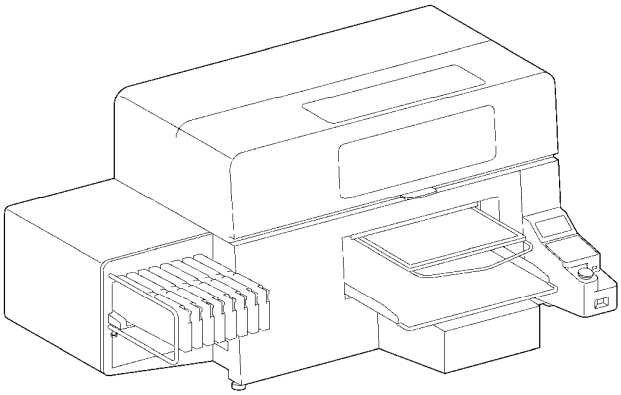
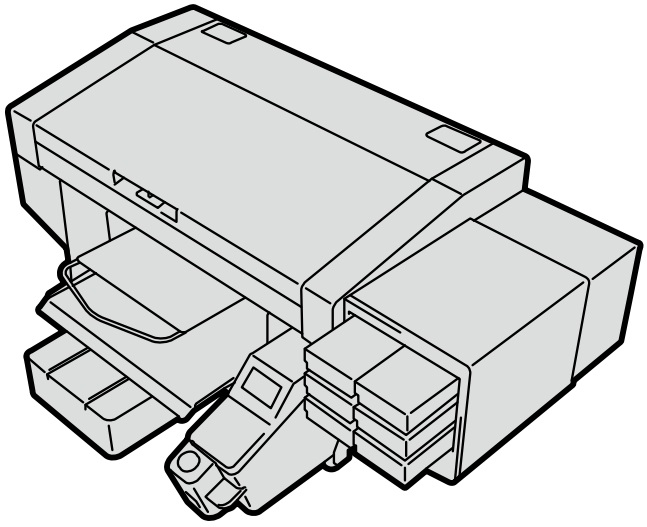
brother

GT-3 Series/GTX-4

GARMENT PRINTER
GTX Graphics Lab
Instruction Manual
(Windows / Macintosh)





Please be sure to read this manual before using this product.
Keep this manual in a safe place for future use.

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1 Before Using Your Printer for the First Time

1-1. Be sure to read the following notes before using the printer

Keep in mind the following points before using the application.

About display screen images indicated on this document

- Unless otherwise stated, the display screen images indicated on this document are those images that are commonly seen in Windows 7 operating environment. Please note, however, that they may vary depending on OS and use environment.

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1-2. What is GTX Graphics Lab?

GTX Graphics Lab is the software application for creating and saving layout data and print data of the GT-3/GTX-4 printer. Its intuitive operation enables you to lay out images and text and create data. It is also able to create a layout data that contains the transparent information (α channel).
Layout data can be created and saved through the use of GTX Graphics Lab, and data files will be stored in ".gtpl" format.
In addition, GT-3 or GTX-4 printer driver must be installed beforehand for creating and saving print data.

<TIPS>

- The GTX Graphics Lab enables to output both print data for GT-3 (AR3 file) and print data for GT-4 (ARX4 file). When outputting data for GT-3, job comment can be entered by configuring it on the printer driver. Job comment cannot be specified when outputting data for GTX-4.
- When both PDIP and GTX Graphics Lab are available, GTX Graphics Lab only should be used. Operating both PDIP and GTX Graphics Lab at the same time may cause a functional error.

1-3. Specifications

About operating environment

Compatible OS	Windows 7 (64 bit), Windows 8.1 (64 bit), Windows 10 (64 bit) and Mac OS X 10.12 Sierra
Min. operating environment	CPU with 2 GHz or above RAM with 4 GB or above
Display resolution	XGA (1024 x 768) or higher

About computer-readable image file format

In cases where an image data does not contain some transparent information	PNG, JPEG, BMP and GIF
In cases where an image data contains some transparent information	PNG only

2-1. Setting up application software

To begin with, install the GTX Graphics Lab's application software "GTX Graphics Lab" onto your PC.
At this stage, do not connect the printer to your PC yet.

