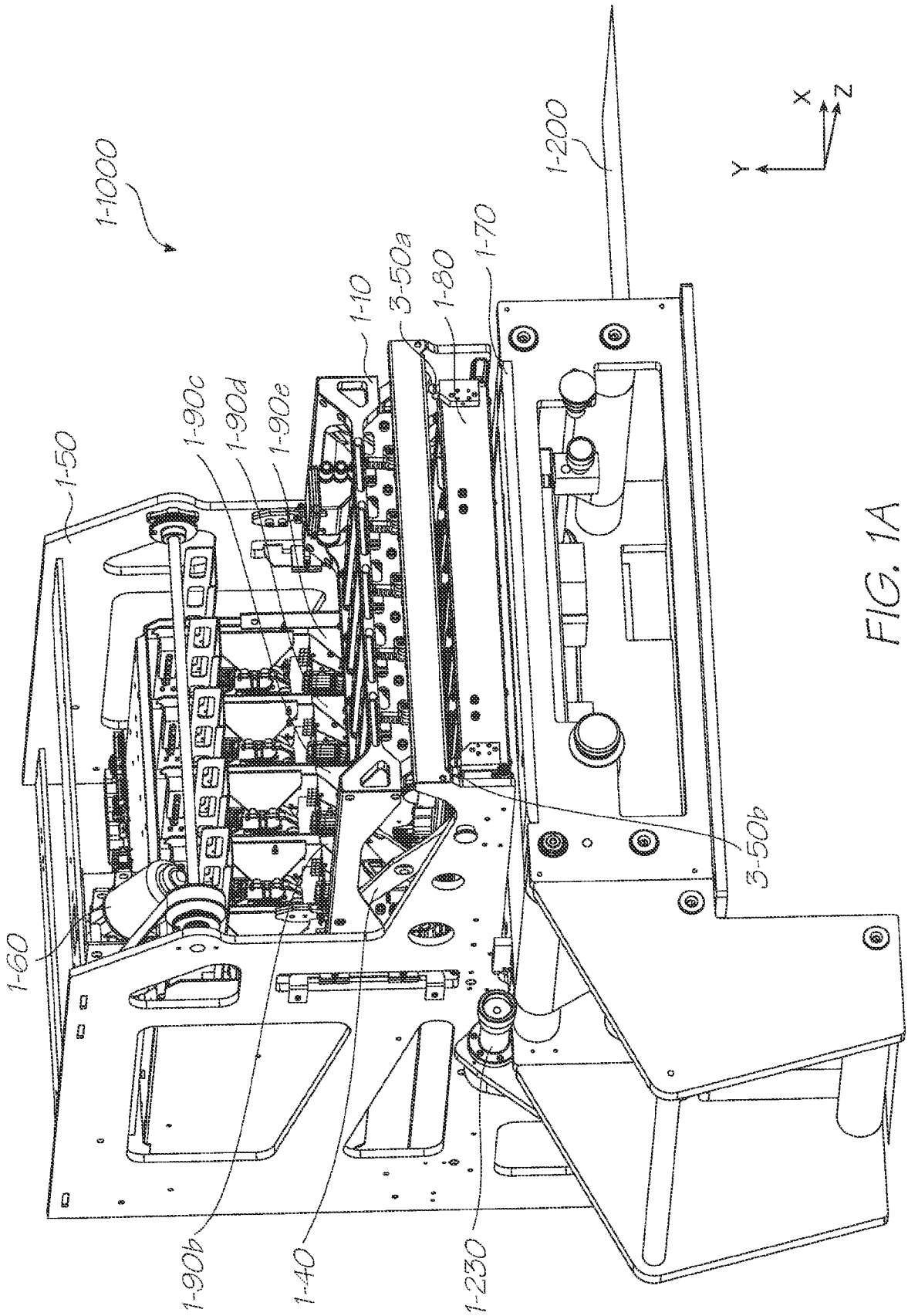

1-1000
1-200
X
Z
Y
1-70
3-50a
1-80
1-10
1-90c
1-90d
1-90e
1-50
3-50b
1-60
1-90b
1-40
1-230

FIG. 1A

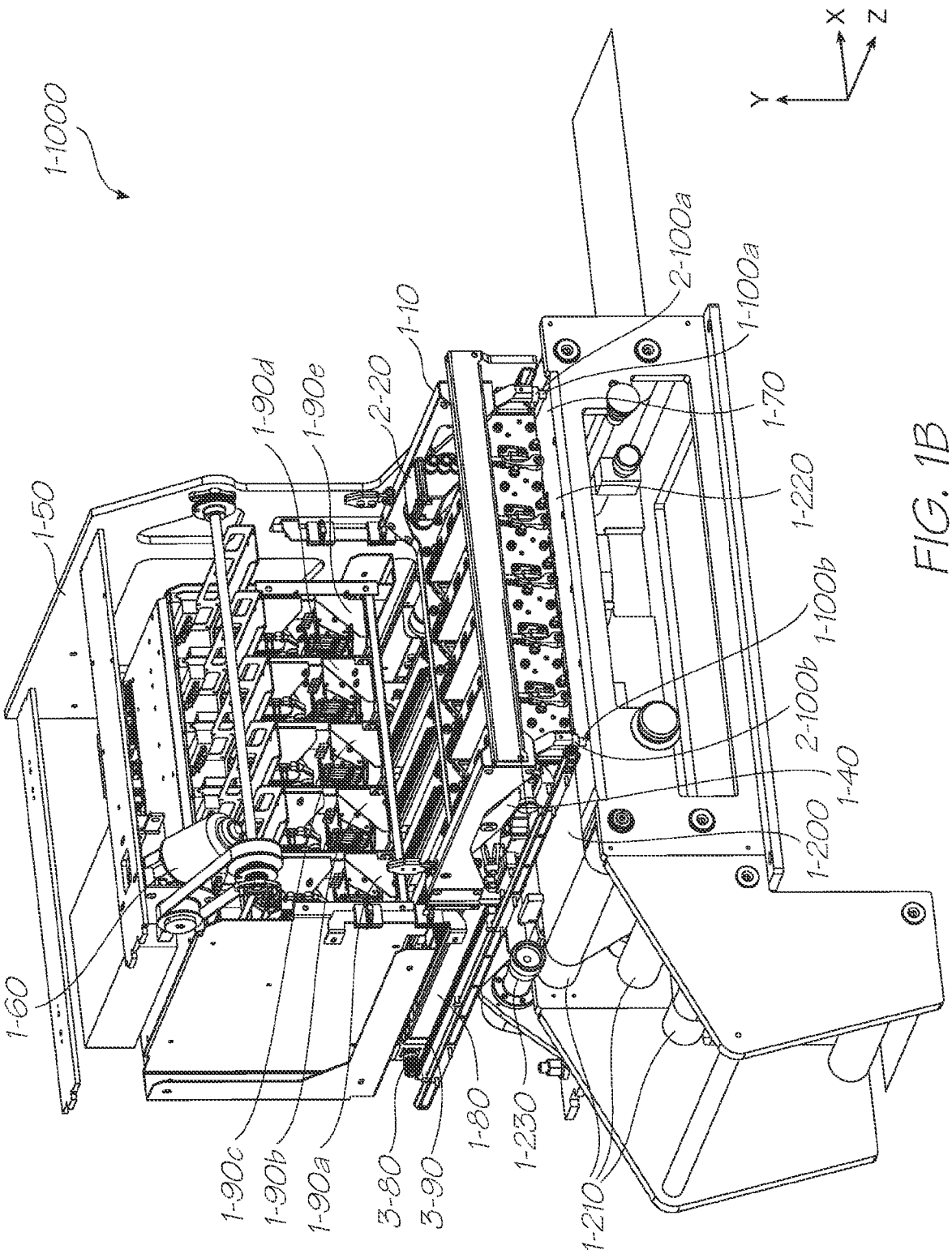

1-1000
X
Z
Y
2-100a
1-100a
1-10
1-90d
1-90e
2-20
1-70
1-50
1-220
1-100b
2-100b
1-40
1-200
1-60
1-90c
1-90b
1-90a
3-80
3-90
1-80
1-230
1-210

FIG. 1B

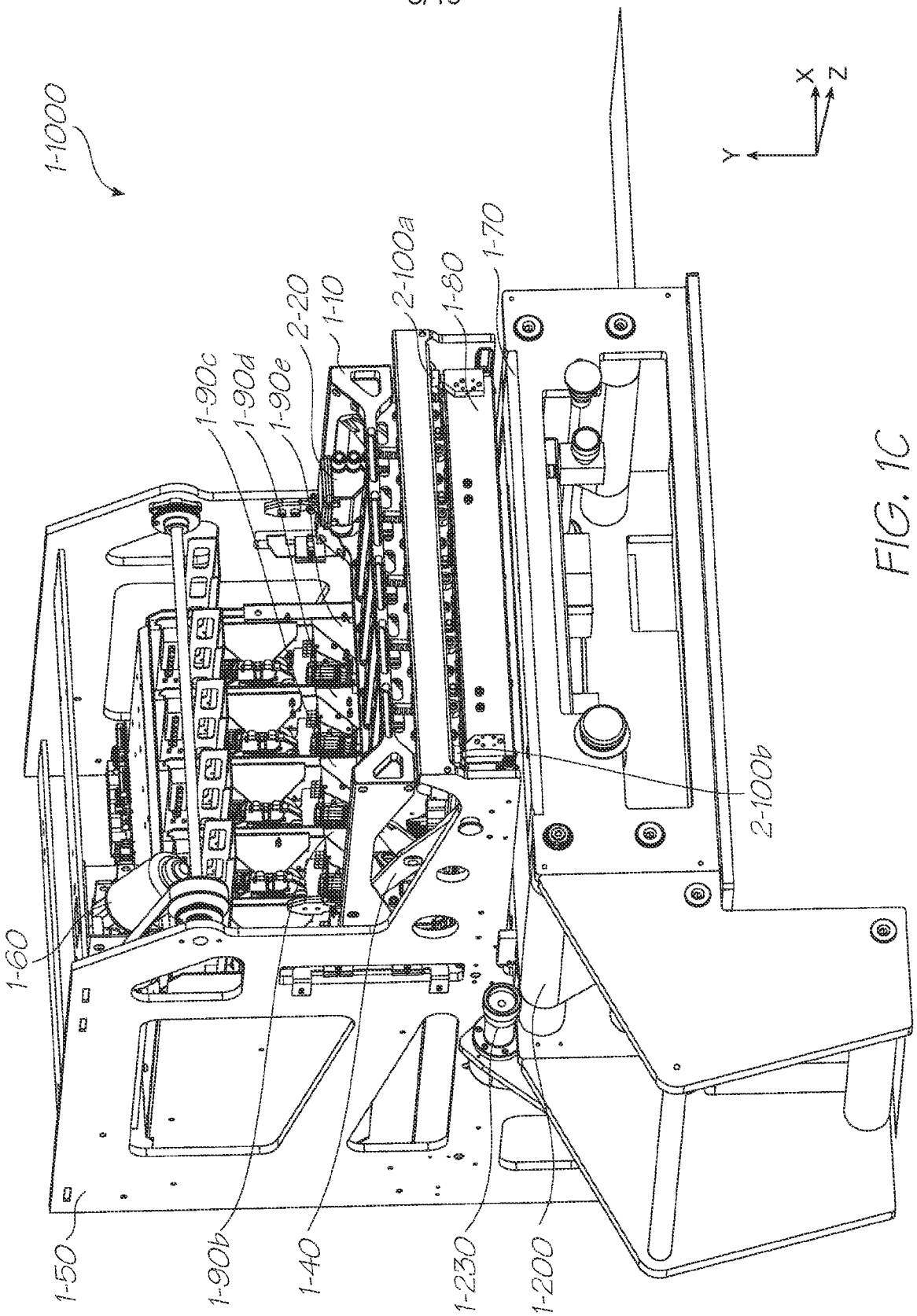

1-1000
X
Z
Y
1-70
1-80
2-100a
1-10
2-20
1-90e
1-90d
1-90c
2-100b
1-60
1-50
1-90b
1-40
1-230
1-200

FIG. 1C

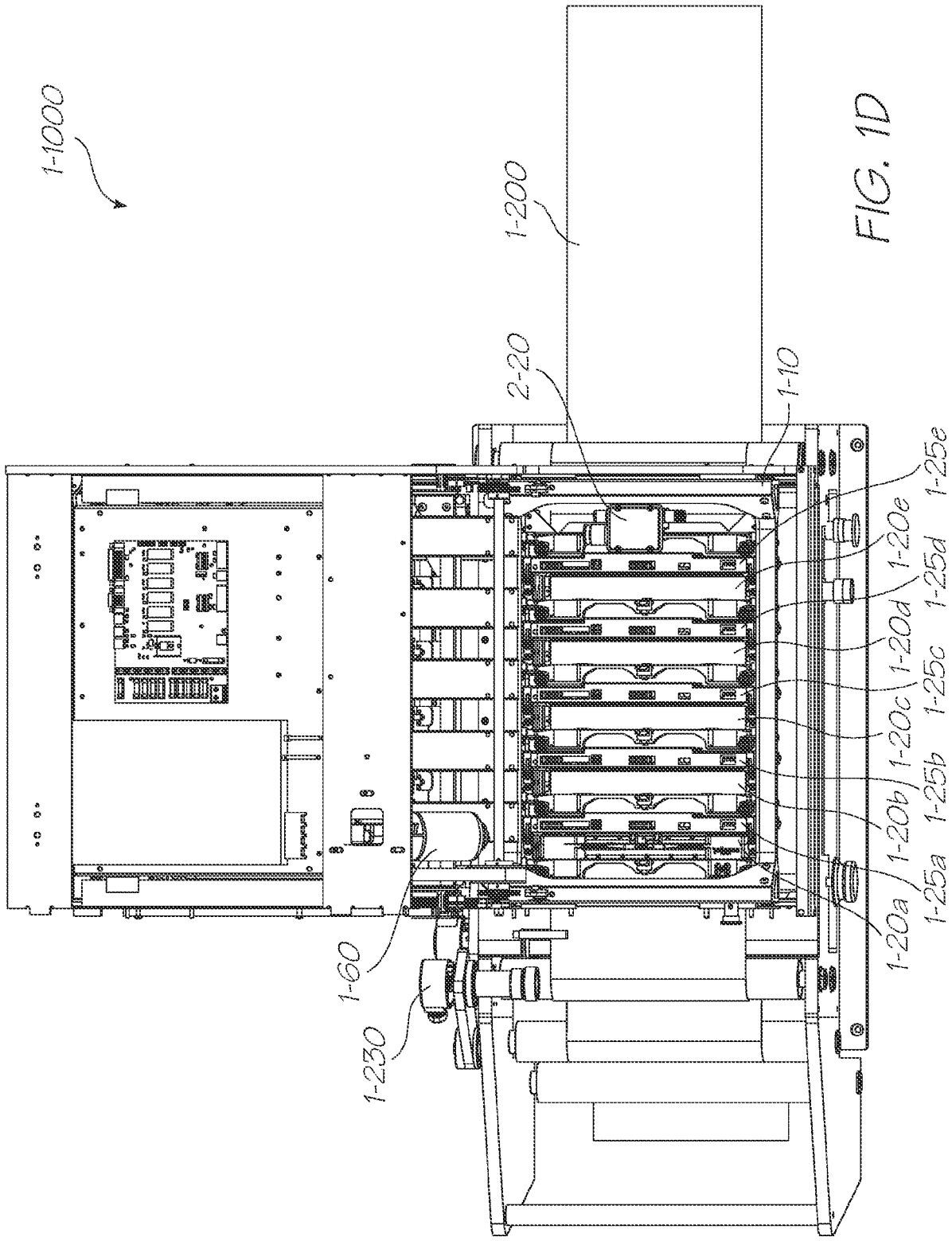

1-1000
1-200
2-20
1-10
1-25e
1-20e
1-25d
1-20d
1-25c
1-20c
1-25b
1-20b
1-25a
1-20a
1-60
1-230

FIG. 1D

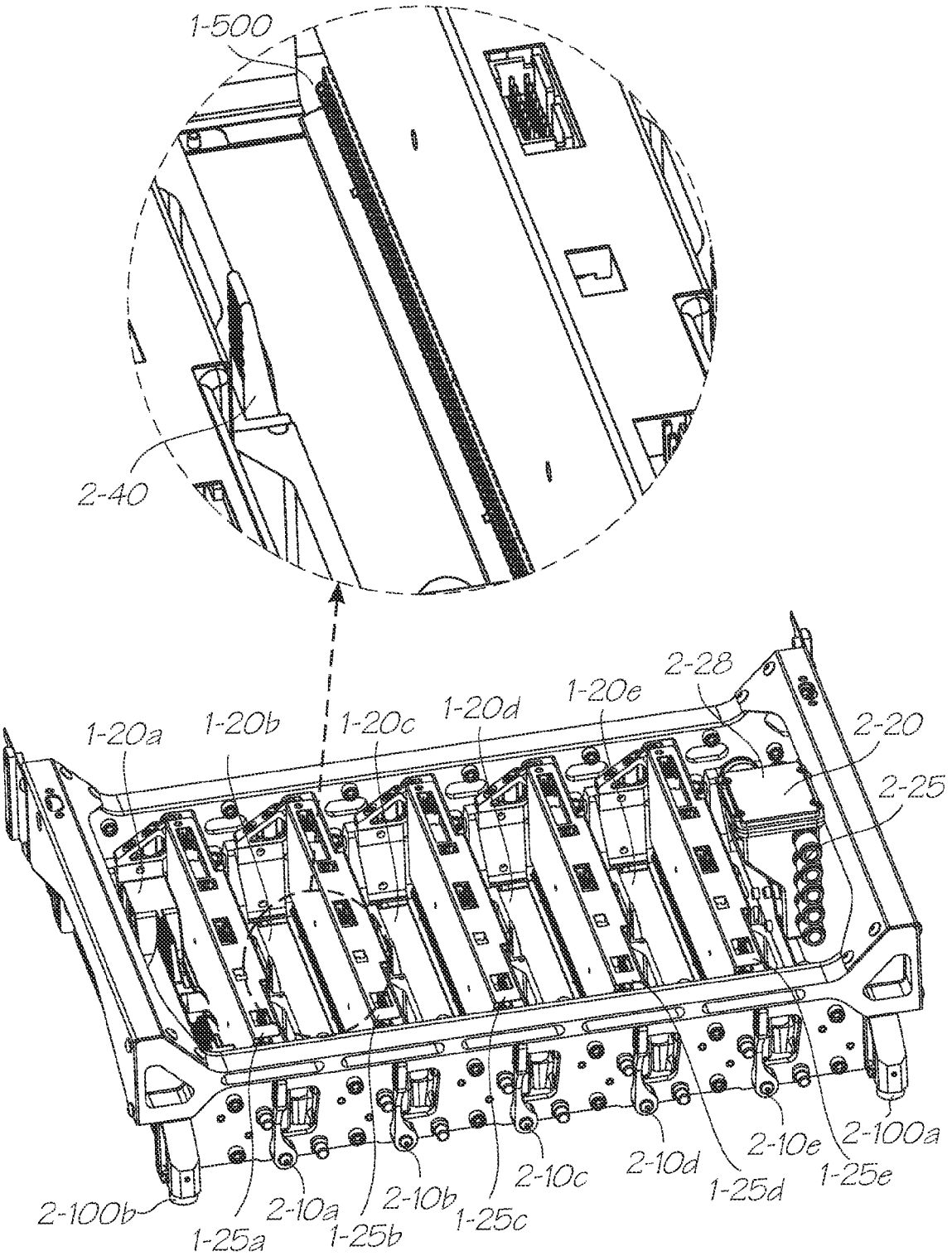

1-500
2-40
2-28
1-20a
1-20b
1-20c
1-20d
1-20e
2-20
2-25
2-100a
2-10e
2-10d
2-10c
2-10b
2-10a
2-100b
1-25e
1-25d
1-25c
1-25b
1-25a

