



SUBJECT

Applying Ink Key Data to Mitsubishi Consoles

EFFECTIVE DATE

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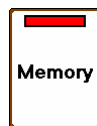
Standard Operating Procedure

This SOP outlines how to apply the suggested Ink Key Adjustments to the Mitsubishi Console.

Applying the Suggested Ink Key Adjustments

After the adjustments have been sent to the console from ColorLinx, the Memory Unit Lights will begin to flash on the console. This indicates the data has been successfully transferred from the software to the consoles memory. To release this information to the Ink Keys...

1. Press the **Memory** button



2. Followed by the **Lock Release** button



3. And finally the **Preset Start** button



The ink keys will immediately begin to move to the suggested positions. Once the adjustments are complete for an individual unit, its corresponding Unit Memory Light will turn off. When all the Unit Memory Lights have gone out, the adjustments are complete.

Note: if you do not wish to apply the adjustments to the console and would like to stop the Unit Memory Lights from flashing, simply press the Lock Release button twice in rapid succession