<TIPS>

- You must log into your PC with administrator privileges.
- For any PC onto which the GT-3/GTX-4 printer driver has already been installed, its uninstallation will begin when you perform the procedures mentioned below.
  Then, please reinstall the printer driver by performing the procedures mentioned below.

(1) Activate the PC.

(2) Complete all of the current sessions.

(3) Double-click on the "setup.exe" to execute installer.

<TIPS>

- In case of operation on Macintosh, double-click "BrotherGT-3_ver***.pkg" or "BrotherGTX-4_ver***.pkg" to execute the installer.

(4) Then, the installation procedures will begin. Follow the on-screen instructions to complete the installation.

(5) When the dialog box shown below appears, click the [Install].

(6) After the installation is completed, reactivate the PC.

(7) From [All Programs] in the Start menu, select the "Brother GT-3 Tools" or "Brother GTX-4 Tools" > "GTX Graphics Lab".

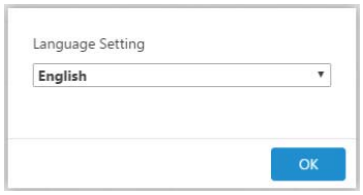
<TIPS>

- For Macintosh, select [Finder] > [Applications] > "GTX Graphics Lab.app".

(8) Select your language.

<TIPS>

- The language selection window appears only at the initial startup. If you exit the application without selecting your desired language, the language selection window will appear again at the next startup stage.
- The display language at the initial startup is English.



2-2. Activating GTX Graphics Lab

When activating the GTX Graphics Lab, from [All Programs] in the Start menu, select the "GTX Graphics Lab" of "Brother GT-3 Tools" or "Brother GTX-4 Tools".

<TIPS>

- For Macintosh, select [Finder] > [Applications] > "GTX Graphics Lab.app".

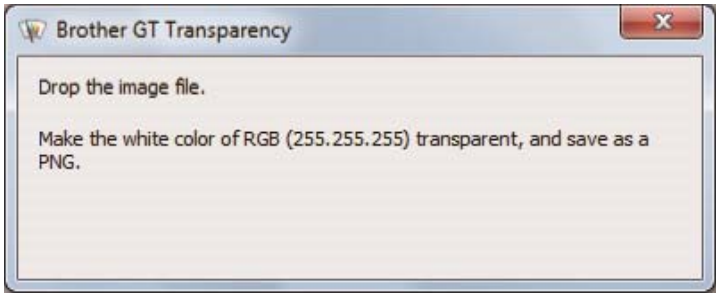
To load a layout file, activate the GTX Graphics Lab first, then select the file to be loaded by clicking on [New/Open] > [Open…].
Although it is possible to activate the GTX Graphics Lab when double-clicking a GTPL file, such file cannot be read out even if it is correlated to OS.

3-1. Using GT Transparency to set RGB=255 to "Transparent color"

"GT Transparency" is a tool used to treat RGB=255 as "Transparent color" when creating print data in GTX Graphics Lab.
In case of GTX Graphics Lab, RGB=255 is normally treated as "White", which executes printing in white with white ink.
When treating RGB=255 as "Transparent color", using "GT Transparency" enables you to convert RGB=255 of image file to transparent and save as PNG file.
This application covers PNG, JPEG, BMP and GIF files.

(1) From [All Programs] in the Start menu, select the "Brother GT-3 Tools" or "Brother GTX-4 Tools" > " GT Transparency".

