Application Note

English

PS/M 7.x to Dolev 4press Punch Orientation

399Z3R625A

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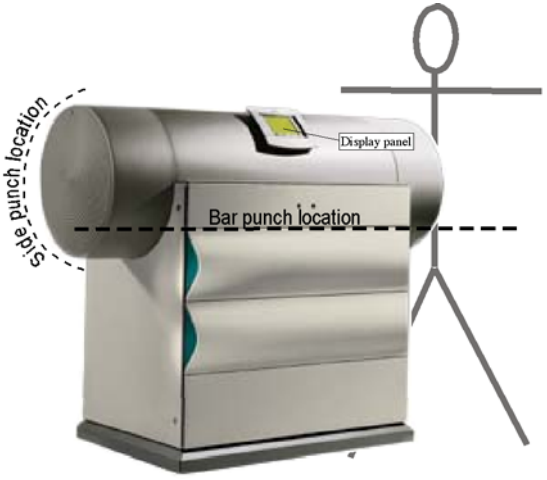
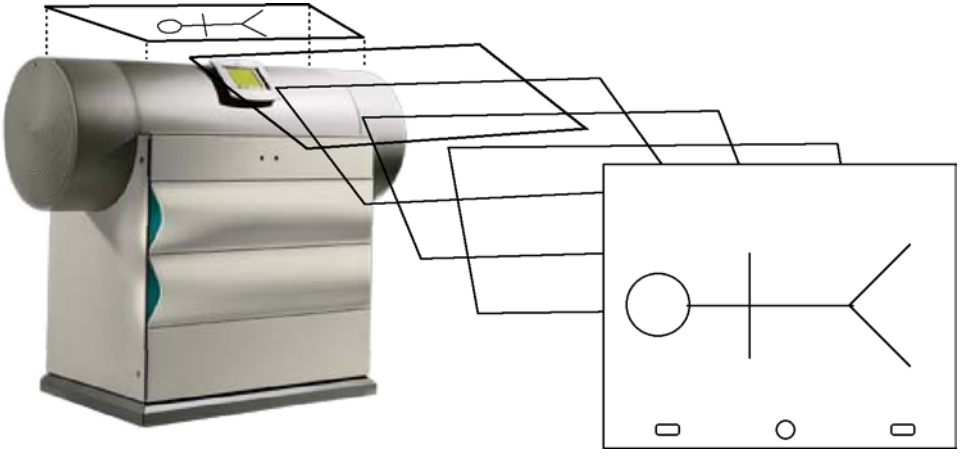
Punch Orientation

The Side punch on the Dolev 4press imagesetters is located on the left side of the machine. That is, when you stand on the left side of the Dolev 4press, the Side punch system is in front of you.

The Bar punch on the Dolev 4press imagesetters is located on the front of the machine under the display panel.



A Tall or Portrait orientation of an image is exposed with the top (head) of the image toward the Side punch and the left side of the image toward the Bar punch (whether **Punch** is selected or not).

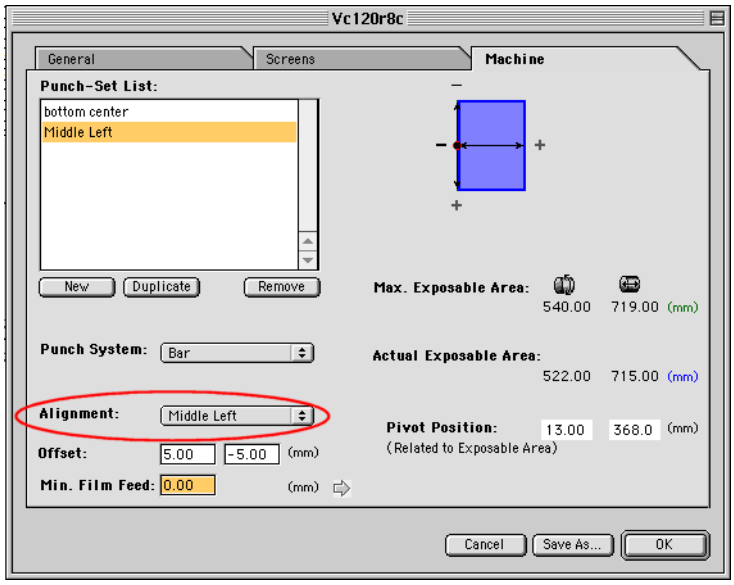


Punch Alignment

The PS/M punch **Alignment** parameter includes the vertical (Bottom, Middle, or Top) and horizontal (Left, Center, or Right) position of the image on film in relation to the punch holes.

Important: Middle refers to the vertical dimension height and **Center** refers to the horizontal dimension width.