FIG. 2A

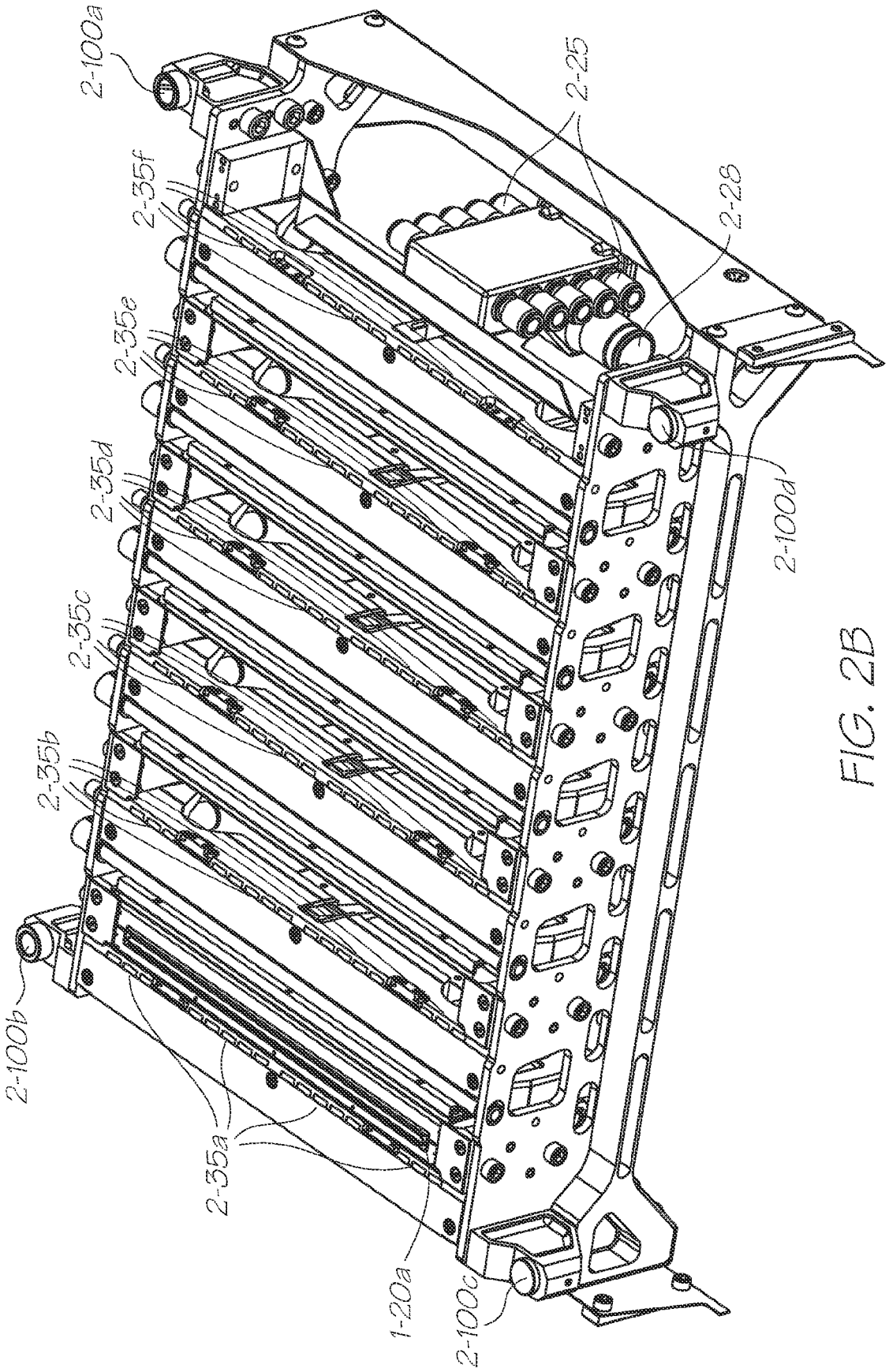

2-100a
2-25
2-35f
2-28
2-35e
2-35d
2-100d
2-35c
2-35b
2-100b
2-35a
1-20a
2-100c

FIG. 2B

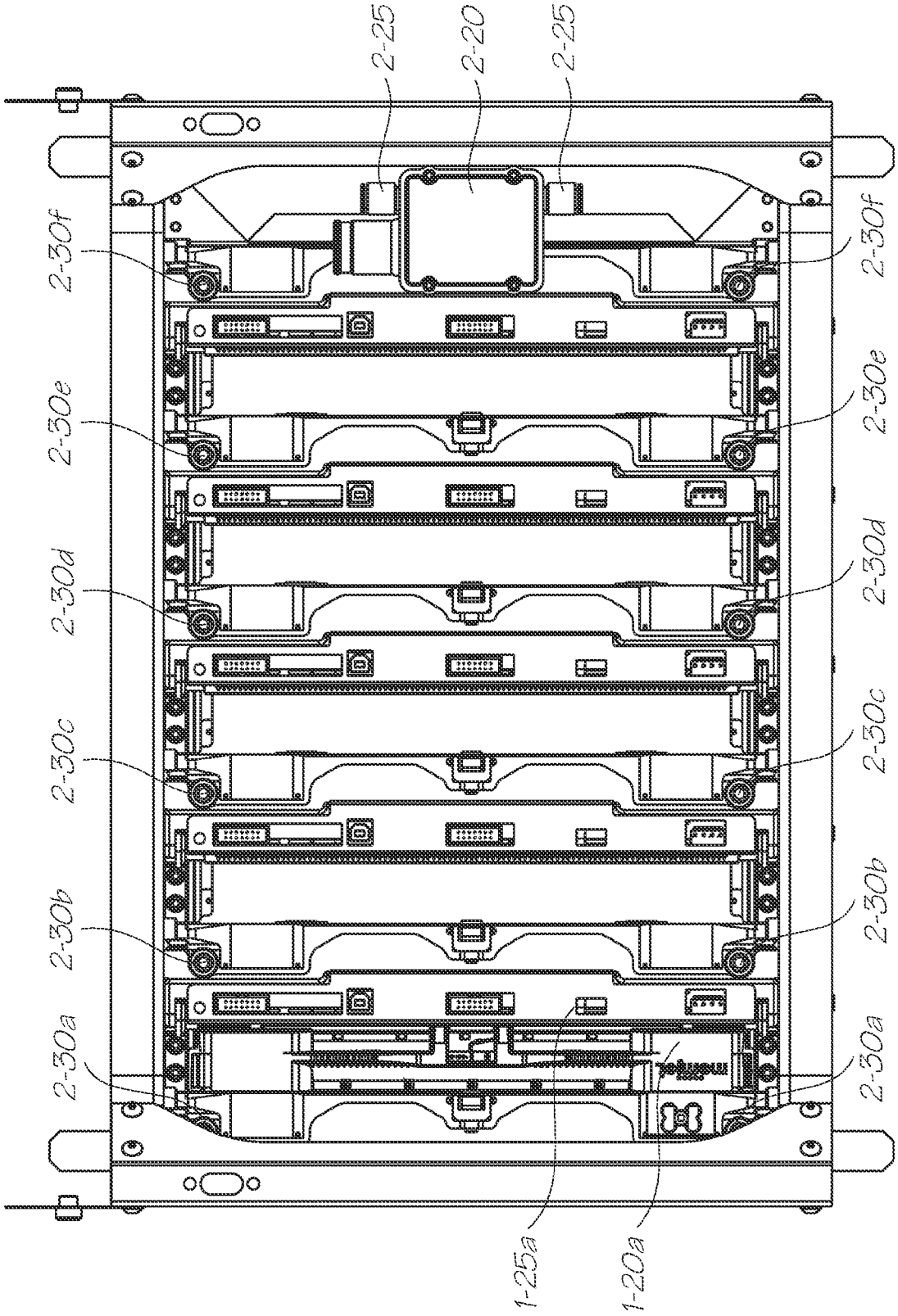

2-25
2-20
2-25
2-30f
2-30f
2-30e
2-30e
2-30d
2-30d
2-30c
2-30c
2-30b
2-30b
2-30a
2-30a
1-25a
1-20a

FIG. 2C

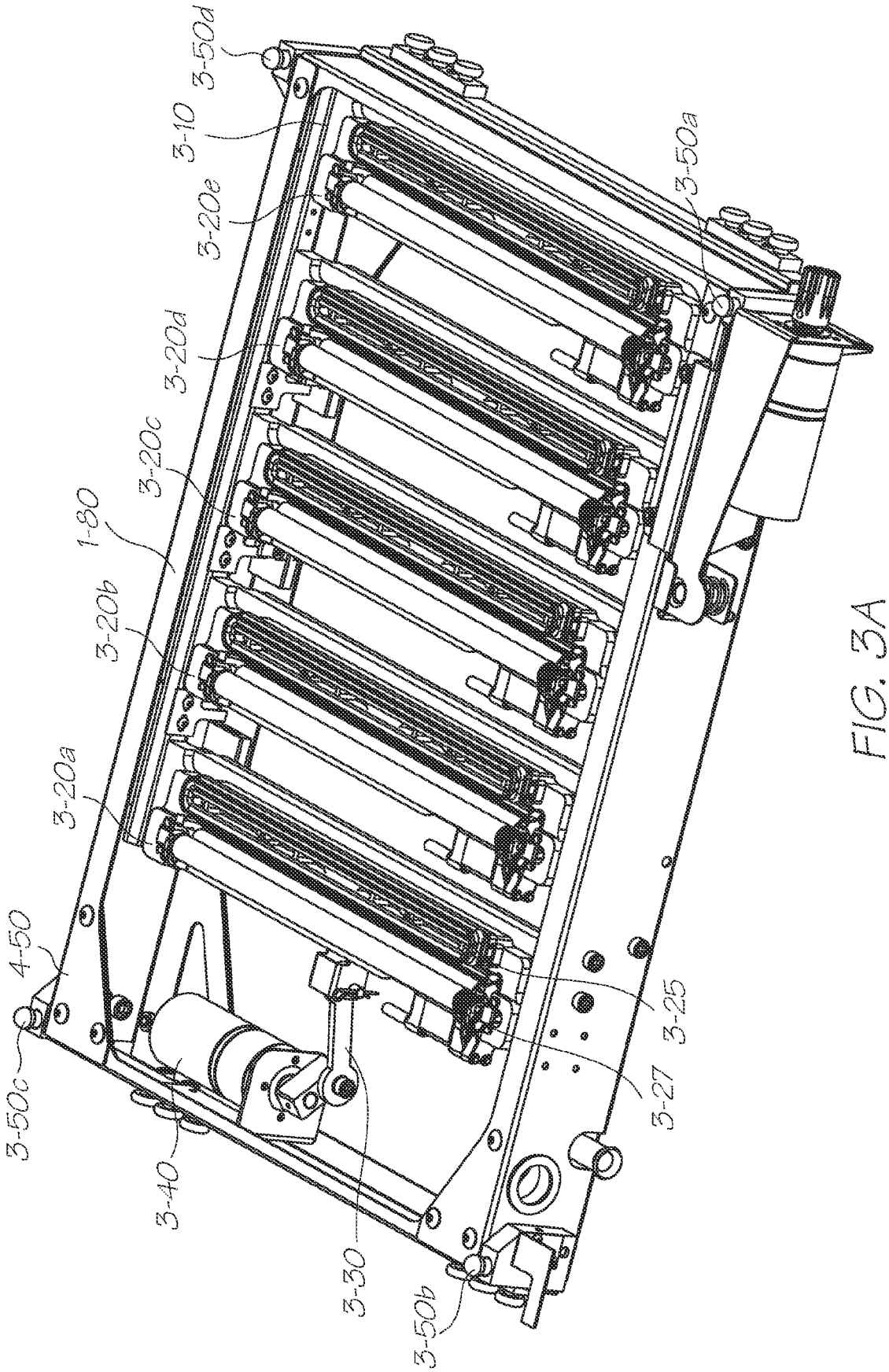

3-50d
3-10
3-20e
3-20d
3-20c
1-80
3-20b
3-20a
4-50
3-50c
3-40
3-30
3-50b
3-27
3-25
3-50a