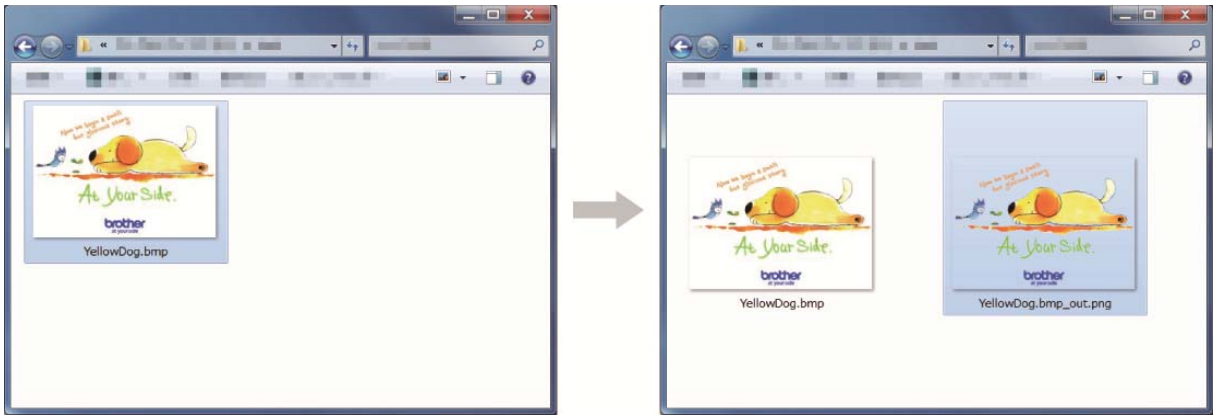
(2) Drop your selected image file in the displayed dialog.



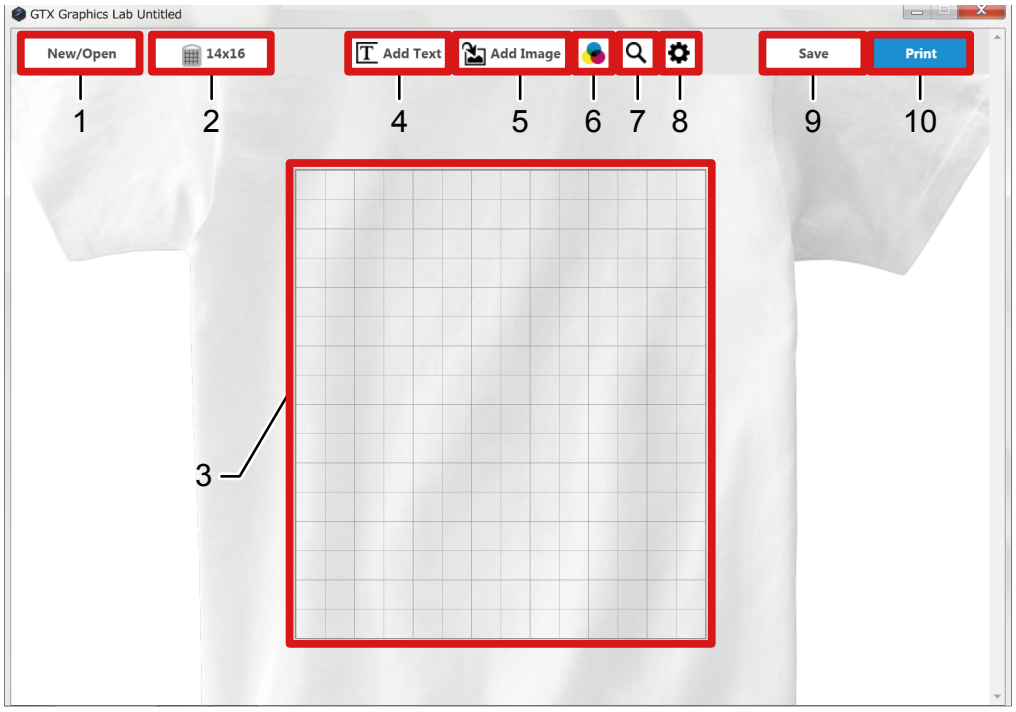
(3) The PNG file of RGB=255 converted to transparent color is saved in the same layer as the folder where the image file was stored.

<TIPS>

- This application covers PNG, JPEG, BMP and GIF files.
  Nothing happens even if files other than above-mentioned are dropped here.



