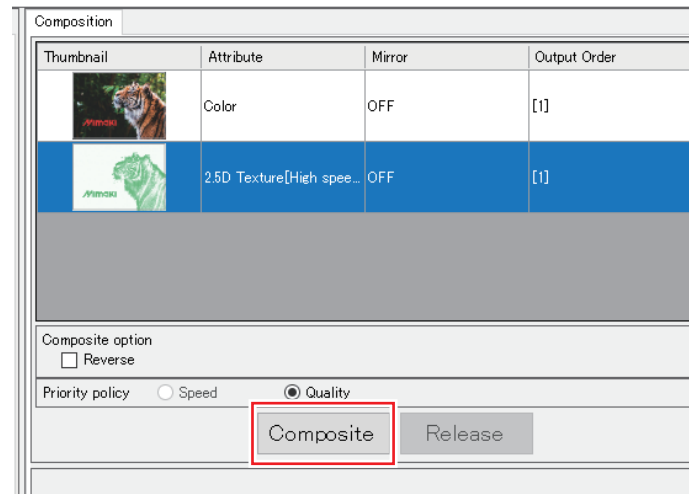
Composite option

☐ Reverse

Priority policy ☐ Speed ☒ Quality

Composite

10 Click [Composite].

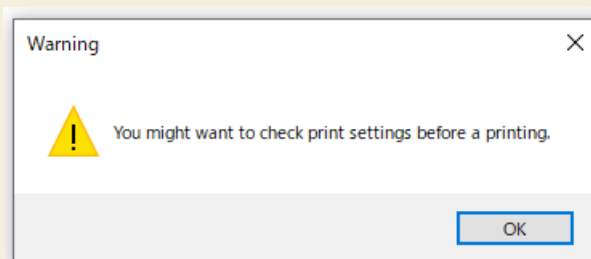


- The jobs are composited.



When the following pop-up appears during the image composition process

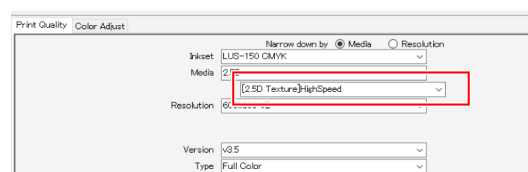
- Refer to steps 11 and 12 and set the printing conditions.



11 Select the [Quality] icon.

12 Make sure the appropriate profile is selected.

- For a job whose [Attribute] is [2.5D Texture](High-Speed Mode): Confirm that [Media] is set to a [2.5D Texture] (High Speed) profile.



- Color job to be composited with the 2.5D job: Select the device profile for color.

RasterLink: Printing



The output of white ink can be thickened.

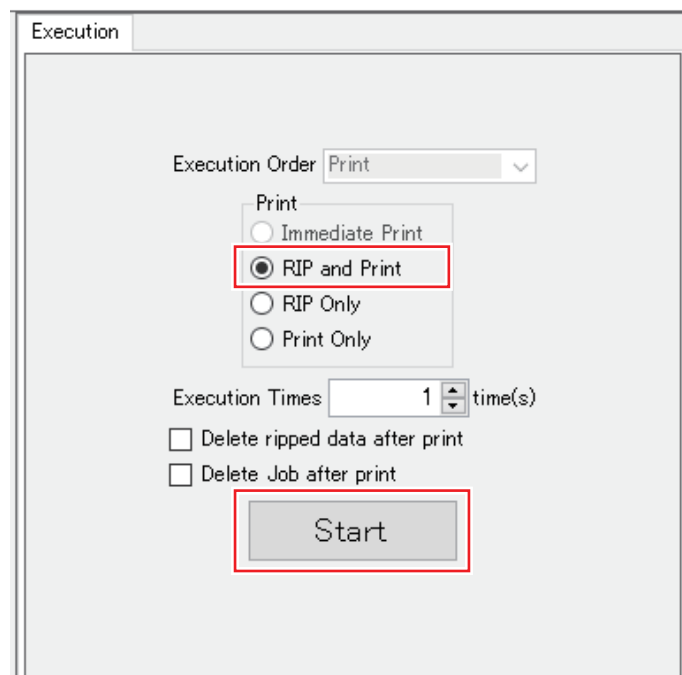
- When white ink is output on the quaternary color in high-speed mode, the edge of the quaternary color below the white ink may be visible.