FIG. 3A

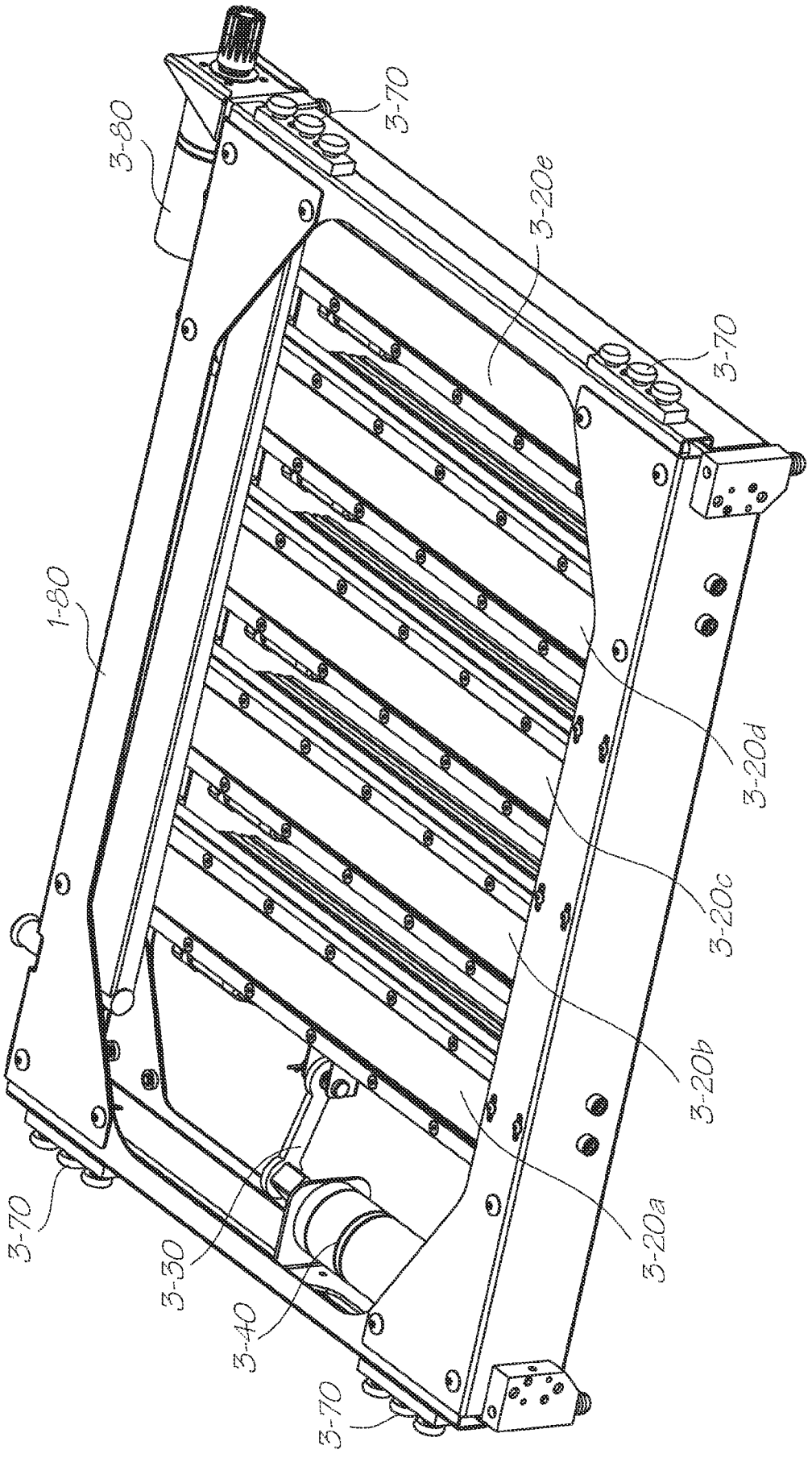


FIG. 3B

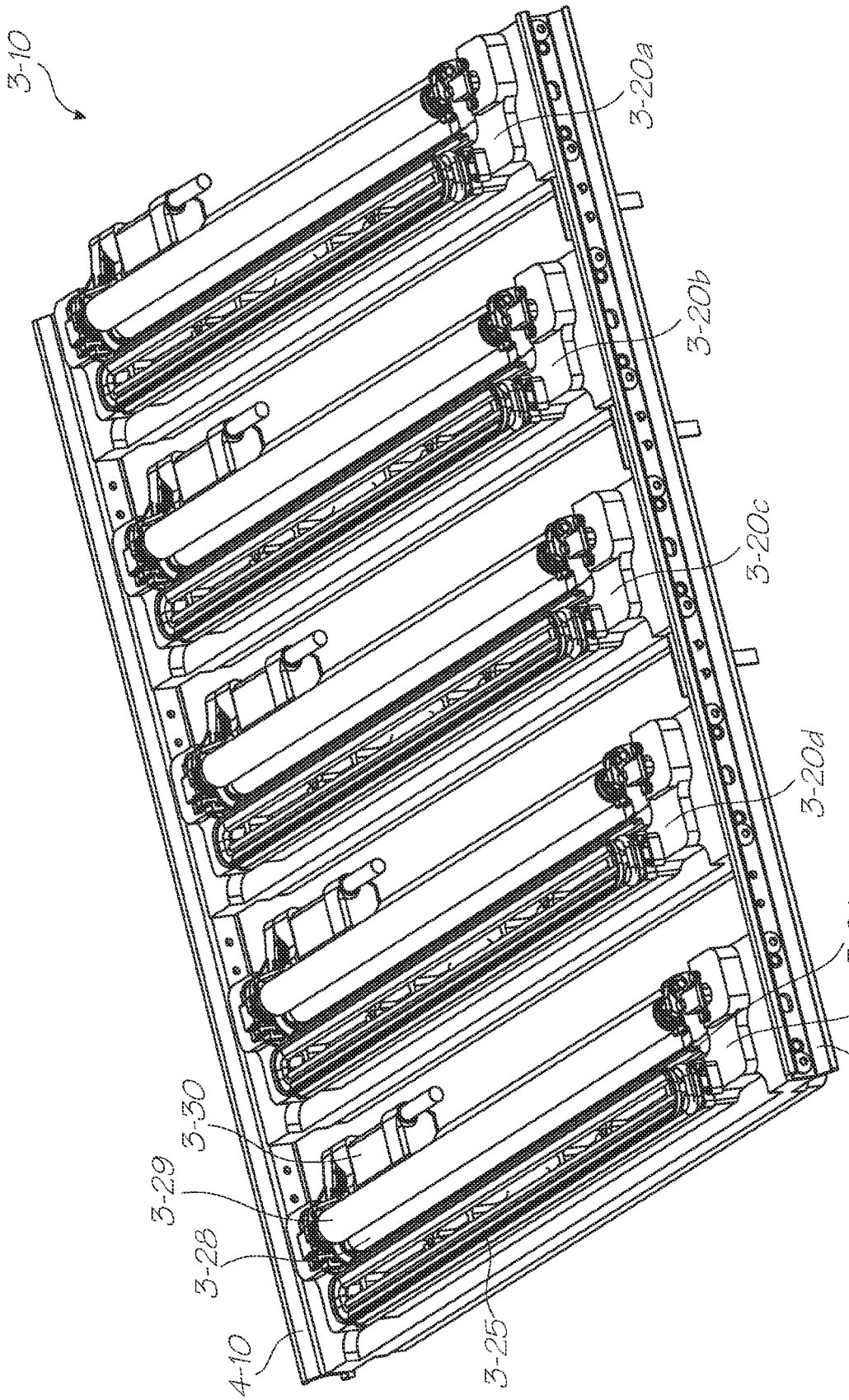


FIG. 4A

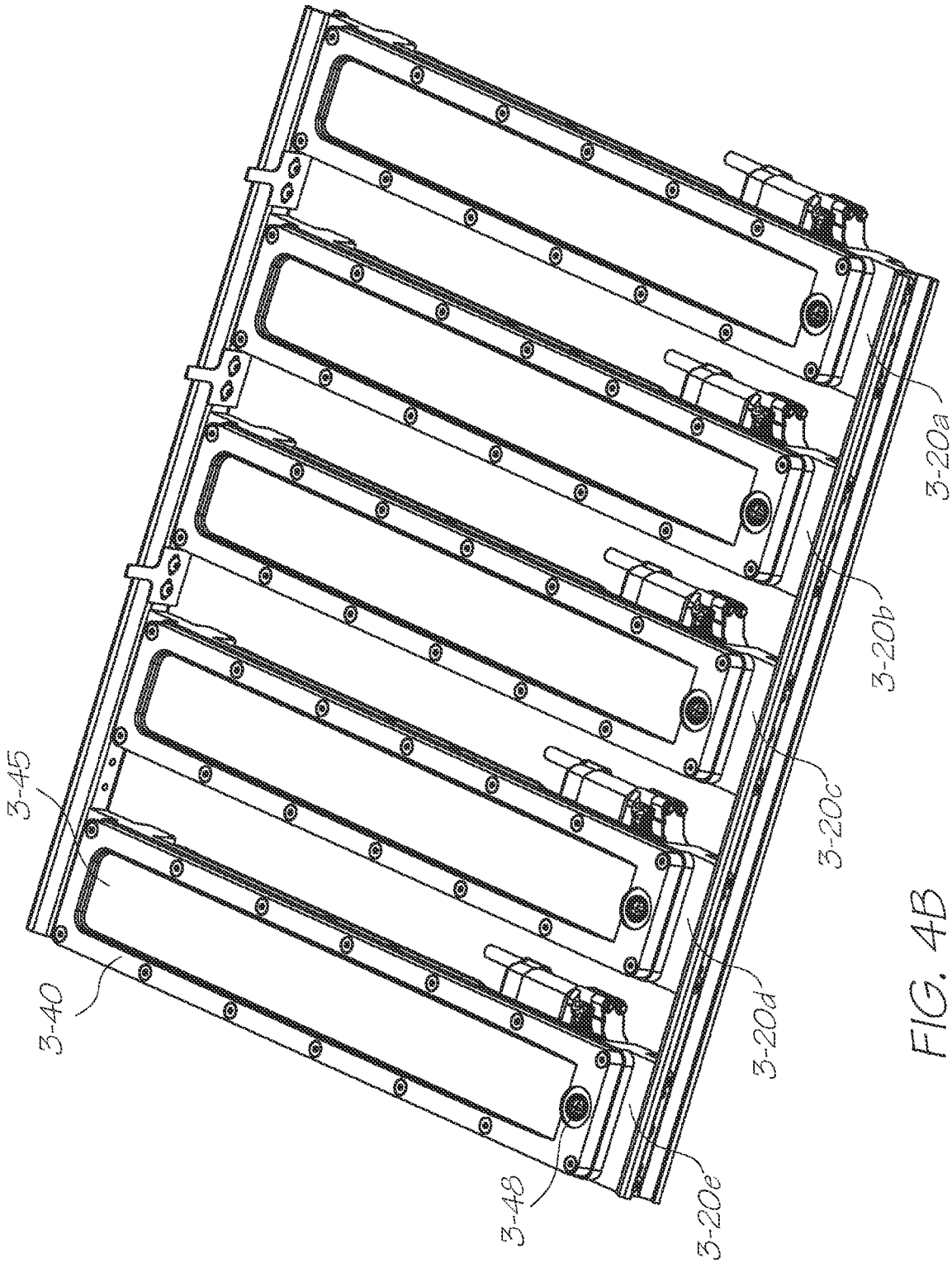


FIG. 4B

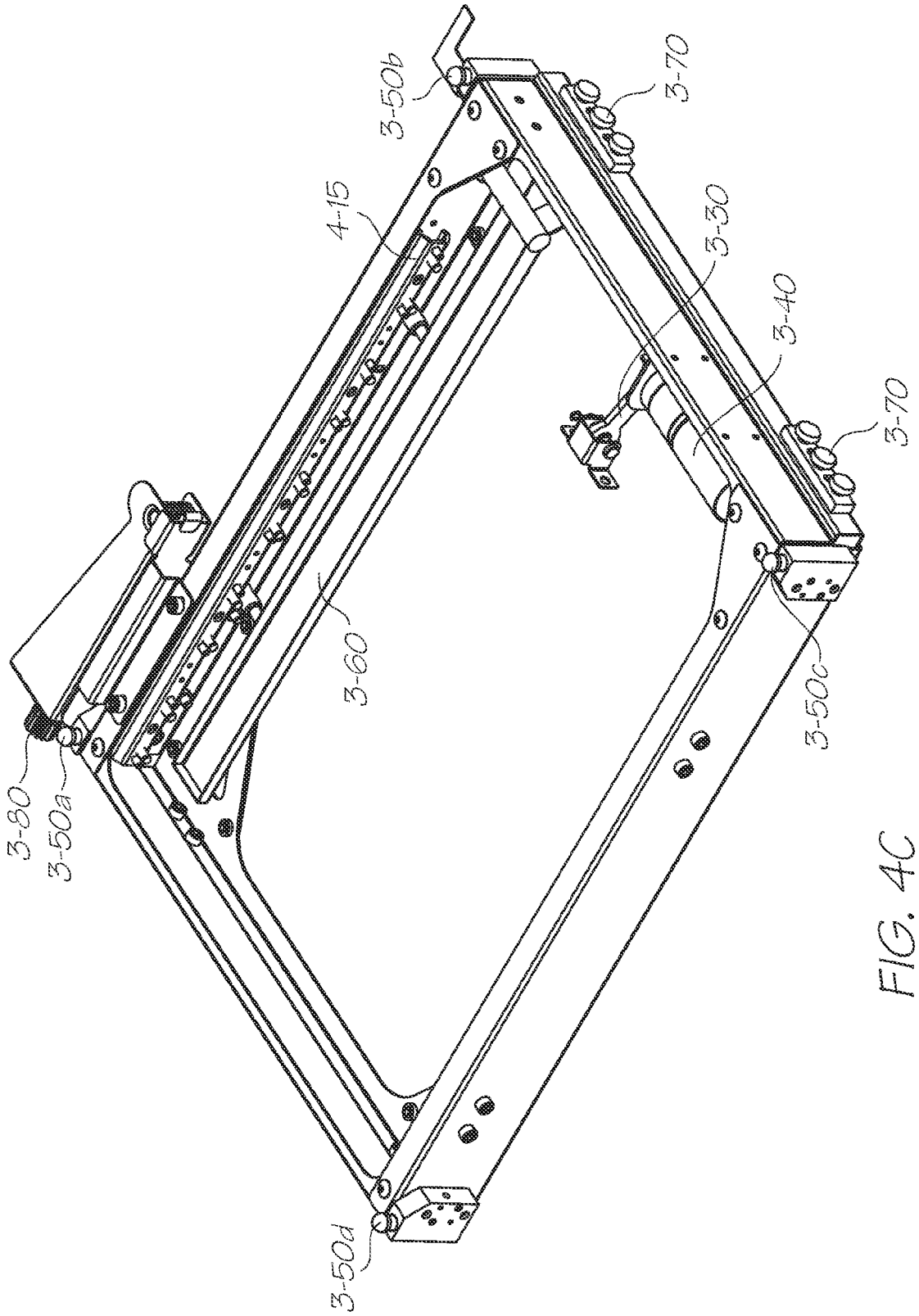


FIG. 4C

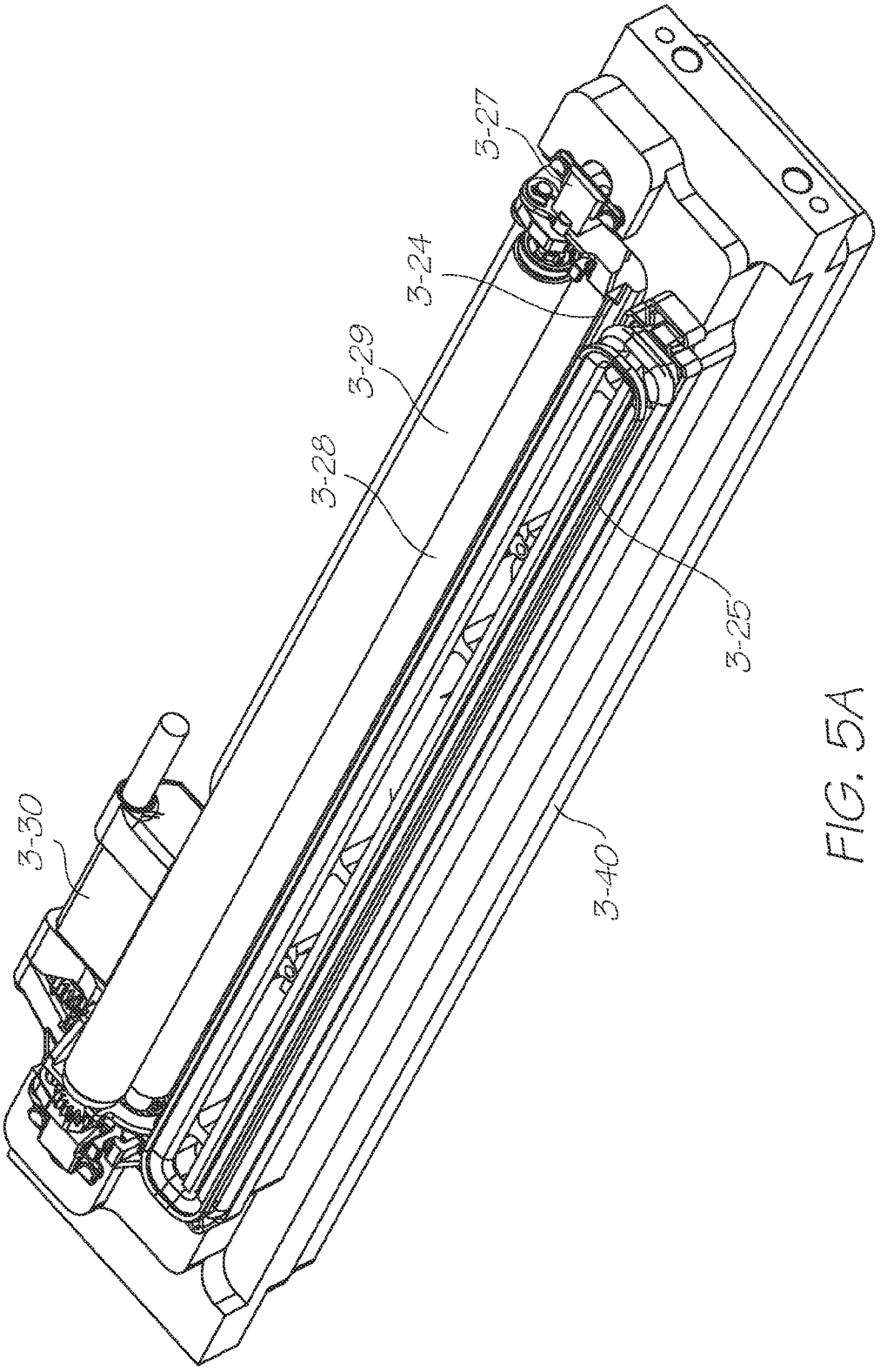


FIG. 5A

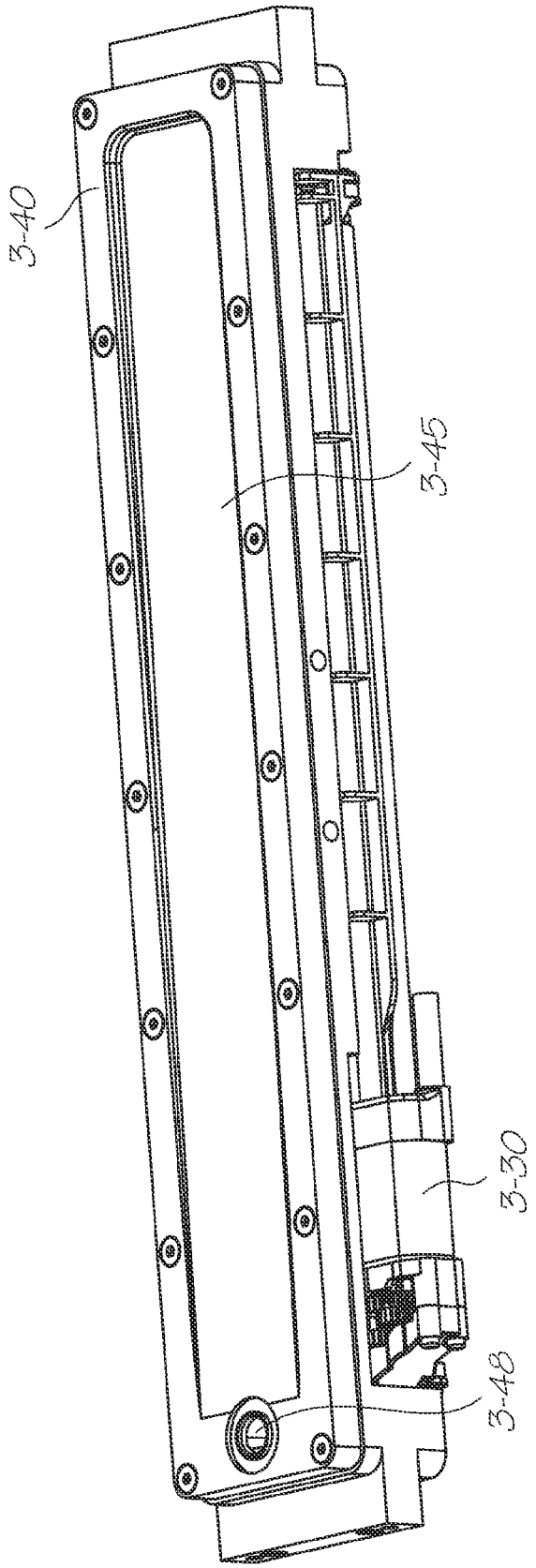


FIG. 5B

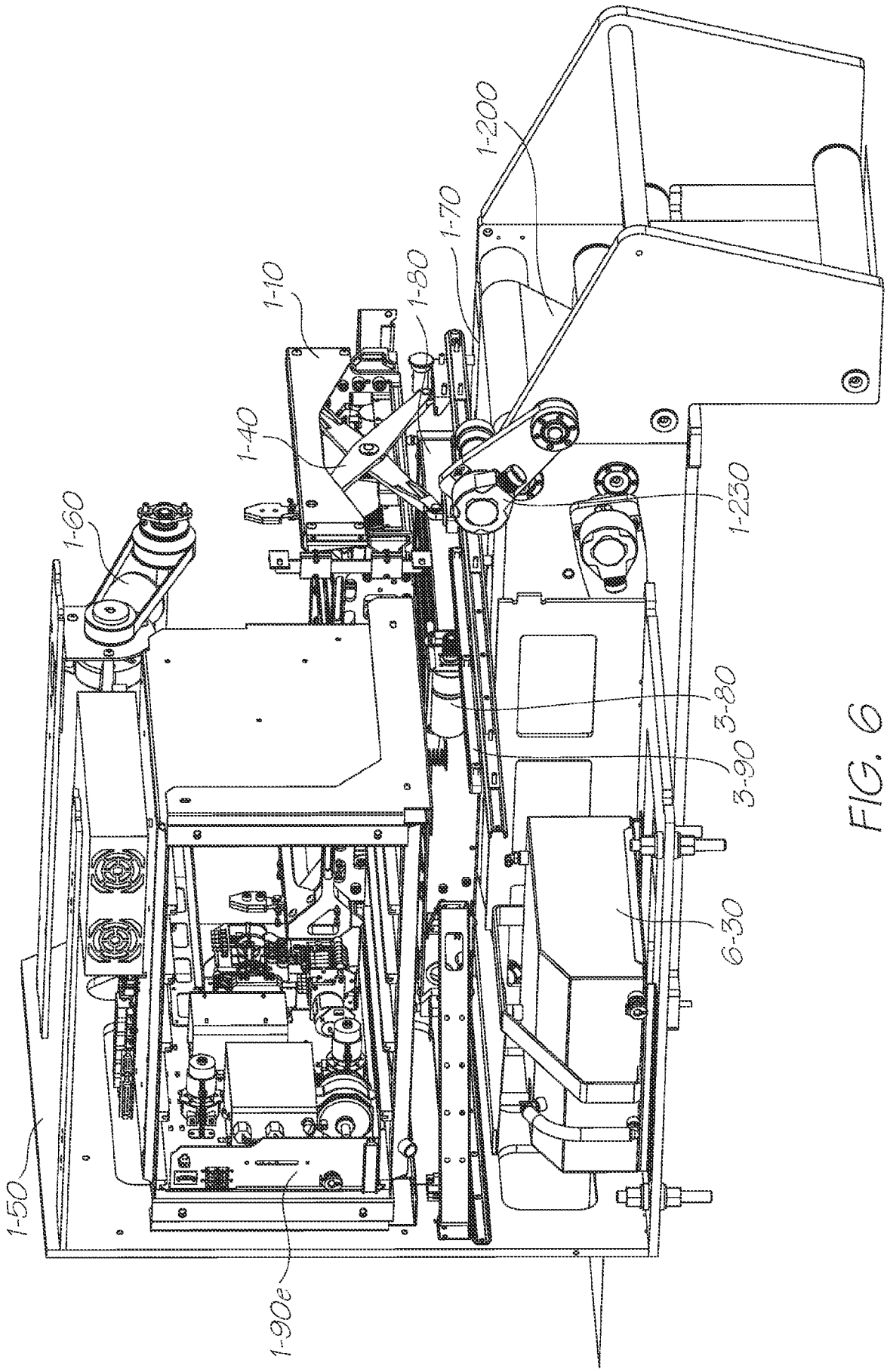


FIG. 6