3-2. Structure of GTX Graphics Lab screen

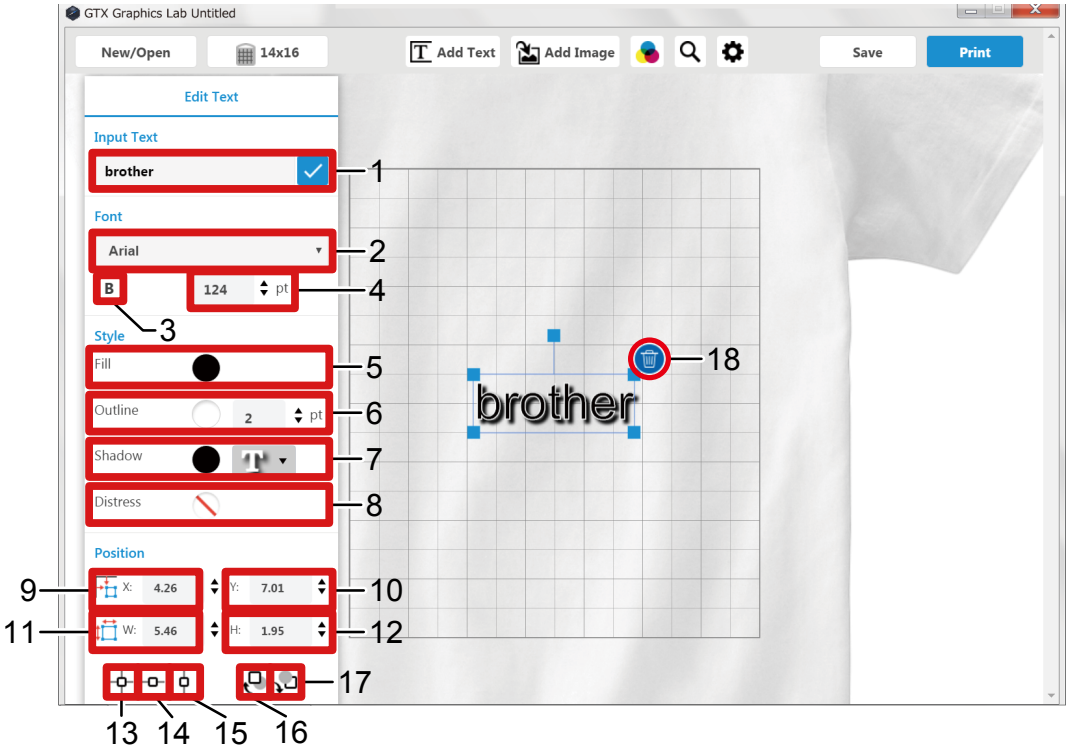


No.	Name	Function
1	[New/Open]	New: With this function, a new layout can be created. Open: Clicking this causes a layout file which has already been saved to the system to be opened. <TIPS> • Even when you have opened a GTPL file as read-only, overwriting is possible.
2	Change Platen Size button	Pressing this button enables you to change the current platen size. <TIPS> • When outputting data for GT-3, 16X18 platen and 16X21 platen cannot be selected.
3	Platen Frame	This will change correspondingly to the Change Platen Size button. At the time of printing, only such range that is clipped out by means of Platen Frame will be printed out.
4	[Add Text]	With this function, enter your desired text within 20 characters, and fix the text object in it's desired placement. For details of the editing of a text object, refer to "3-3. Use GTX Graphics Lab to edit text >>P.10".

No.	Name	Function
5	[Add Image]	With this function, select an image file, and place an image object in place by means of the Open button. The image formats that GTX Graphics Lab can read out are as follows: • For image data that does not contain any transparent information: PNG, JPEG, BMP and GIF • For image data that contains transparent information: PNG only For details of the editing of an image object, refer to "3-4. Editing images in GTX Graphics Lab >>P.14". <TIPS> • When you read BMP and GIF files, the maximum size is Width: 4800 px x Height: 5400 px. Images larger than this size cannot be read, and an error message will be displayed. • RGB=255 is treated as "White". When treating RGB=255 as "Transparent color", using "GT Transparency" enables you to convert RGB=255 of image file to transparent. For details, please refer to "3-1. Using GT Transparency to set RGB=255 to "Transparent color" >>P.7".
6	Change T-shirt Background Color button	Pressing this button enables you to change the background color of the T-shirt. By pressing the + button, you can add any optional colors and specify up to eight colors. When adding the 9th color, the leftmost color is deleted.
7	Print Preview	The layout is shown under the conditions that the platen grid does not exist and the entire T-shirt view remains visible. The preview screen will be closed if you click on a place on the screen.
8	Details button	After pressing this button, you can confirm a unit of measure, Grid Display, Grid distance, any change in language setting and version information.
9	[Save]	Select [Save] or [Save As...], and save a layout data in the form of GTPL file.
10	[Print]	With this function, you can make your settings when creating print data. For details, refer to "3-5. Creating print data (AR3/ARX4 file) from GTX Graphics Lab >>P.16".