In that case, use the size correction function of [Special plate]  to make the setting to thicken the output of white ink. For more information, refer to "RasterLink reference guide".

- This setting applies only to the two layers of white ink, not to the quaternary color area.

1 Click the [Execute]  icon.

2 Select [RIP and Print] and click [Start]. Print as you usually do with your printer.



3.3 Printing in Standard Mode by Using a Vector Image

Printing in standard mode allows you to print slanted sides smoothly.

[Illustrator] Creating Print Data

1 Create data to print with Illustrator.



Important!

- For 2.5D printing, set line width so that lines are printed at least 3 mm wide.

2 Select objects you want to print.



3 Click the [2.5D RLOutput] icon of RasterLinkTools.

- Alternatively, from the [File] menu, select [RasterLink] - [2.5D RLOutput].



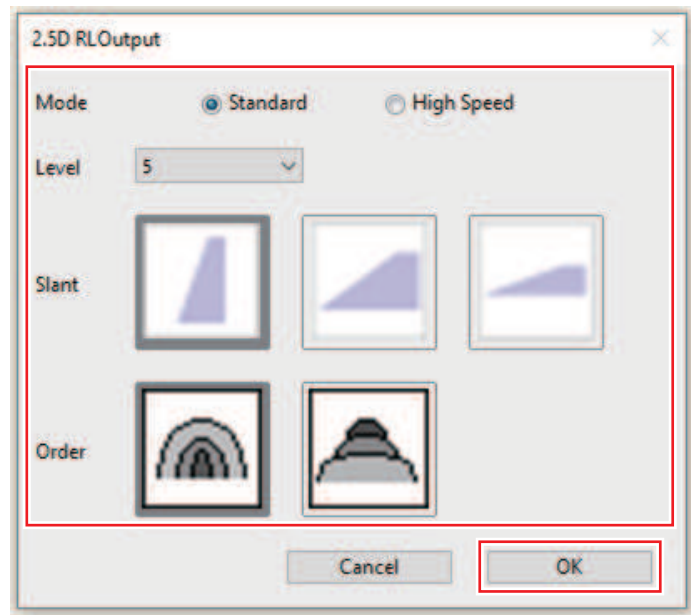
In the case of CorelDRAW

- When using special color such as metallic color together, use the palette provided by RasterLinkTools.
- Refer to the separate "Metallic Color Printing Guide" for how to select a pallet.

- The [2.5D RLOutput] dialog appears.

4 Set [Mode], [Level] or [Layers], [Slant], and [Order], and then click [OK].

- To use standard mode, select [Standard Mode].



- For setting details, see  ["Settings"\(P. 13\)](#).
- A dialog box is displayed for saving the file. Saving will create two files.



- If you save the image in the Hot Folder, it will be automatically imported into RasterLink.