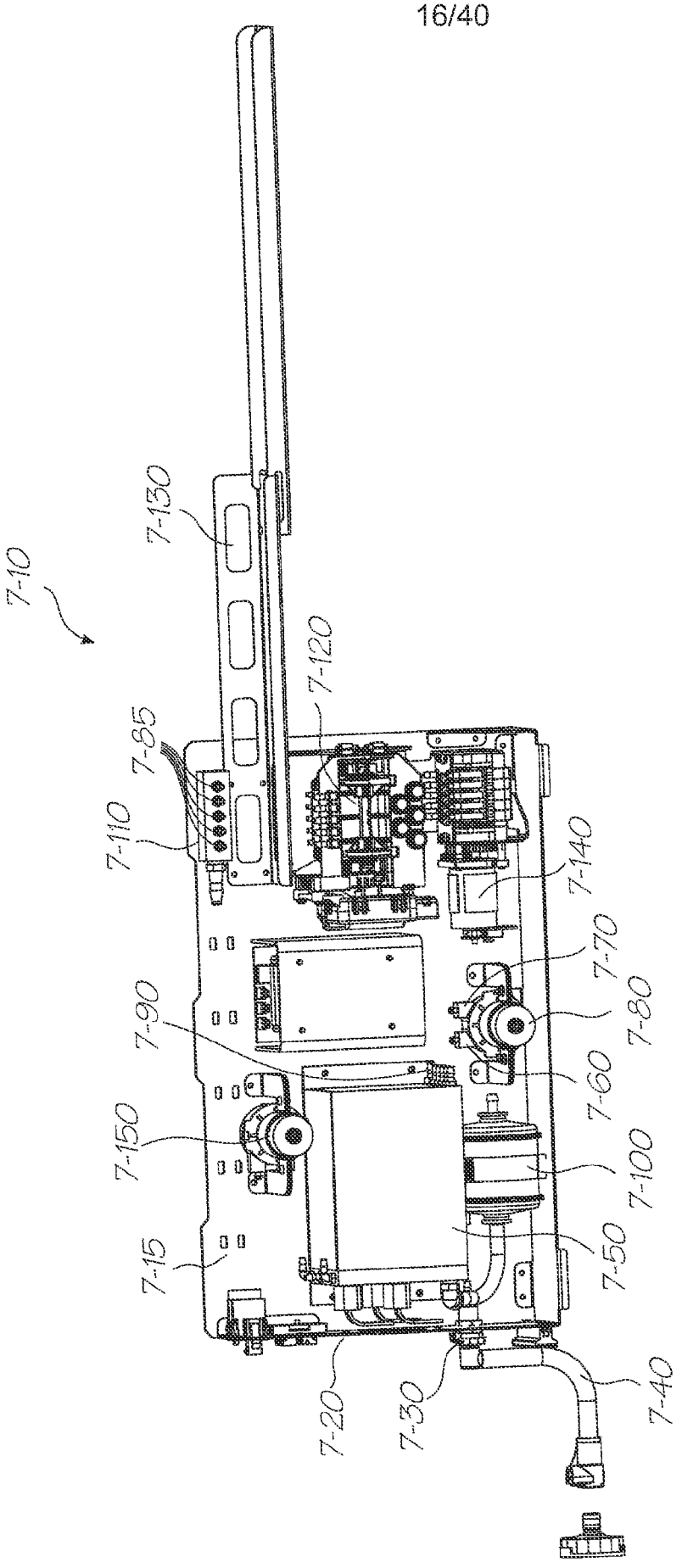

7-10
7-130
7-120
7-85
7-110
7-140
7-70
7-80
7-90
7-60
7-150
7-100
7-50
7-15
7-20
7-30
7-40

FIG. 7

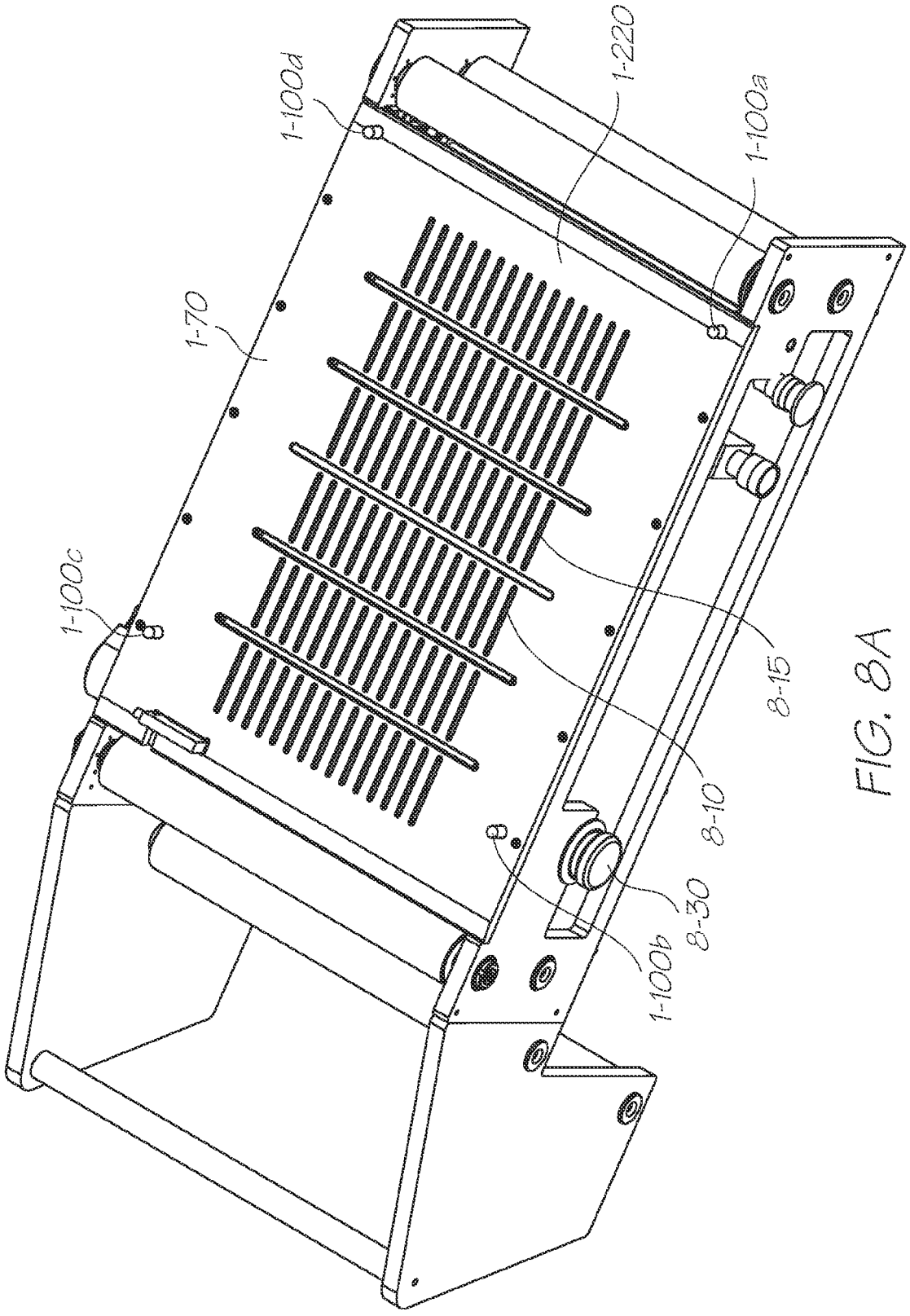


FIG. 8A

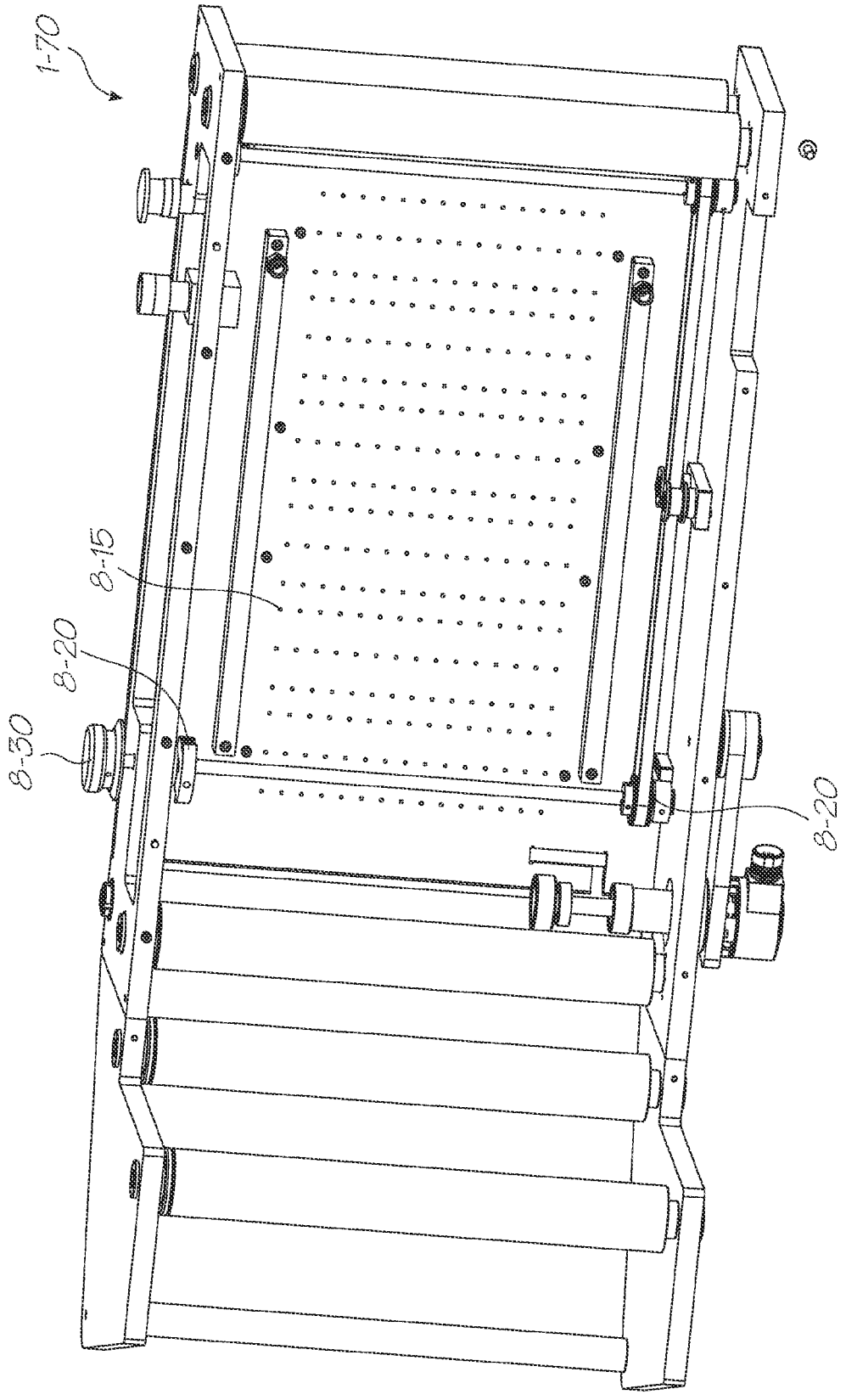


FIG. 8B

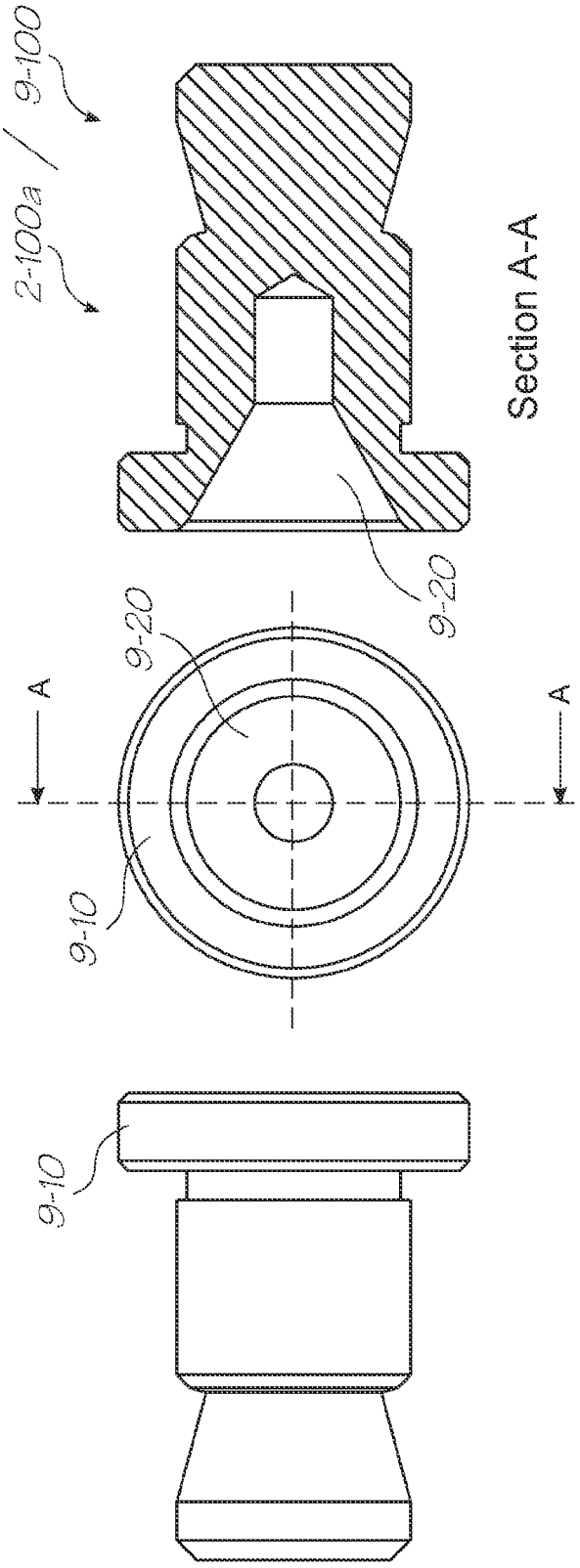
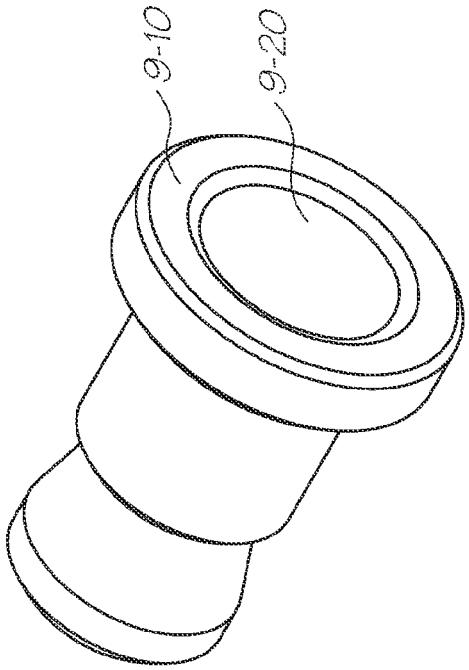
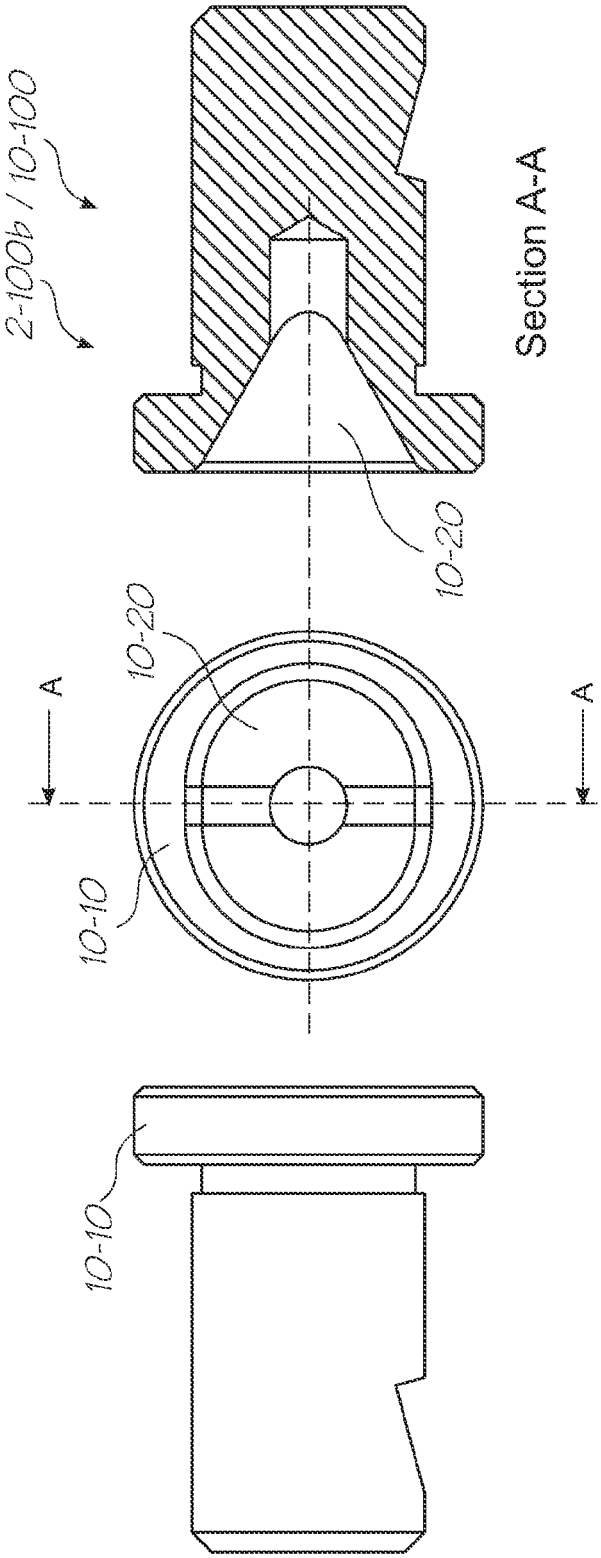