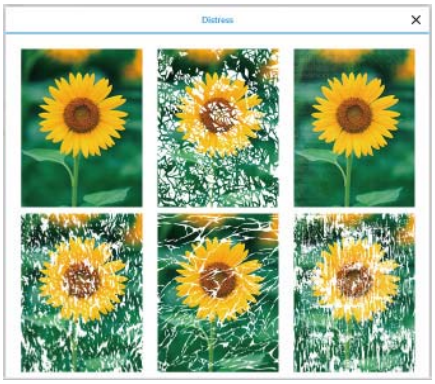
3-3. Use GTX Graphics Lab to edit text

When you select an already placed text object, the text properties appear.
Changing any item inside the properties enables you to edit the text object.



No.	Name	Function
1	Input Text	With this function, you can change content of the text. With this function, enter your desired text within 20 characters, and reflect the entry in the applicable text object by pressing the Enter key or the Accept button.
2	Font	Using this function, you can change a font type. Those fonts that have been installed on the PC will appear in the drop-down listbox. <TIPS> • Only fonts that are confirmed to be normally usable are displayed. Therefore, some fonts may not appear in the drop-down listbox even when they are installed on the PC.
3	Boldface	This function makes the specified font boldface.
4	Font Size	Using this function, you can change a font size. When you drag one of the four corners of a text object to zoom it in/out, or when you change the font width or the font height, the corresponding value changes accordingly. The maximum value is 1,300 pt, and the minimum value is 10pt.

No.	Name	Function
5	Fill	This function enables you to change the fill color for text and the solid filled transparency. The transparency can be changed by moving the [Transparency] bar. The transparency will increase or decrease, as the value increases or decreases. By pressing the "+" button, you can add any optional colors. 
6	Line	With this function, color, transparency and thickness of the outline of text can be changed. <TIPS> • If the outline thickness value is too large, the outline may not be arranged along the font shape, resulting in the collapsing of the shape.
7	Shadow	This function gives a drop-shadow to text. Using this function, you can specify a shadow color, transparency, position, distance and blurring. Color: Using this function enables you to change a shadow color. Transparency: This function changes a shadow transparency. Position: With this function, you can change a position to which the shadow is applied. By default, it is set to the lower-right corner. Distance: With this function, you can change a distance over which the shadow is applied. As the value increases or decreases, the distance increases or the object comes nearer to the center. Blur: As the value increases, the level of blurring increases. <TIPS> • When text with a shadow is moved, part of the shadow may seem to disappear from the screen. However, such shadows appear when the text is printed out. • When shadow is applied to a text placed over an object with RGB=255, the area around the blurring section of the shadow may become white.

No.	Name	Function
8	Distress Effect	This function applies Distress Effect to an object. <TIPS> • The Distress Effect refers to the function that applies some texture pattern to an object and provides a special effect to the white portion in a sample in such a manner that such portion will not be printed out. Select a sample and reflect the special effect on it. 
9	Horizontal Position	With the leftmost part of Platen Frame set to 0, this function enables you to display and change the horizontal position of an object. When you drag the object to move it elsewhere, the corresponding value changes accordingly.
10	Vertical Position	With the uppermost part of Platen Frame set to 0, this function enables you to display and change the vertical position of an object. When you drag the object to move it elsewhere, the corresponding value changes accordingly.
11	Font Width	By specifying the width, you can change the font size. When you drag one of the four corners of a text object to zoom it in/out, or when you change the font size or the font height, the corresponding value changes accordingly. The maximum value is 1,300 pt or an equivalent value, and the minimum value is 10pt or an equivalent value. A unit for the values is the one specified by the Details button.
12	Font Height	By specifying the height, you can change the font size. When you drag one of the four corners of a text object to zoom it in/out, or when you change the font size or the font width, the corresponding value changes accordingly. The maximum value is 1,300 pt or an equivalent value, and the minimum value is 10pt or an equivalent value. A unit for the values is the one specified by the Details button.
13	Centering	This function positions an object at the center of the platen grid in both vertical and horizontal directions.
14	Vertical Centering	This function positions an object at the center of the platen grid in a vertical direction.
15	Horizontal Centering	This function positions an object at the center of the platen grid in a horizontal direction.