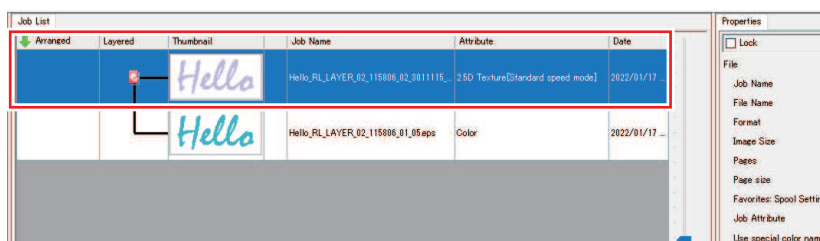
[RasterLink] Check and change settings



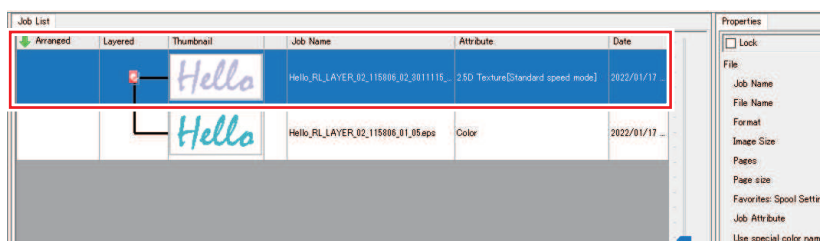
- If you do not check or change the settings of 2.5D Texture Maker, the following operations are not required.

1 Start RasterLink.

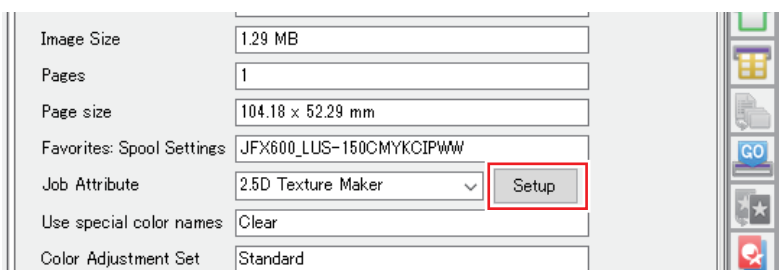
- Any files saved in the Hot Folder are automatically opened in RasterLink and prepared as a composite job.



2 Select a job with [Attribute] set to [2.5D Texture Standard Speed], and then click the [Properties] icon.



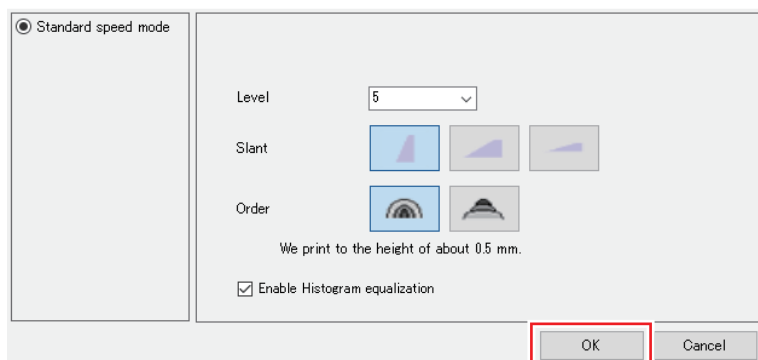
3 Click [Setup] for [Job Attribute].



- The [2.5D Texture Maker] dialog appears.

4 Check the 2.5D Texture Maker settings and click [OK].

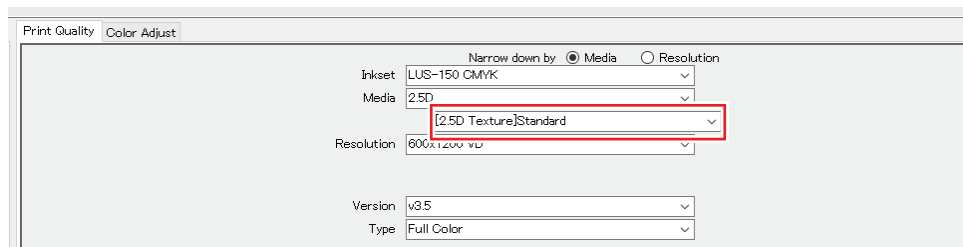
- Change any settings as needed here.
- For setting details, see  "Settings"(P. 13).