FIG. 9





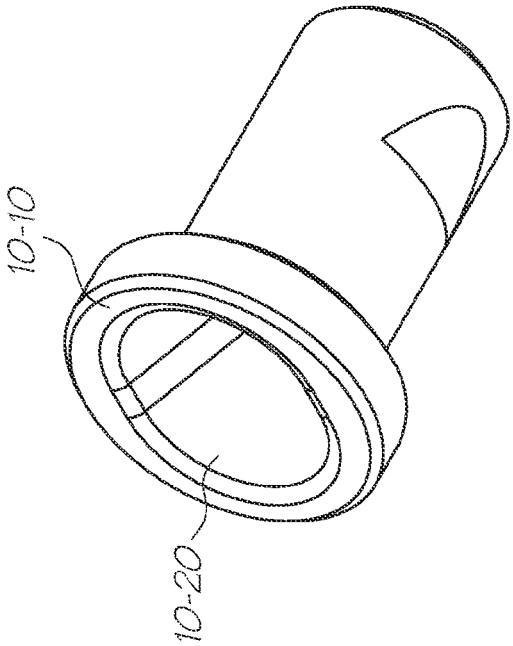
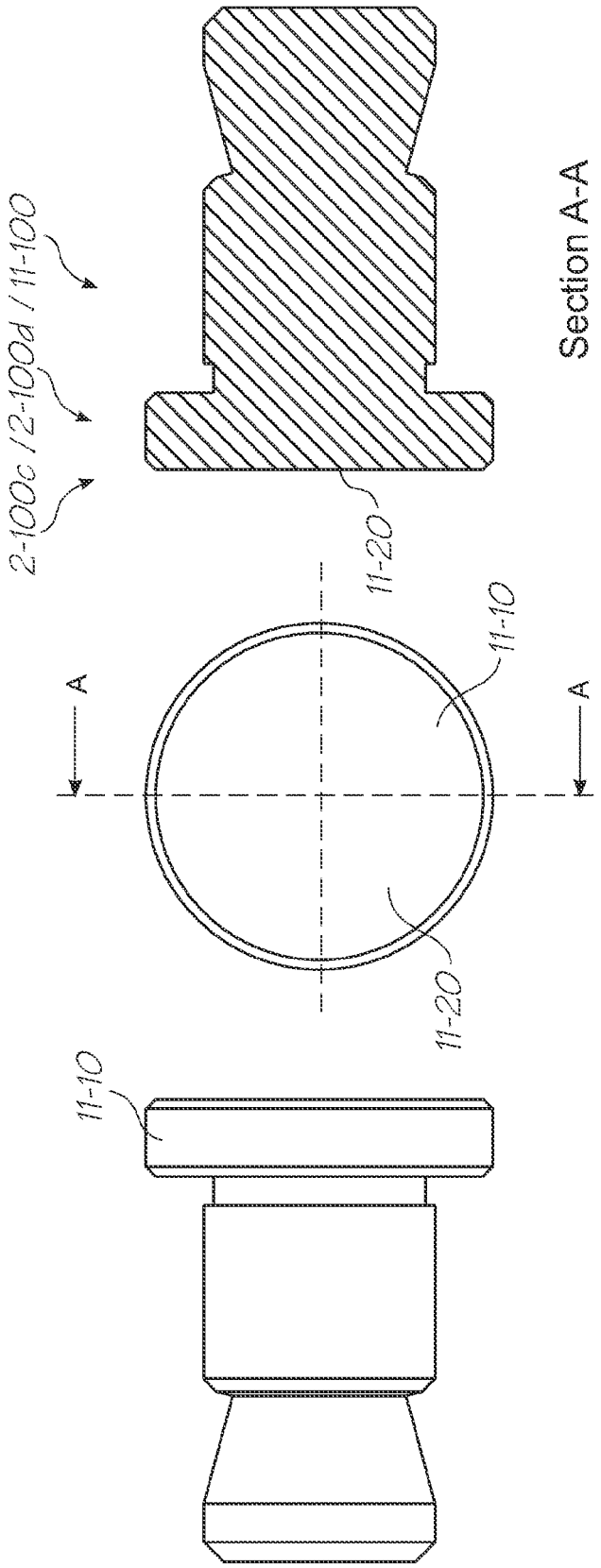


FIG. 10


2-100c / 2-100d / 11-100
11-20
Section A-A
11-10
A
A
11-20
11-10

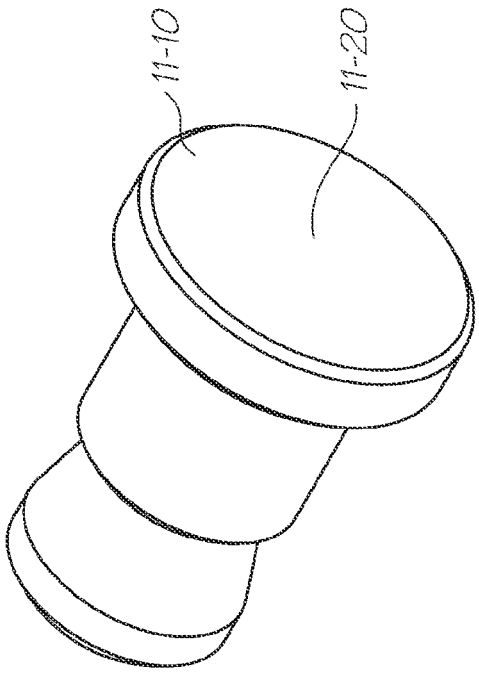

11-10
11-20

FIG. 11

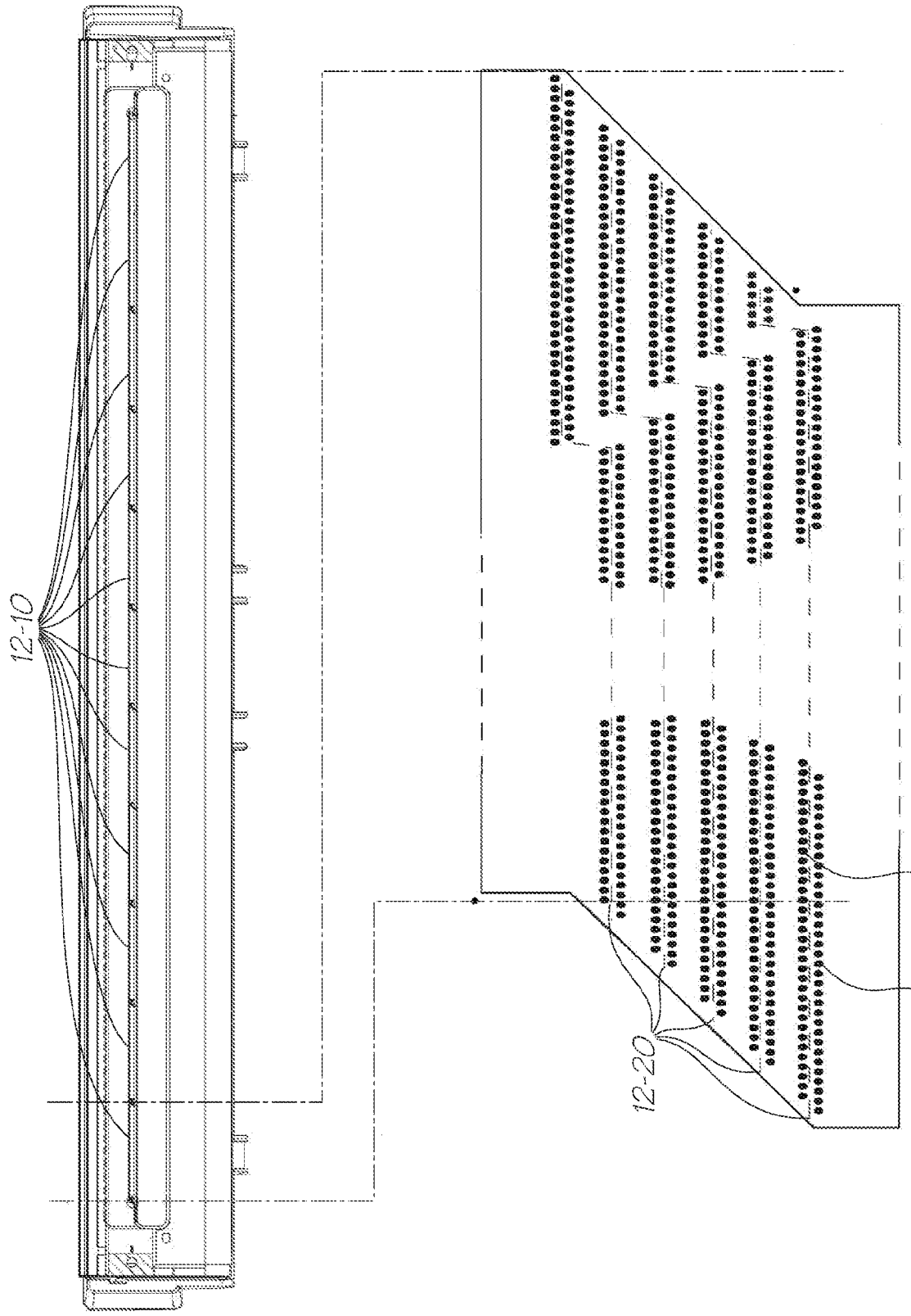


FIG. 12

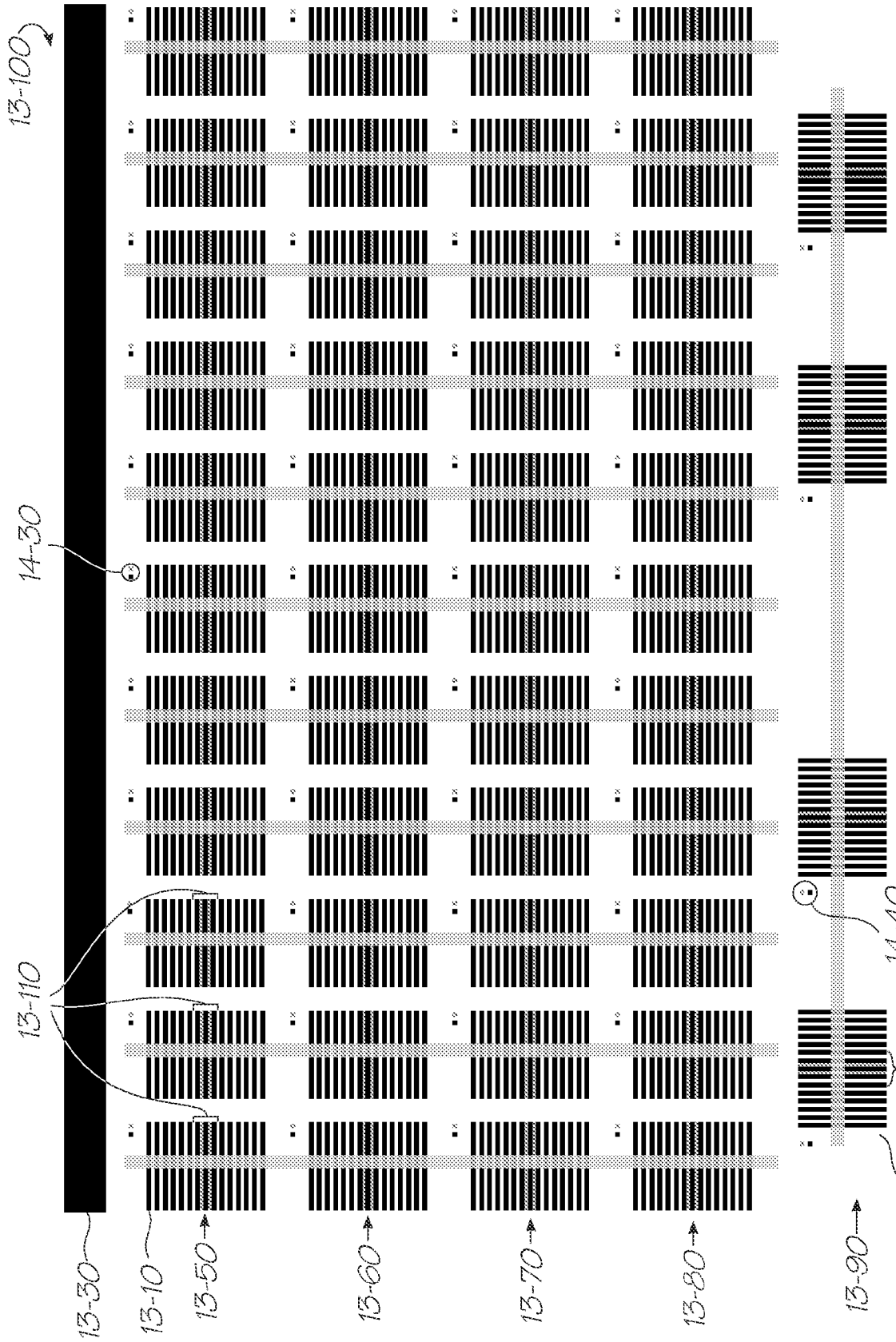

13-100
14-30
13-110
13-30
13-10
13-50
13-60
13-70
13-80
13-90
13-20
13-120
14-40

FIG. 13

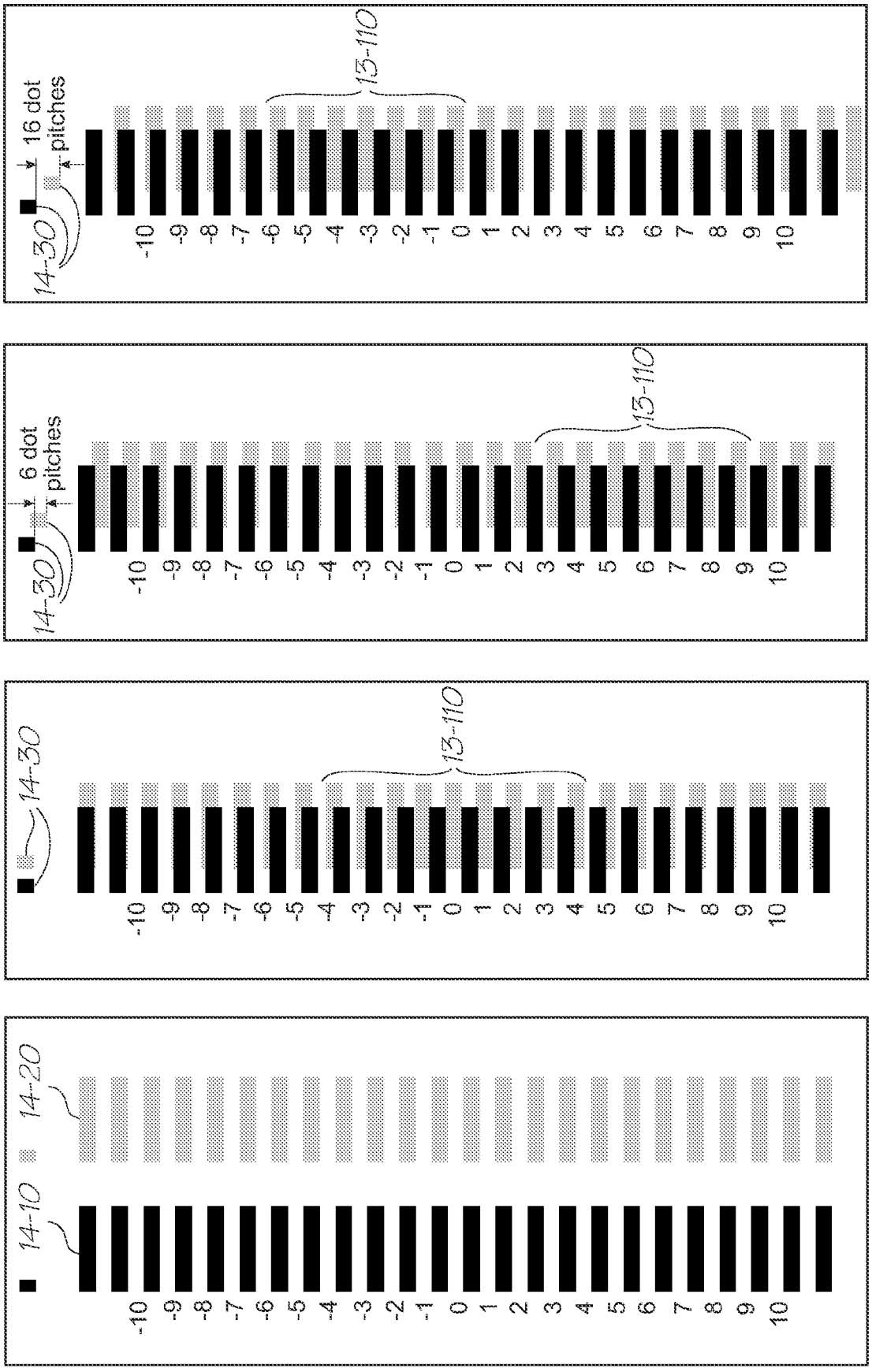

(A)
14-20
14-10
-10 -9 -8 -7 -6 -5 -4 -3 -2 -1 0 1 2 3 4 5 6 7 8 9 10
(B)
14-30
13-110
-10 -9 -8 -7 -6 -5 -4 -3 -2 -1 0 1 2 3 4 5 6 7 8 9 10
(C)
6 dot pitches
14-30
13-110
-10 -9 -8 -7 -6 -5 -4 -3 -2 -1 0 1 2 3 4 5 6 7 8 9 10
(D)
16 dot pitches
14-30
13-110
-10 -9 -8 -7 -6 -5 -4 -3 -2 -1 0 1 2 3 4 5 6 7 8 9 10