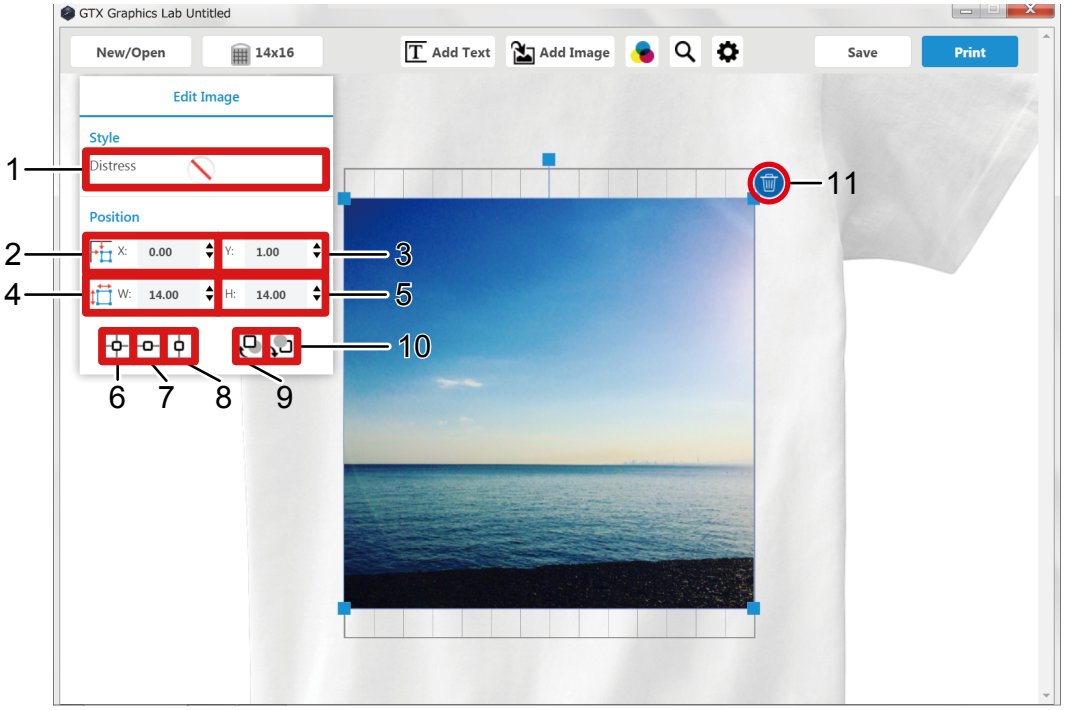
No.	Name	Function
16	Bring to the Front	It brings an object to the front. Among those objects that overlap with the selected object, this function moves one object to the foremost position in front of the object which is currently positioned at the front side. However, no change will take place if no object overlaps with each other.
17	Send to the Back	Send an object to the bottom/back of the overall image. Among objects that overlap with the selected object, this function moves one object to the bottommost position behind the object which is currently positioned at the rearmost of the overall image. However, no change will take place if no object overlaps with each other.
18	Delete	Click on the recycle bin icon to delete any object.

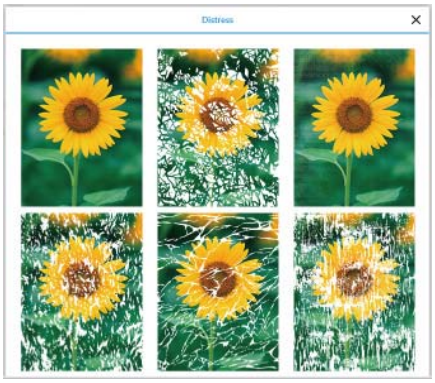
3-4. Editing images in GTX Graphics Lab

When you select an already placed image, the image properties appear.
Changing any item inside the properties enables you to edit an image object.