5 Select the [Print Condition] icon.

6 Make sure the appropriate profile is selected.

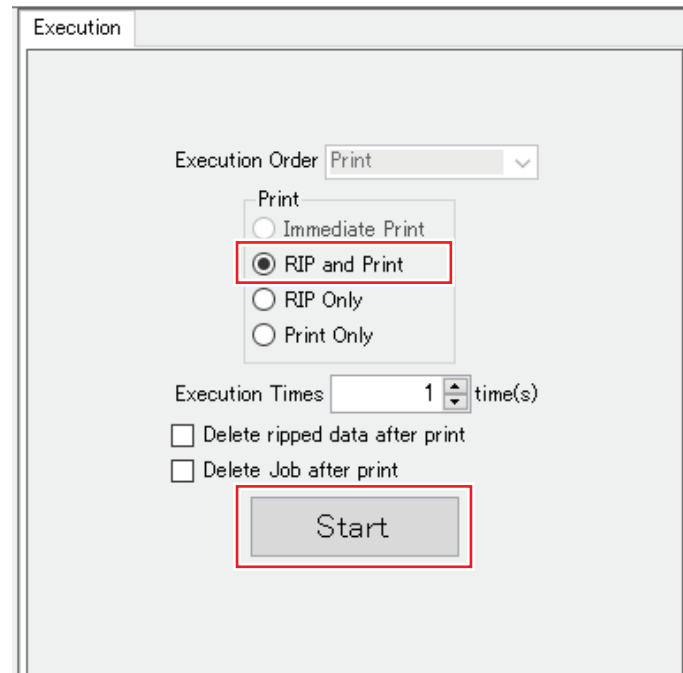
- [2.5D Texture Standard Speed] jobs: Confirm that [Media] is set to a [2.5D Texture Standard Speed] device profile.



- Jobs other than [2.5D Texture Standard Speed]
Select a device profile for color printing.

RasterLink: Printing

- 1 Click the [Execute]  icon.
- 2 Select [RIP and Print] and click [Start]. Print as you usually do with your printer.



3.4 Printing in High Speed Mode by Using a Vector Image

High speed mode prints faster than standard mode.

[Illustrator] Creating Print Data

1 Create data to print with Illustrator.



- For 2.5D printing, set line width so that lines are printed at least 3 mm wide.

2 Select objects you want to print.



3 Click the [2.5D RLOutput] icon of RasterLinkTools.

- Alternatively, from the [File] menu, select [RasterLink] - [2.5D RLOutput].



Important!

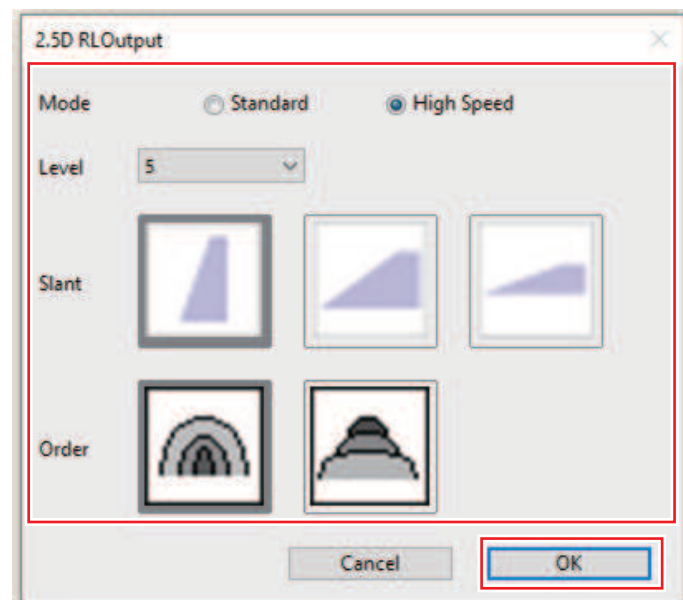
In the case of CorelDRAW

- When using special color such as metallic color together, use the palette provided by RasterLinkTools.
- Refer to the separate "Metallic Color Printing Guide" for how to select a pallet.