FIG. 14

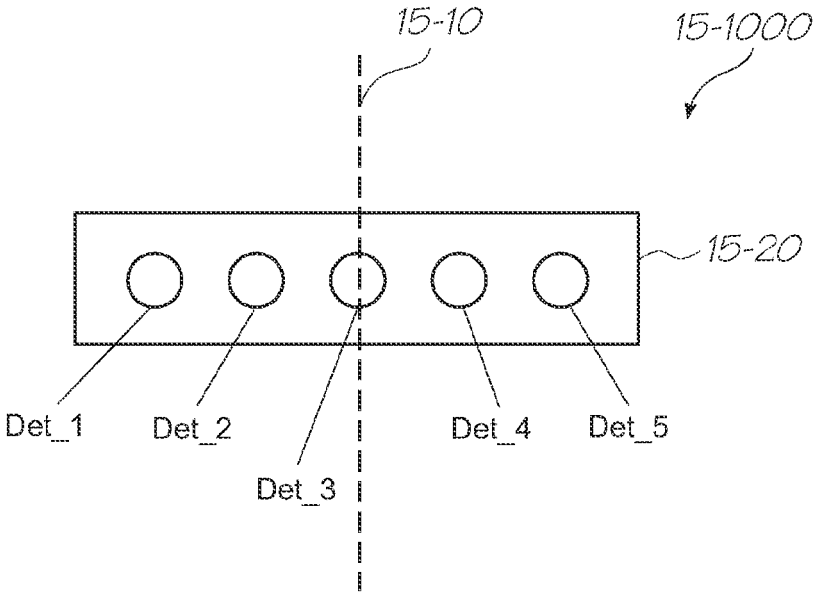


FIG. 15

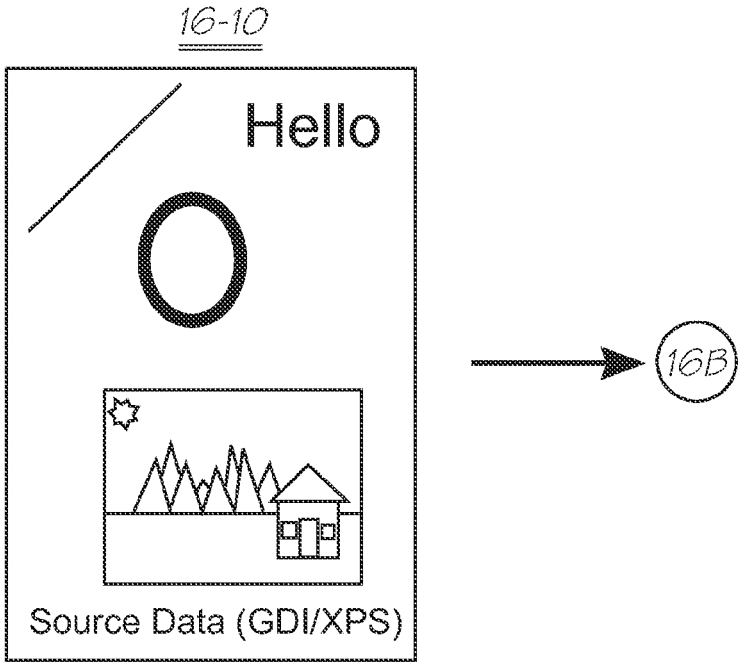


FIG. 16A

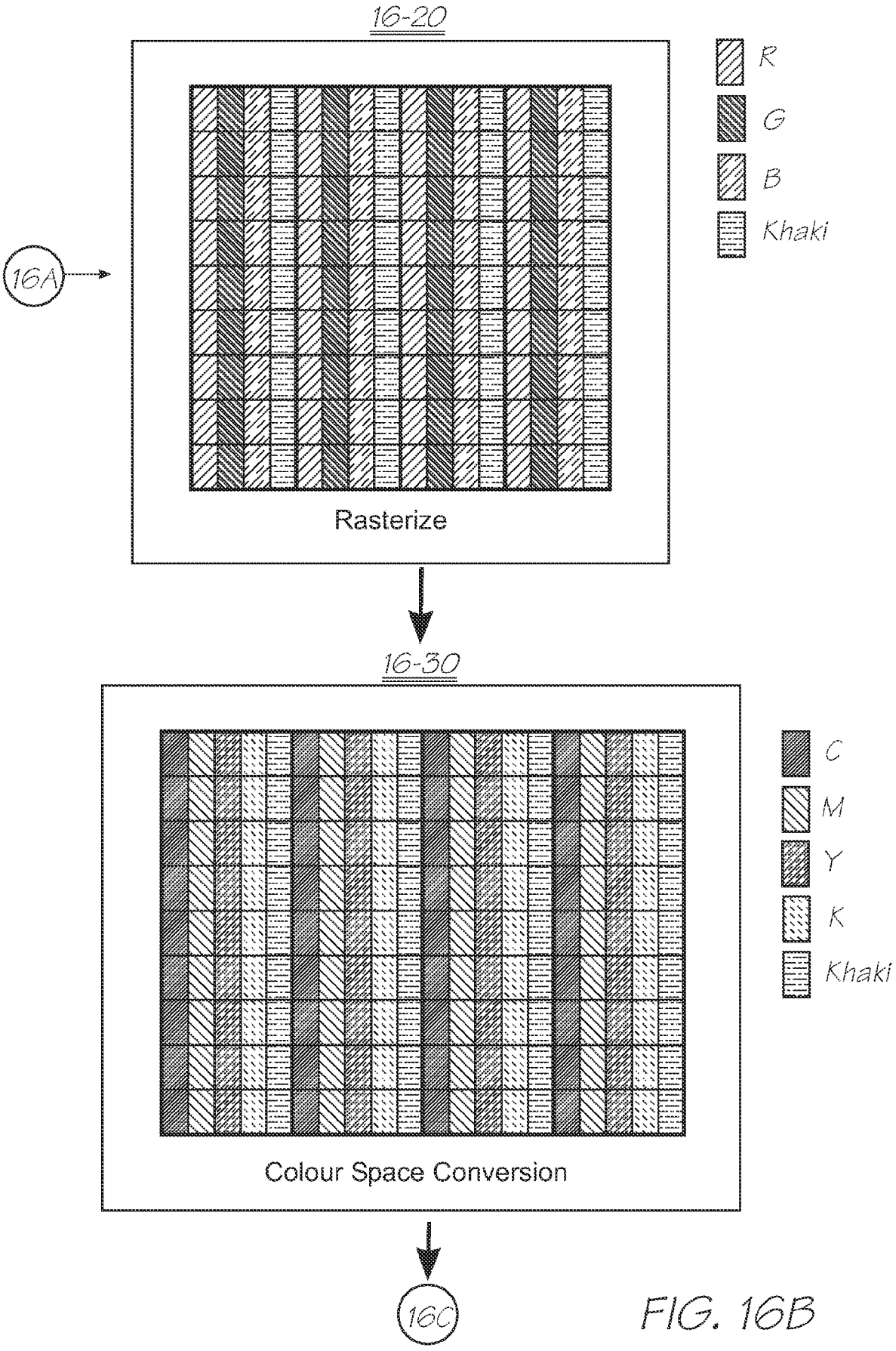

16-20
R
G
B
Khaki
16A
Rasterize
16-30
C
M
Y
K
Khaki
Colour Space Conversion
16C

FIG. 16B

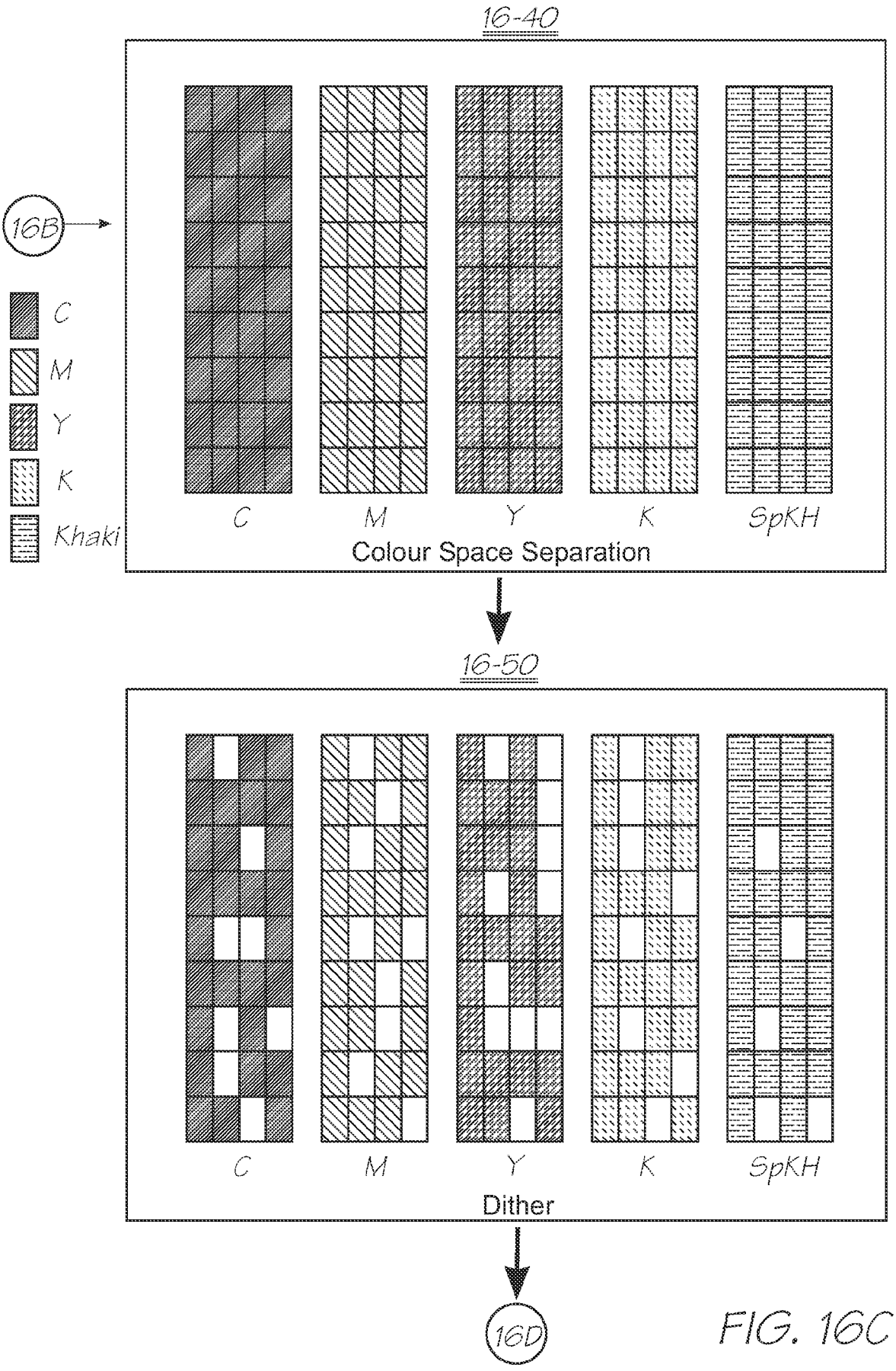

16-40
16B
C
M
Y
K
Khaki
C
M
Y
K
SpKH
Colour Space Separation
16-50
C
M
Y
K
SpKH
Dither
16D

FIG. 16C

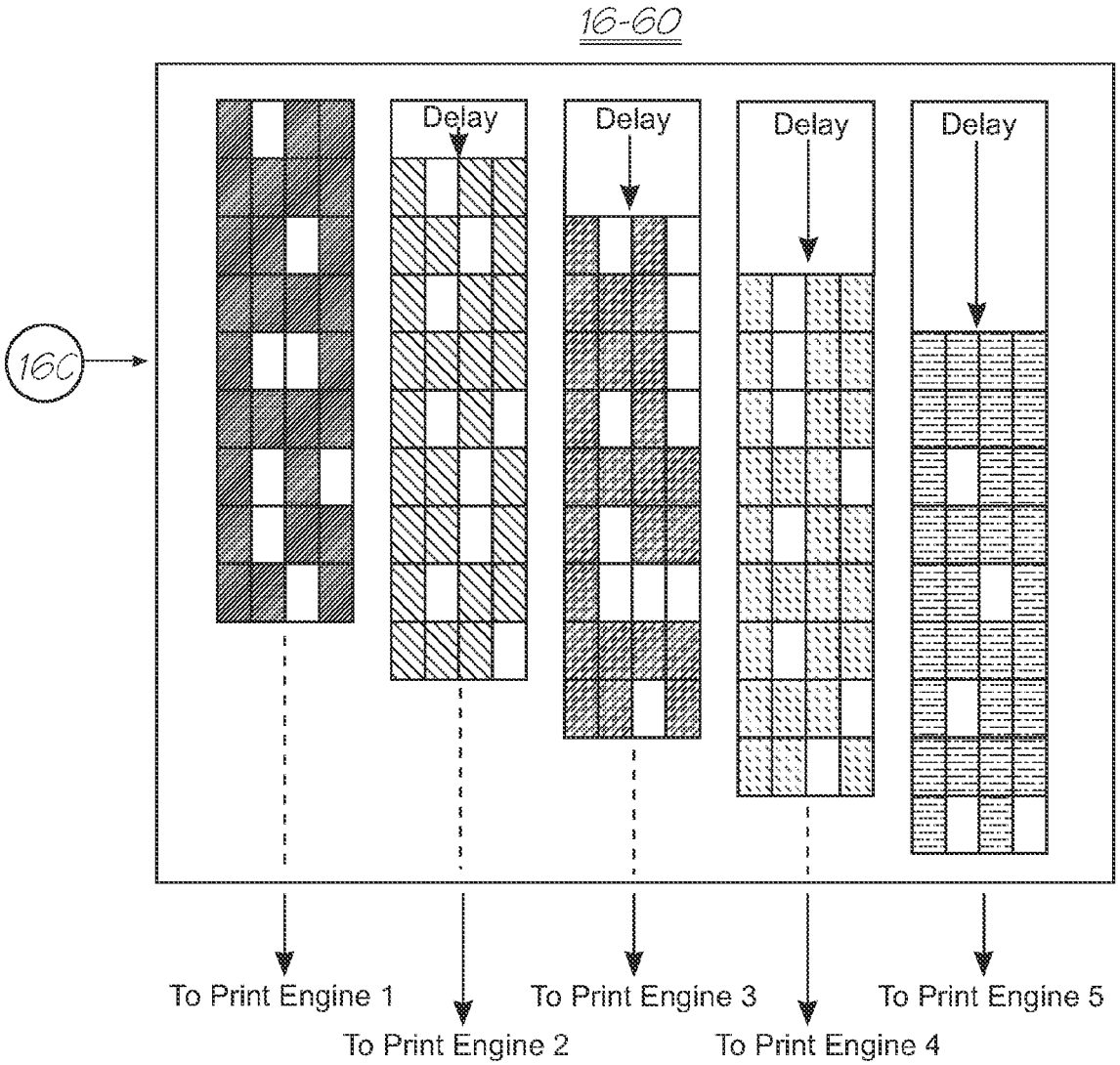

16-60
160
Delay
Delay
Delay
Delay
To Print Engine 1
To Print Engine 2
To Print Engine 3
To Print Engine 4
To Print Engine 5

FIG. 16D

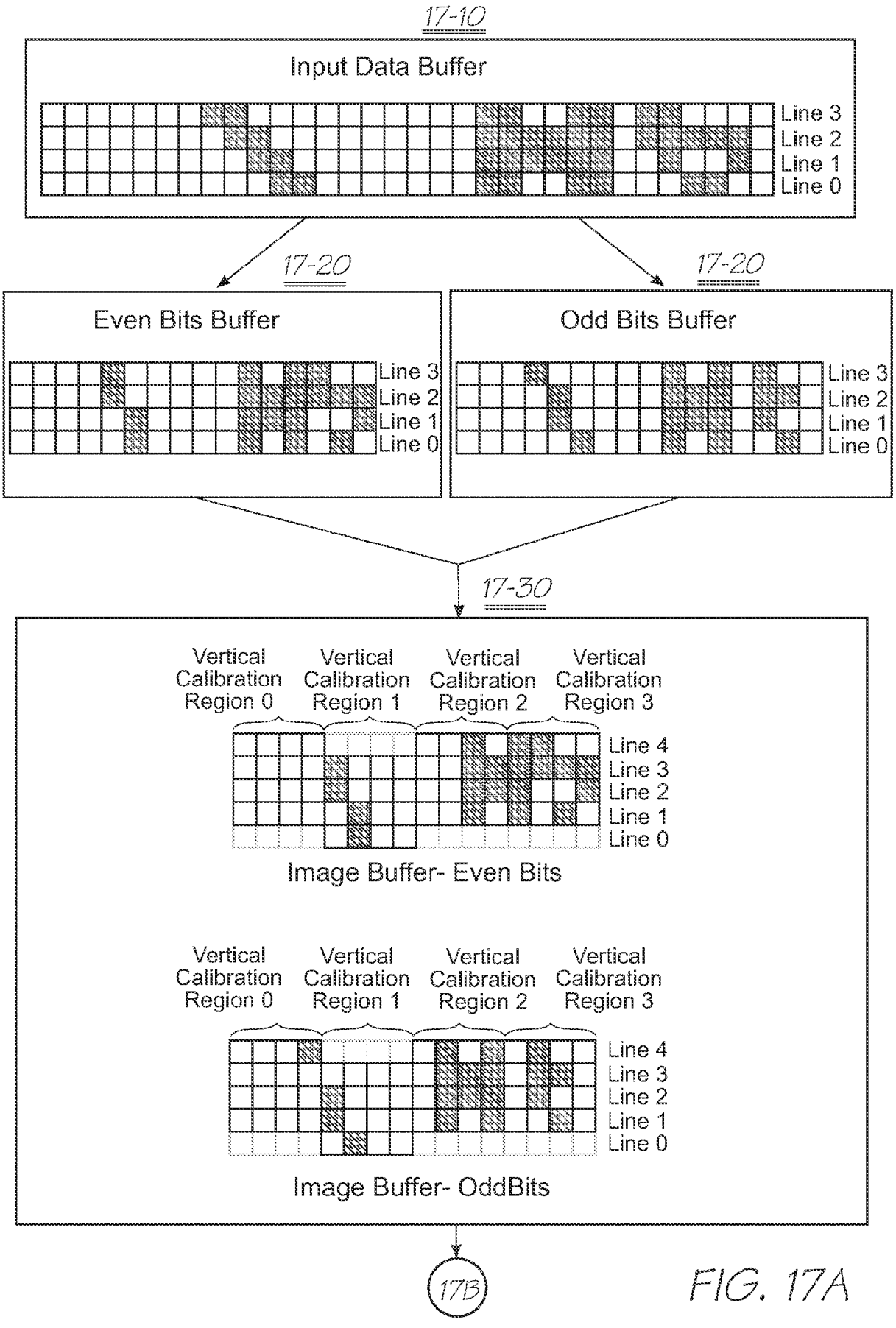

17-10
Input Data Buffer
Line 3
Line 2
Line 1
Line 0
17-20
17-20
Even Bits Buffer
Line 3
Line 2
Line 1
Line 0
Odd Bits Buffer
Line 3
Line 2
Line 1
Line 0
17-30
Vertical Calibration Region 0
Vertical Calibration Region 1
Vertical Calibration Region 2
Vertical Calibration Region 3
Line 4
Line 3
Line 2
Line 1
Line 0
Image Buffer- Even Bits
Vertical Calibration Region 0
Vertical Calibration Region 1
Vertical Calibration Region 2
Vertical Calibration Region 3
Line 4
Line 3
Line 2
Line 1
Line 0
Image Buffer- OddBits
17B

FIG. 17A

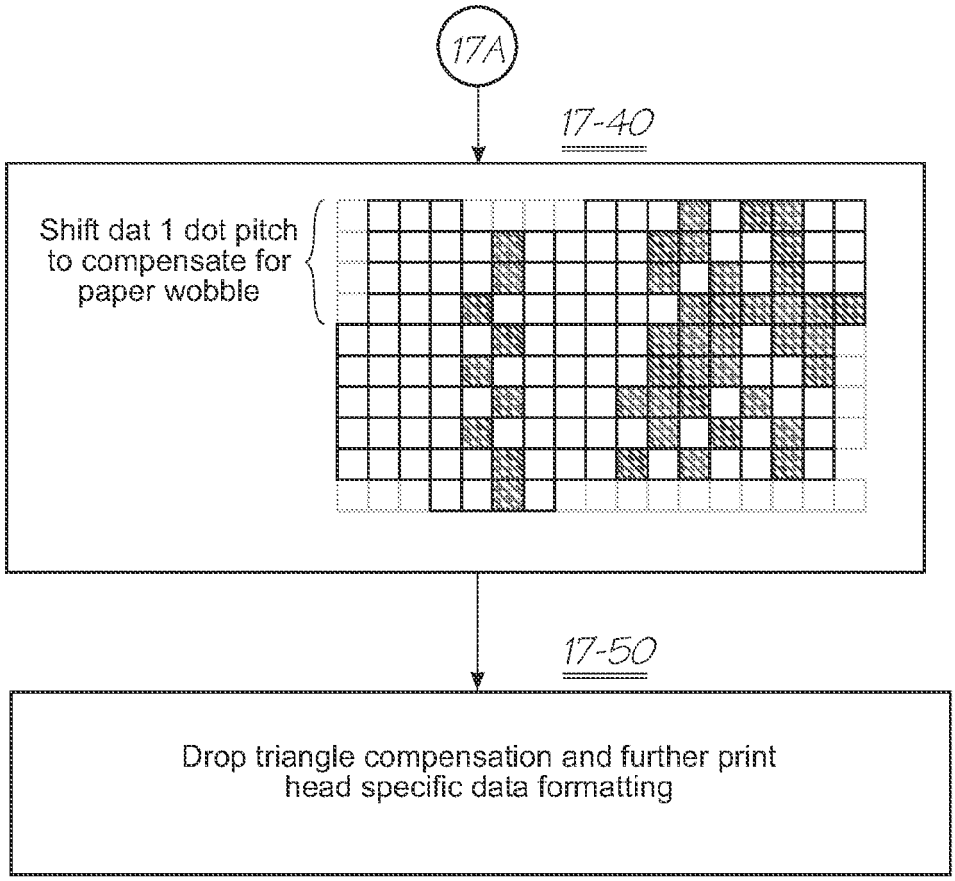

17A
17-40
Shift dat 1 dot pitch to compensate for paper wobble
17-50
Drop triangle compensation and further print head specific data formatting