<TIPS>

- When you read an image data, the color profile is deleted. However, it will not be deleted from the source data.
- RGB=255 is treated as "White". When treating RGB=255 as "Transparent color", using "GT Transparency" enables you to convert RGB=255 of image file to transparent. For details, please refer to "3-1. Using GT Transparency to set RGB=255 to "Transparent color" >>P.7".



No.	Name	Function
1	Distress Effect	This function applies Distress Effect to an object. <TIPS> • The Distress Effect refers to the function that applies some texture pattern to an object and provides a special effect to the white portion in a sample in such a manner that such portion will not be printed out. Select a sample and reflect the special effect on it. 

No.	Name	Function
2	Horizontal Position	With the leftmost part of Platen Frame set to 0, this function enables you to display and change the horizontal position of an object. When you drag the object to move it elsewhere, the corresponding value changes accordingly.
3	Vertical Position	With the uppermost part of Platen Frame set to 0, this function enables you to display and change the vertical position of an object. When you drag the object to move it elsewhere, the corresponding value changes accordingly.
4	Image Width	By specifying the width, you can change the image size. When you change the image height, the corresponding value changes accordingly. The maximum value is 32 inch, and the minimum value is 0.5 inch. A unit for the values is the one specified by the Details button.
5	Image Height	By specifying the height, you can change the image size. When you change the image width, the corresponding value changes accordingly. The maximum value is 42 inch, and the minimum value is 0.5 inch. A unit for the values is the one specified by the Details button.
6	Centering	This function positions an object at the center of the platen grid in both vertical and horizontal directions.
7	Vertical Centering	This function positions an object at the center of the platen grid in a vertical direction.
8	Horizontal Centering	This function positions an object at the center of the platen grid in a horizontal direction.
9	Bring to the Front	It brings an object to the front. Among those objects that overlap with the selected object, this function moves one object to the foremost position in front of the object which is currently positioned at the front side. However, no change will take place if no object overlaps with each other.
10	Send to the Back	Send an object to the bottom/back of the overall image. Among objects that overlap with the selected object, this function moves one object to the bottommost position behind the object which is currently positioned at the rearmost of the overall image. However, no change will take place if no object overlaps with each other.
11	Delete	Click on the recycle bin icon to delete any object.

3-5. Creating print data (AR3/ARX4 file) from GTX Graphics Lab

Save the image data and print settings as a set of print data in AR3/ARX4 file format.
The following will be made available if the print data is converted into an AR3/ARX4 file:

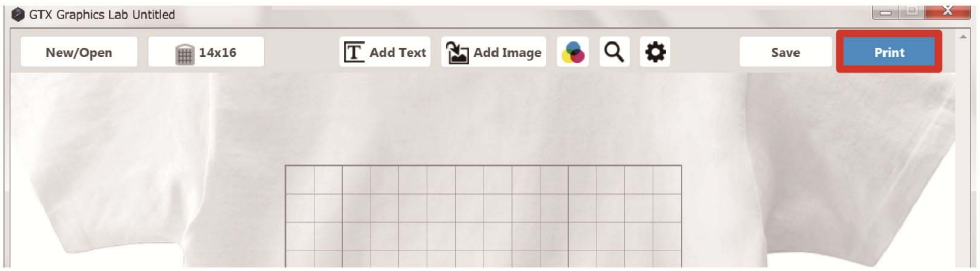
- Image data and print settings can be put together and stored.
- Without connection to PC, the printing can be performed directly from a USB flash memory.

<TIPS>

- Image editing is unavailable for any AR3/ARX4 file. As such, save your image data for an editing purpose in advance.

(1) Open an image data file in GTX Graphics Lab.