- The [2.5D RLOutput] dialog appears.

4 Set [Mode], [Level] or [Layers], [Slant], and [Order], and then click [OK].

- To use high speed mode, select [High speed mode].



- For setting details, see  "Settings"(P. 13).
- A dialog box is displayed for saving the file. Saving will create two files.



- If you save the image in the Hot Folder, it will be automatically imported into RasterLink.

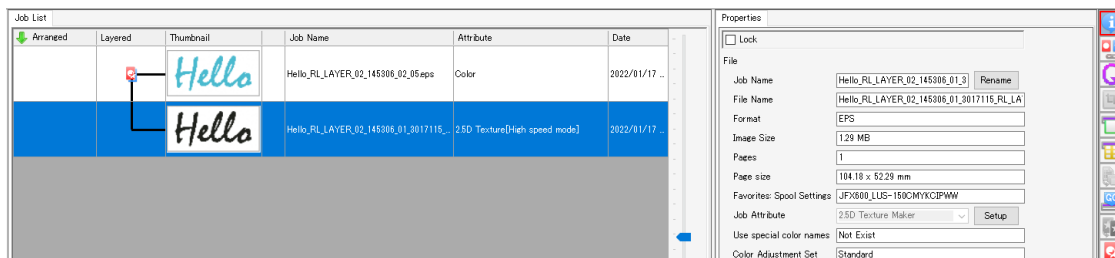
[RasterLink] Check and change settings



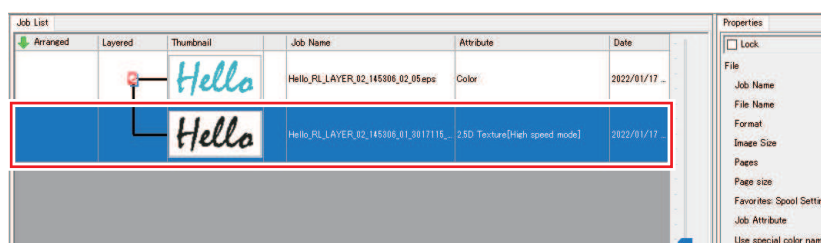
- If you do not check or change the settings of 2.5D Texture Maker, the following operations are not required.

1 Start RasterLink.

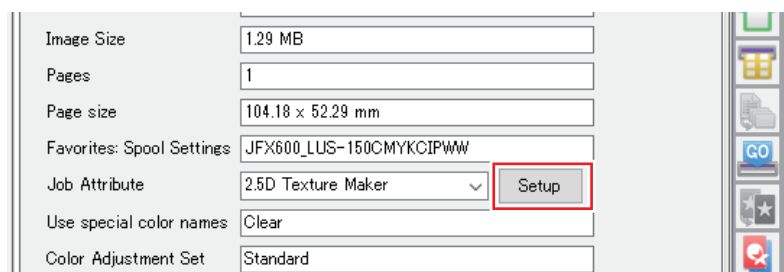
- Any files saved in the Hot Folder are automatically opened in RasterLink and prepared as a composite job.



2 Select a job whose [Attribute] set to [2.5D Texture High speed], and then click the [Properties] icon.



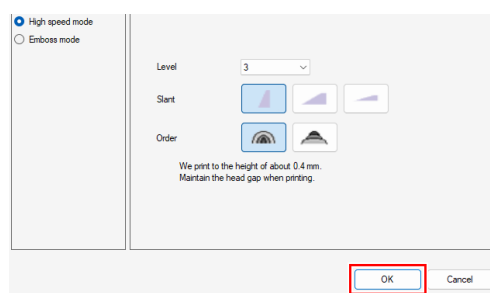
3 Click [Setup] for [Job Attribute].



- The [2.5D Texture Maker] dialog appears.