FIG. 17B

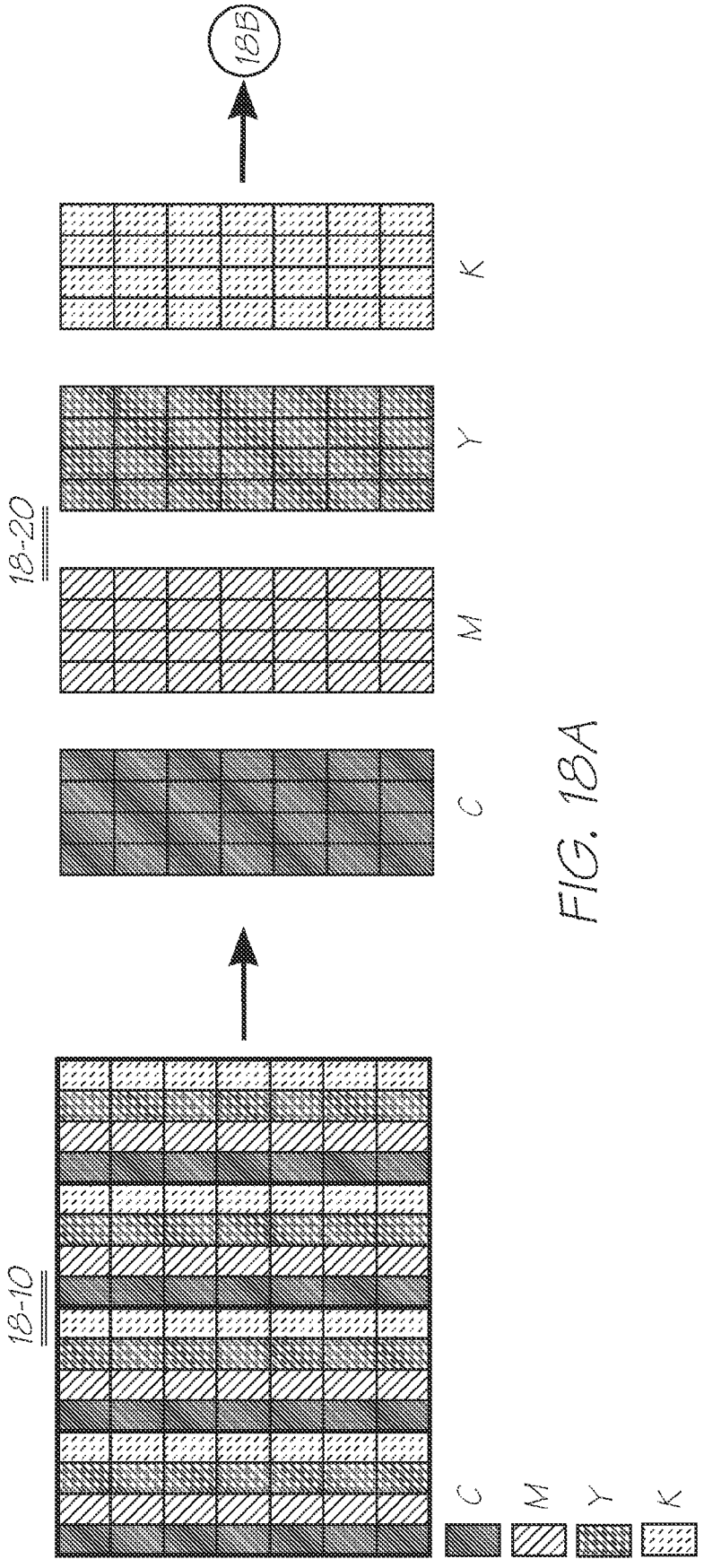


FIG. 18A

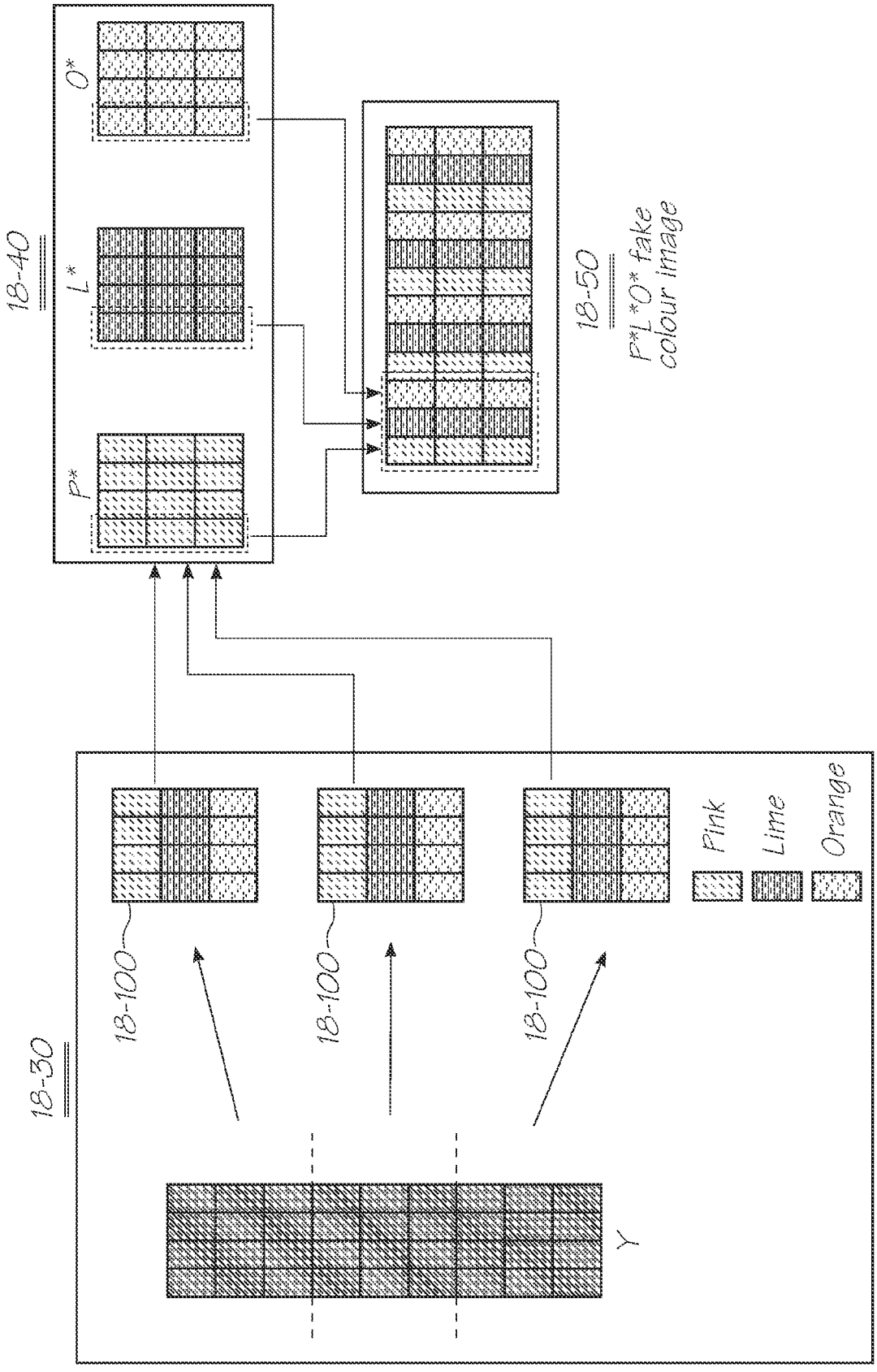

18-40
O*
L*
P*
18-50
P*L*O* fake colour image
18-30
18-100
18-100
18-100
Pink
Lime
Orange
Y

FIG. 18B

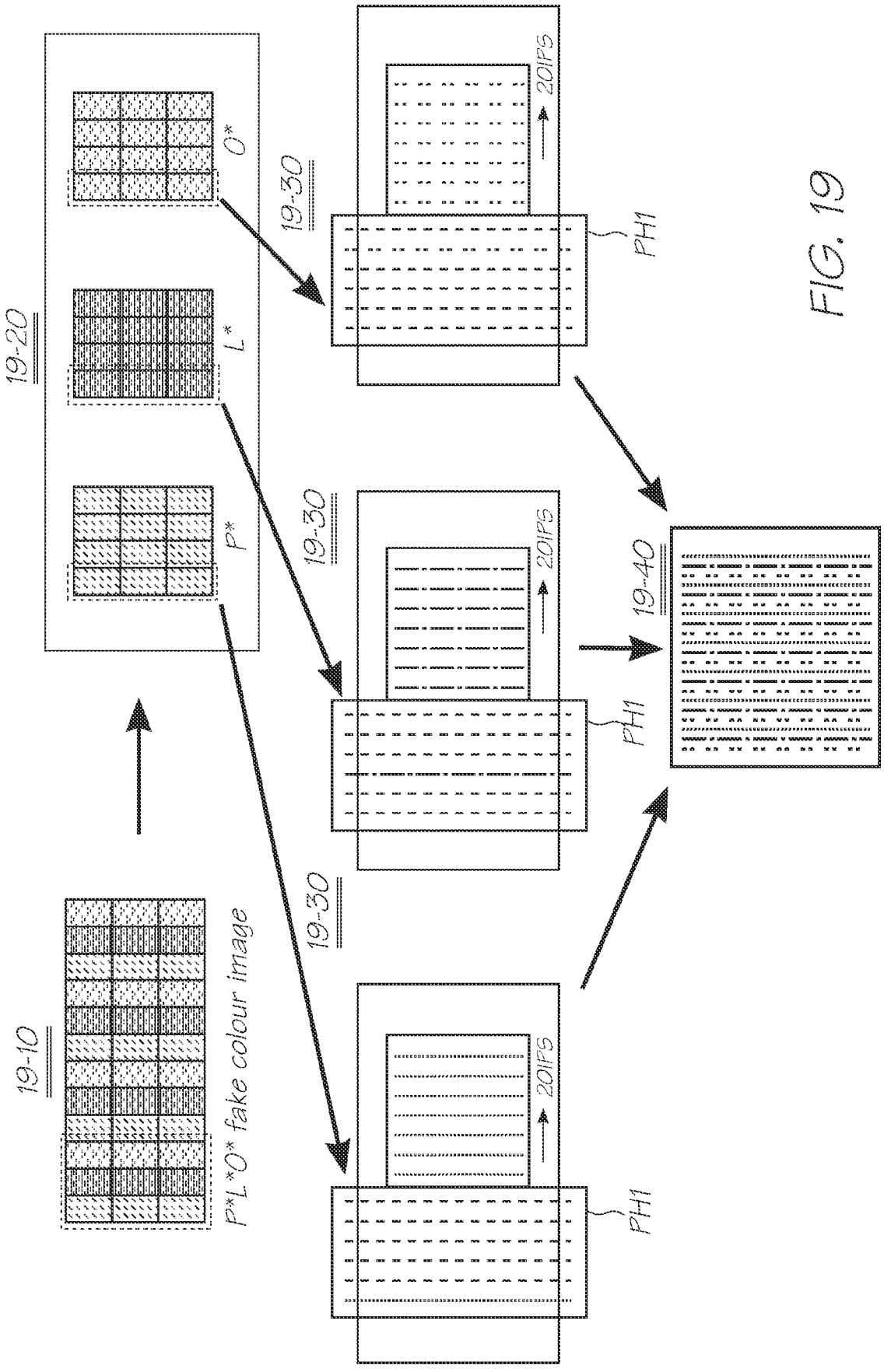

19-20
0*
L*
P*
19-30
20IPS
PH1
19-30
20IPS
PH1
19-30
20IPS
PH1
19-40
19-10
P*L*O* fake colour image

