

# **Handling Instructions for ST-601U**

For this high-end fabric, special handling instructions are applicable. These should be followed strictly in order to ensure the best results:

## **Before Printing**

You should check the Fabric Inspection Report (**Table 1**) carefully before printing, and verify the printing size.

### **During Printing**

- Best results are achieved when printed with UV.
- Compatibility levels of different inks:

UV ink: 1. Printable 2. Unfoldable 3.Anti-scratch
HP Latex ink: 1. Printable 2. Foldable 3. Not Anti-scratch
Solvent ink: 1. Printable 2. Foldable 3. Not Anti-scratch
Eco-solvent ink: 1. Printable 2. Foldable 3. Not Anti-scratch

• Due to the fabric is elastic, you must well control the tension of machine when printing. Or the printing image deformation will occur.

#### **Color Fixation**

**Attention:** Please test the fabric with a small sample before regular production, as no liability will be assumed for possible damages (also after a period of time).

### **Package and Install**

Roll packing

Available by cold & hot cut and laser. When sewing you'd better take the image up on the silicone.

#### Clean

Not washable Not suitable for dry cleaning Cleanable with damp cloth To iron at low temperature



## Table 1

					85_	
	Fabric Inspection Report					These marks mean the location of the defects
	Product #		Batch NO:			on fabric width
						direction. Note that there will be a defect label on the Left(L),
	L	Left (L) Cer	nter(C) Right	(R) Across (A	) ] -	
Defects:				"Across(A)" means the defects across the whole width.		
It means the defect on the 31 meters counted from inside, and on the left.	1	2	3	4	5	
	6	7	8	9	10	
	11	12	13	14	15	
	16	17	18	19	20	
	21	22	23	24	25	
	26	27	28	29	30	
	31 ⊗ L	32	33	34	35	
	36	37	38	39	40	
	41	42	43	44	45	
	46	47	48	49	50	
	51	52	53	54	55	
	56	57	58	59	60	
	61	62	63	64	65	
	66	67	68	69	70	
	71	72	73	74	75	
	76	77	78	79	80	
	81	82	83	84	85	
	86	87	88	89	90	
	91	92	93	94	95	
	96	97	98	99	100	

Defects includes stain, tear/hole, missing thread, grease and so on