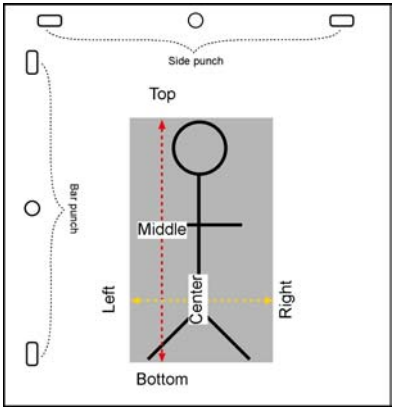
The **Alignment** parameter is located on the **Machine** tab of the **Screen Set** dialog box.



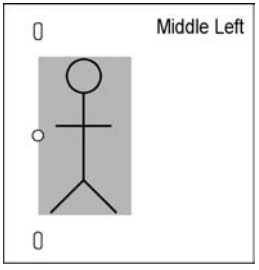
The figure below illustrates the location of the Bar punch holes or Side punch holes relative to the image.

The red dotted line illustrates the vertical alignment of the image on the film in relation to the punch holes.

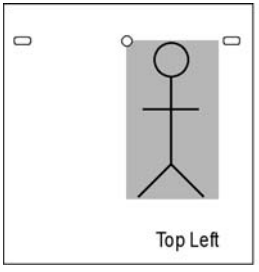
The yellow dotted line illustrates the horizontal alignment of the image in relation to the punch holes.

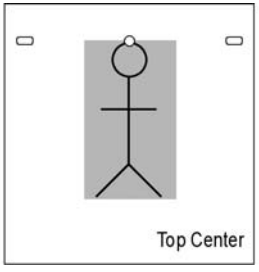


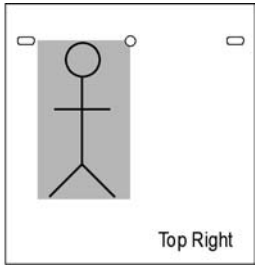
The figure below illustrates an example of an available alignment for a Bar punch.



The figure below illustrates some examples of available alignments for a Side punch.



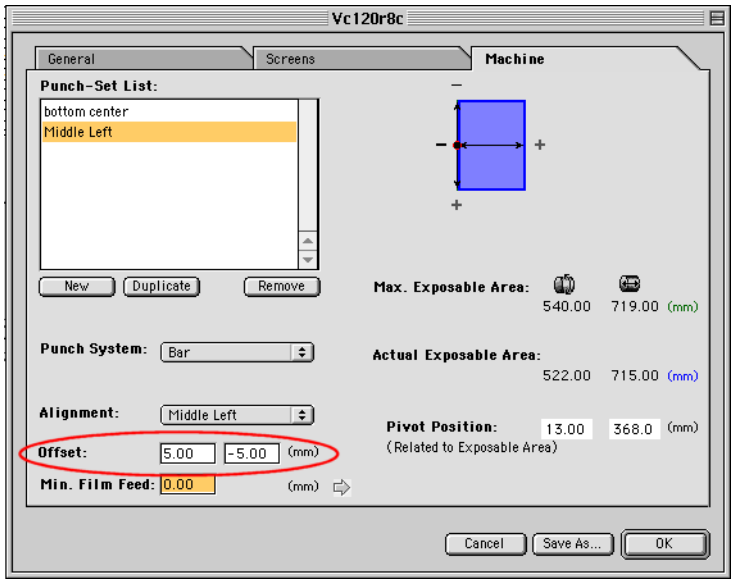




Punch Offset

The PS/M **Offset** parameter enables you to define the distance (offset) between the image and the punch holes. The offset direction is the same whether you are using a Bar punch or a Side punch.

The **Offset** parameter is located on the **Machine** tab of the **Screen Set** dialog box.



In the **Offset** boxes:

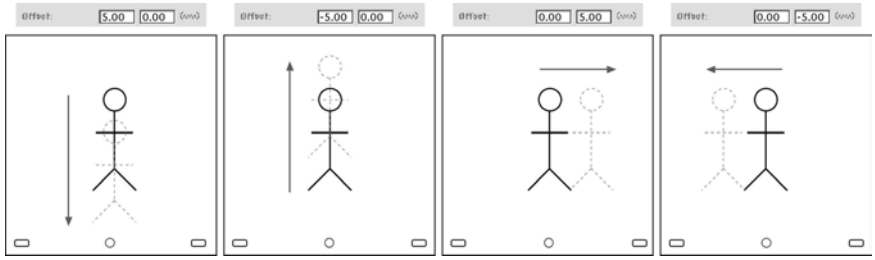
- The left box controls the image movement up and down in relation to the punch holes.

  A positive value moves the image down (away from the punch).

  A negative value moves the image up (toward the punch).

- The right box controls the image movement left and right in relation to the punch holes.

  A positive value moves the image to the right.

  A negative value move the image to the left.

The figure below illustrates how various positive and negative values in the **Offset** box effect the positioning of the image relative to the punch holes.