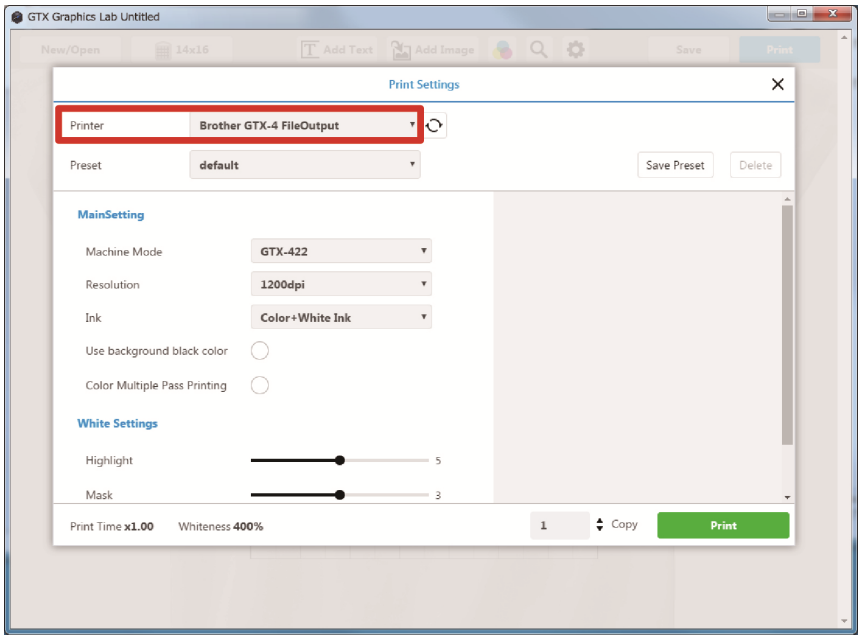
(2) Click [Print].



(3) From [Printer], select "Brother GT-3 FileOutput" or "Brother GTX-4 FileOutput" for file output.

<TIPS>

- If the specified [Printer] is set to "Brother GT-3" or "Brother GTX-4", the print data will be sent to the printer.
  If the specified [Printer] is set to "Brother GT-3 FileOutput" or "Brother GTX-4 FileOutput", the print data will be saved as an ARX3 file or ARX4 file.



(4) Make your settings for the printer driver.

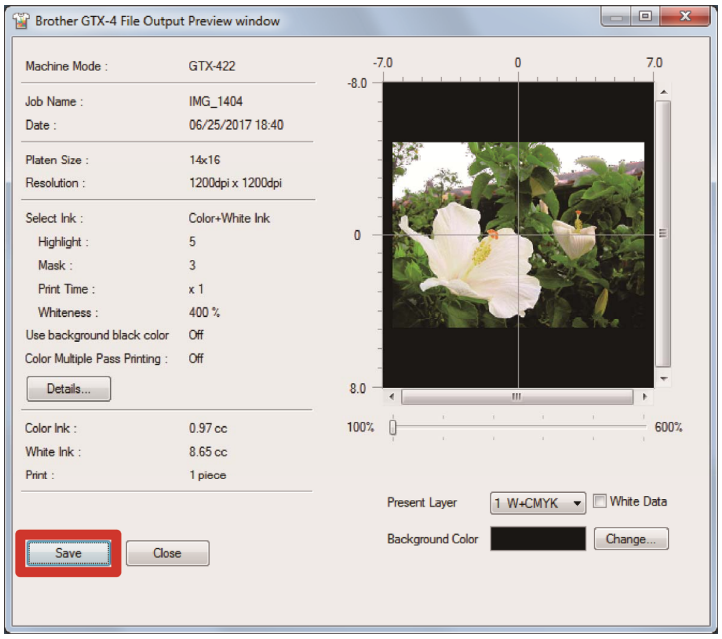
<TIPS>

- For details of setting printer drivers, please refer to the instruction manual.
- Older versions of the printer driver may display an error [A driver of corresponding version is not found. (-1401)]. If so, please update the driver to the newest version.

(5) When you click [Print], the dialog box shown below will be displayed on the screen. After that, click [Save].

<TIPS>

- When you use a Macintosh to output a file by means of "Brother GT-3 FileOutput" or "Brother GTX-4 FileOutput", activate the "GT-3 FileViewer" or "GTX-4 FileViewer" first, then click [Print]. If you try to output and send a file without activating it, an error will occur and the file cannot be saved to the system.
- There may be cases where this saving process takes several minutes.



(6) Specify the [Save In] and [File name] first, then click [Save] to save the AR3/ARX4 file to your PC.

*Please note that the contents of this manual may differ slightly from the actual product purchased as a result of product improvements.

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