FIG. 19

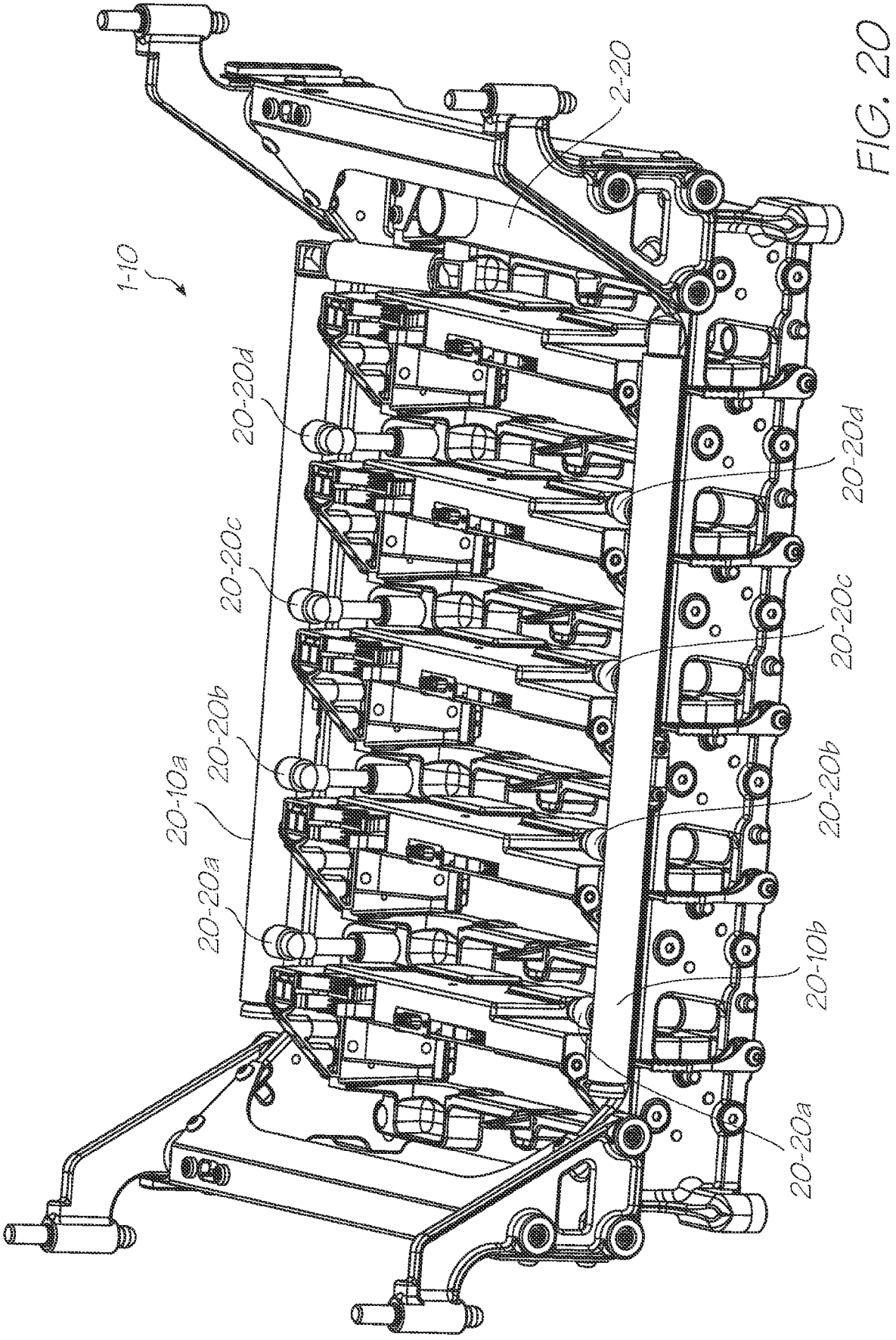

1-10
2-20
20-20d
20-20c
20-20b
20-10a
20-20a
20-20d
20-20c
20-20b
20-10b
20-20a

FIG. 20

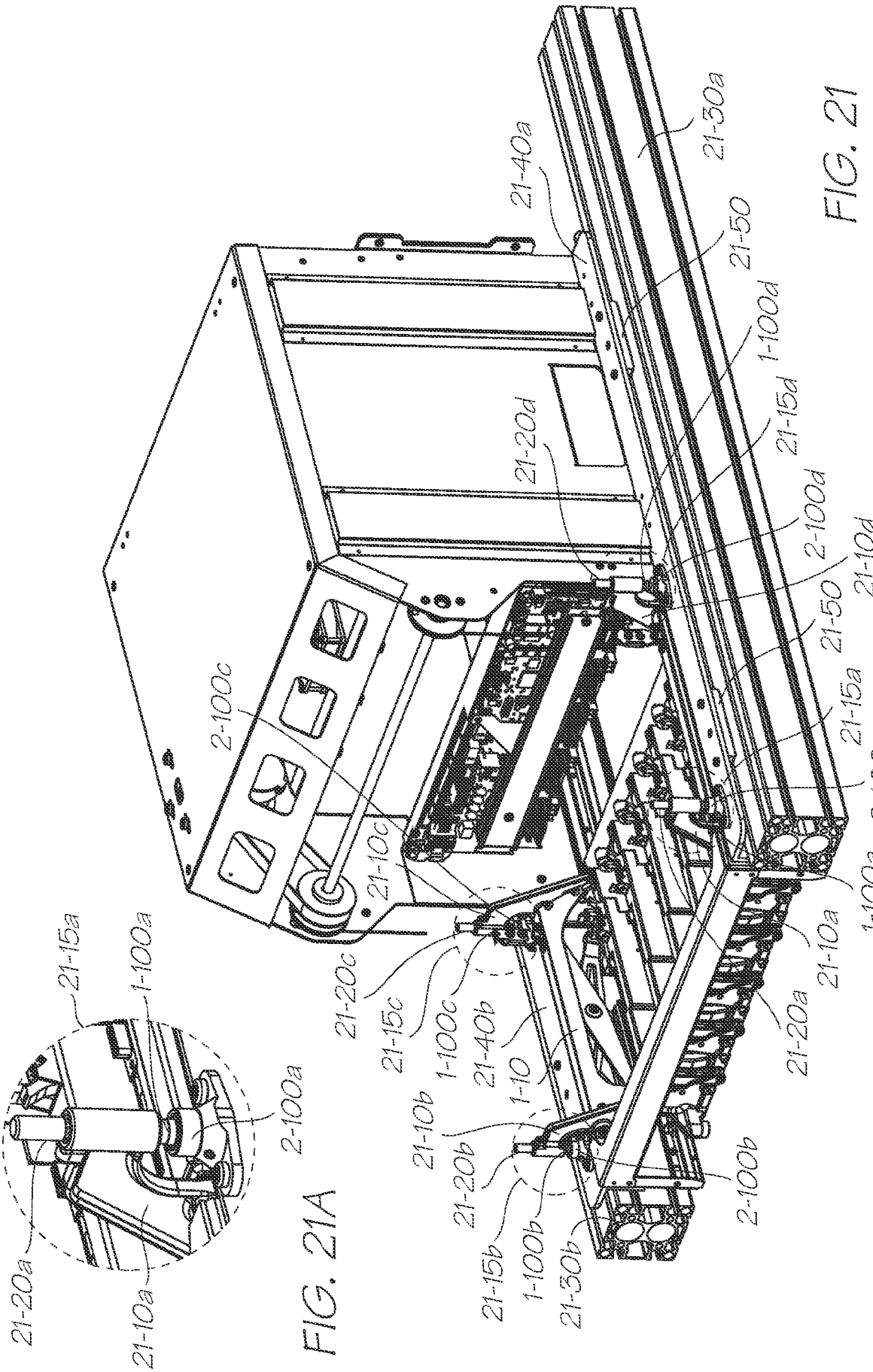


FIG. 21A

FIG. 21

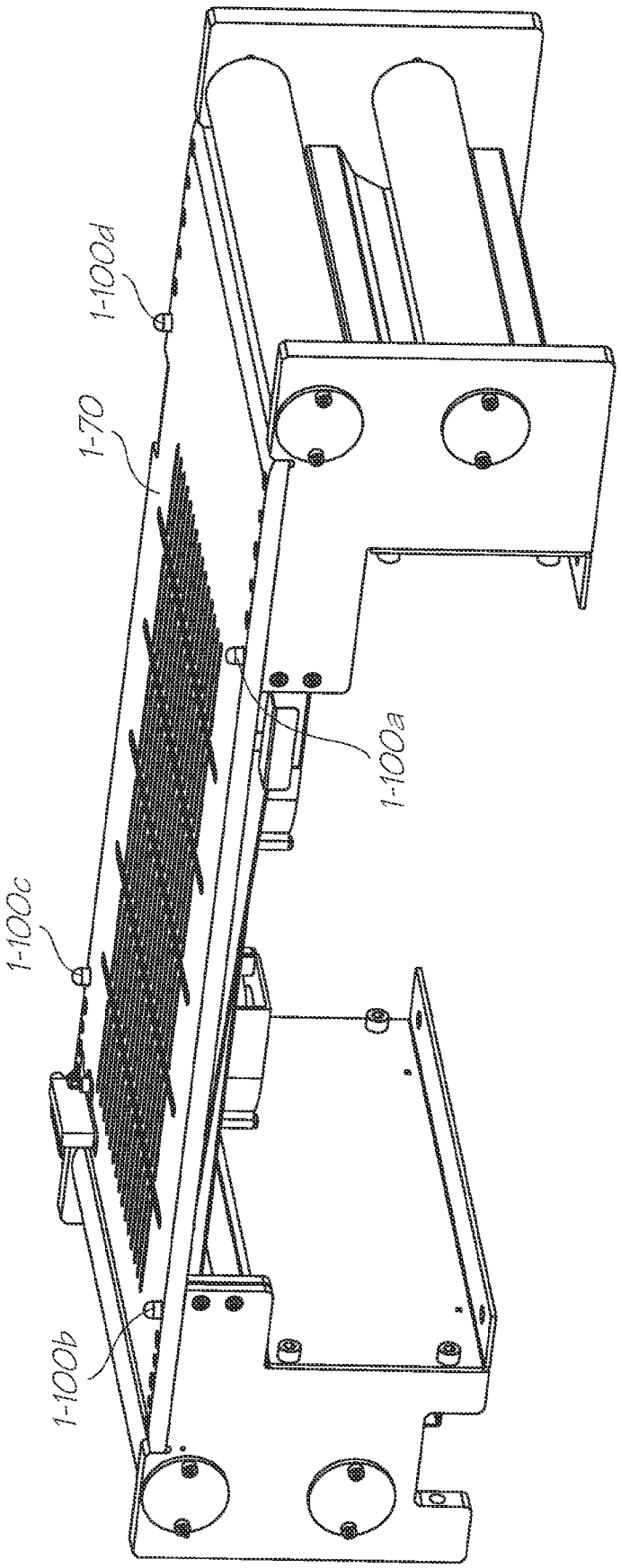


FIG. 22

FIG. 23

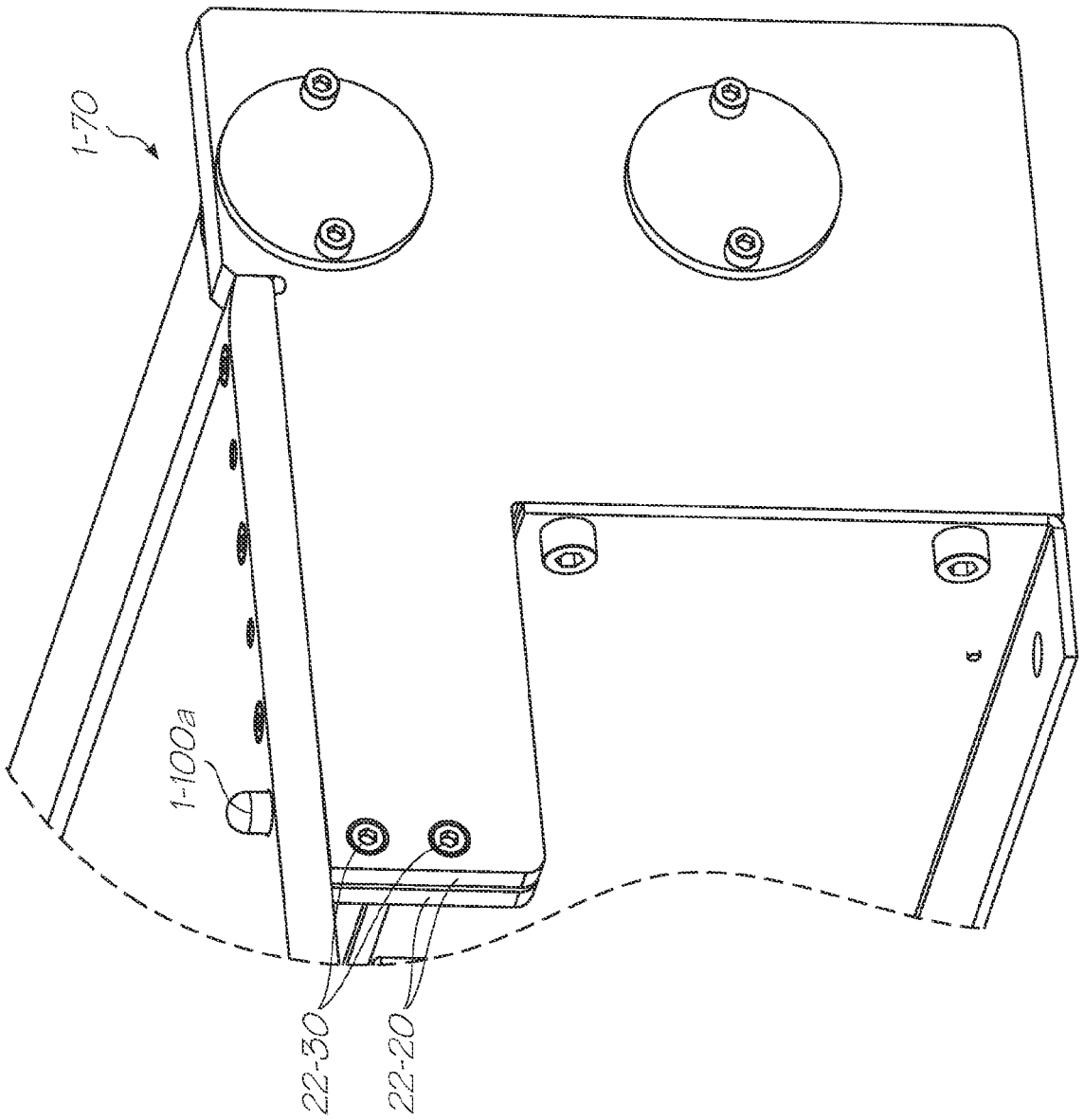
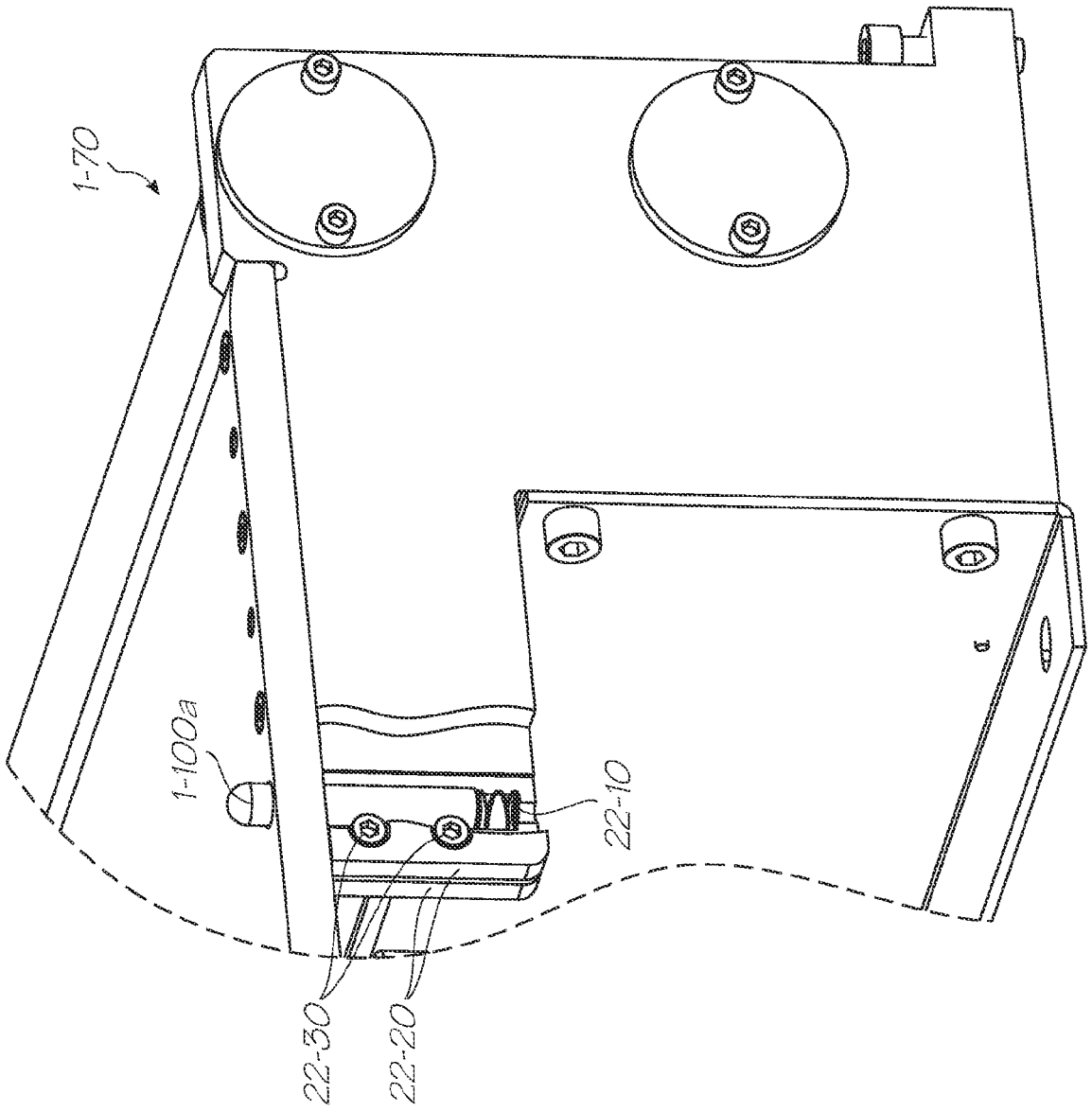


FIG. 24



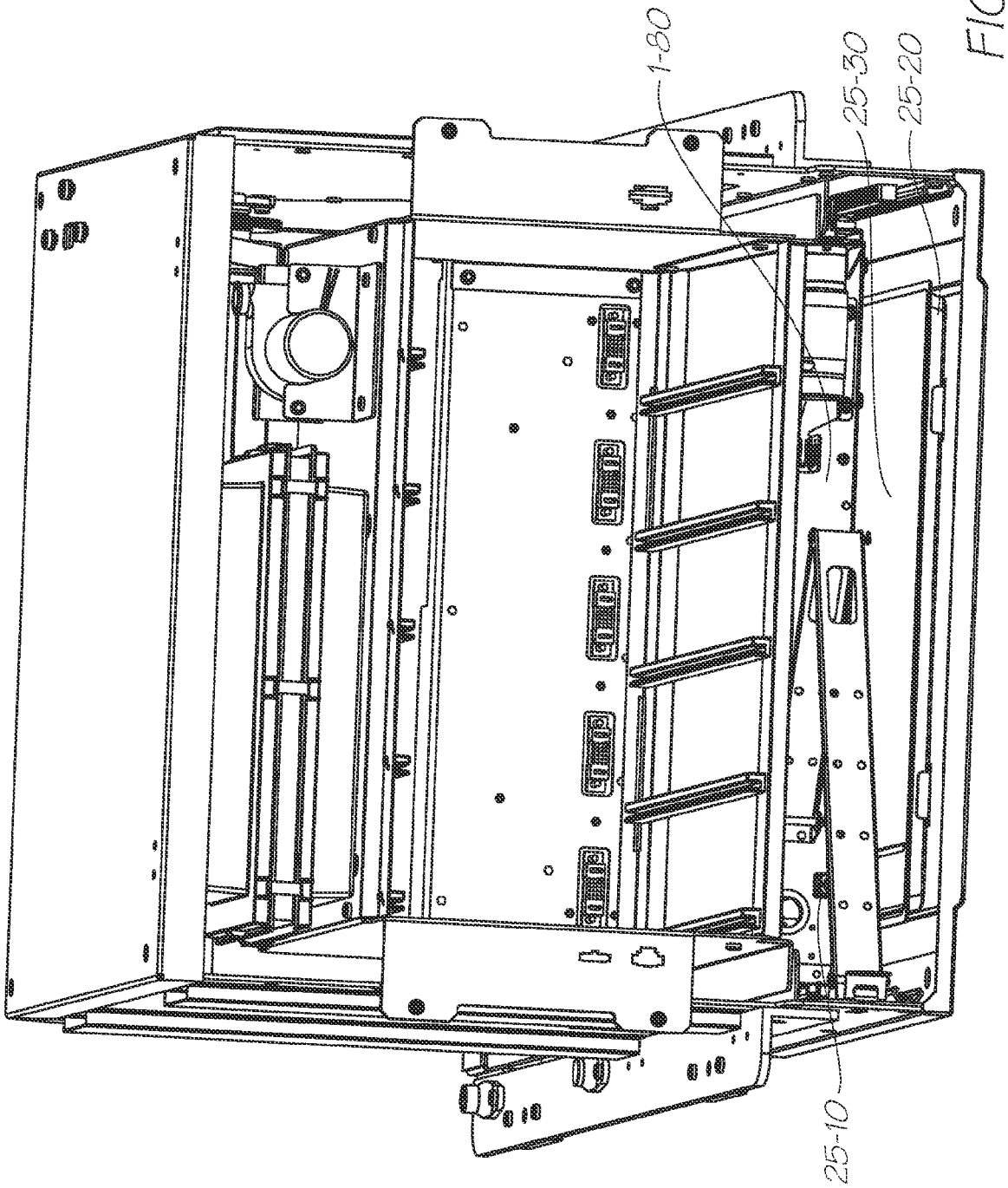


FIG. 25

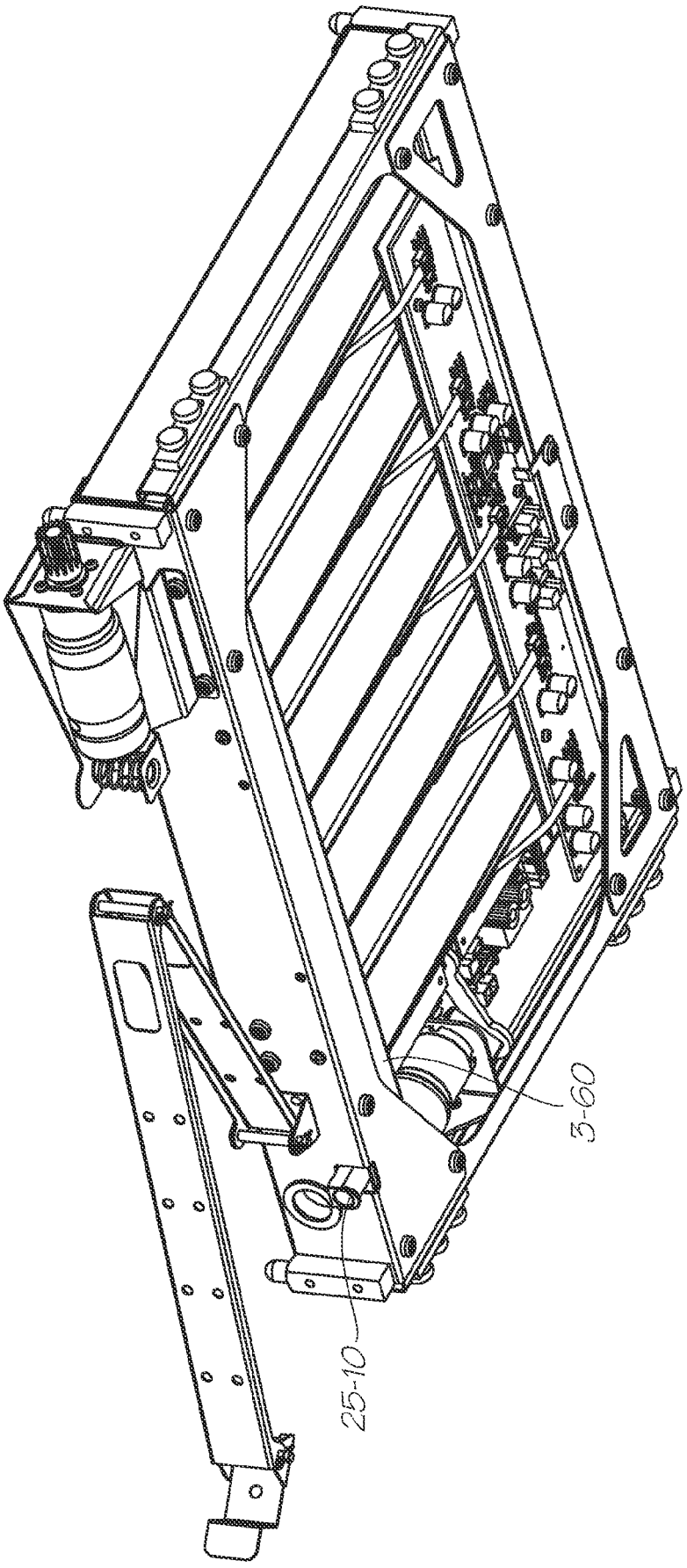


FIG. 26