4 Check the 2.5D Texture Maker settings and click [OK].

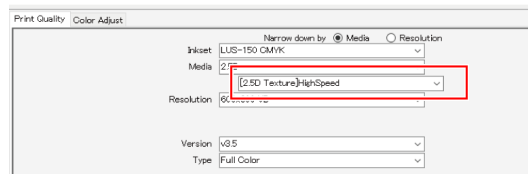
- Change any settings as needed here.
- For setting details, see "Settings"(P. 13).



5 Select the [Print Condition] icon.

6 Make sure the appropriate profile is selected.

- [2.5D Texture] (High Speed) jobs: Confirm that [Media] is set to a [2.5D Texture] (High Speed) profile.



- Color job to be composited with the 2.5D job: Select the device profile for color.

RasterLink: Printing



The output of white ink can be thickened.

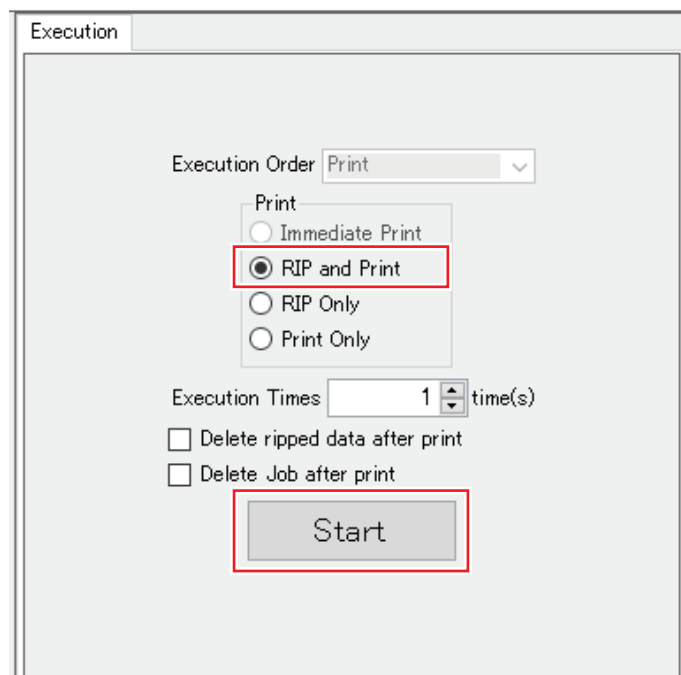
- When white ink is output on the quaternary color in high-speed mode, the edge of the quaternary color below the white ink may be visible.

In that case, use the size correction function of [Special plate]  to make the setting to thicken the output of white ink. For more information, refer to "RasterLink reference guide".

- This setting applies only to the two layers of white ink, not to the quaternary color area.

1 Click the [Execute]  icon.

2 Select [RIP and Print] and click [Start]. Print as you usually do with your printer.



Chapter 4 Error message



This chapter

This chapter describes the error messages displayed by 2.5D Texture Maker.

4.1 Displayed Messages and the Conditions Under Which They Are Displayed

The following table describes the messages displayed by 2.5D Texture Maker and the conditions under which they are displayed.

Error Messages	Indicate condition
A 2.5D Texture (Standard mode) profile is not selected. Select a 2.5D Texture (Standard mode) profile.	A 2.5D Texture (Standard mode) profile is not selected although 2.5D Texture (Standard mode) is set as the job attribute.
A 2.5D Texture (High speed mode) profile is not selected. Select a 2.5D Texture (High speed mode) profile.	A 2.5D Texture (High speed mode) profile is not selected although 2.5D Texture (High speed mode) is set as the job attribute.
The selected profile does not match the ink set of the printer in use. Select another profile.	The ink set of the printer in use is different from the ink set of the selected 2.5D Texture profile.
A 2.5D Texture profile is selected. Select another profile.	A 2.5D Texture profile is selected although a job attribute other than 2.5D Texture is set.

JFX200-2513EX / JFX200-1213EX 2.5D Texture Maker Guide

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