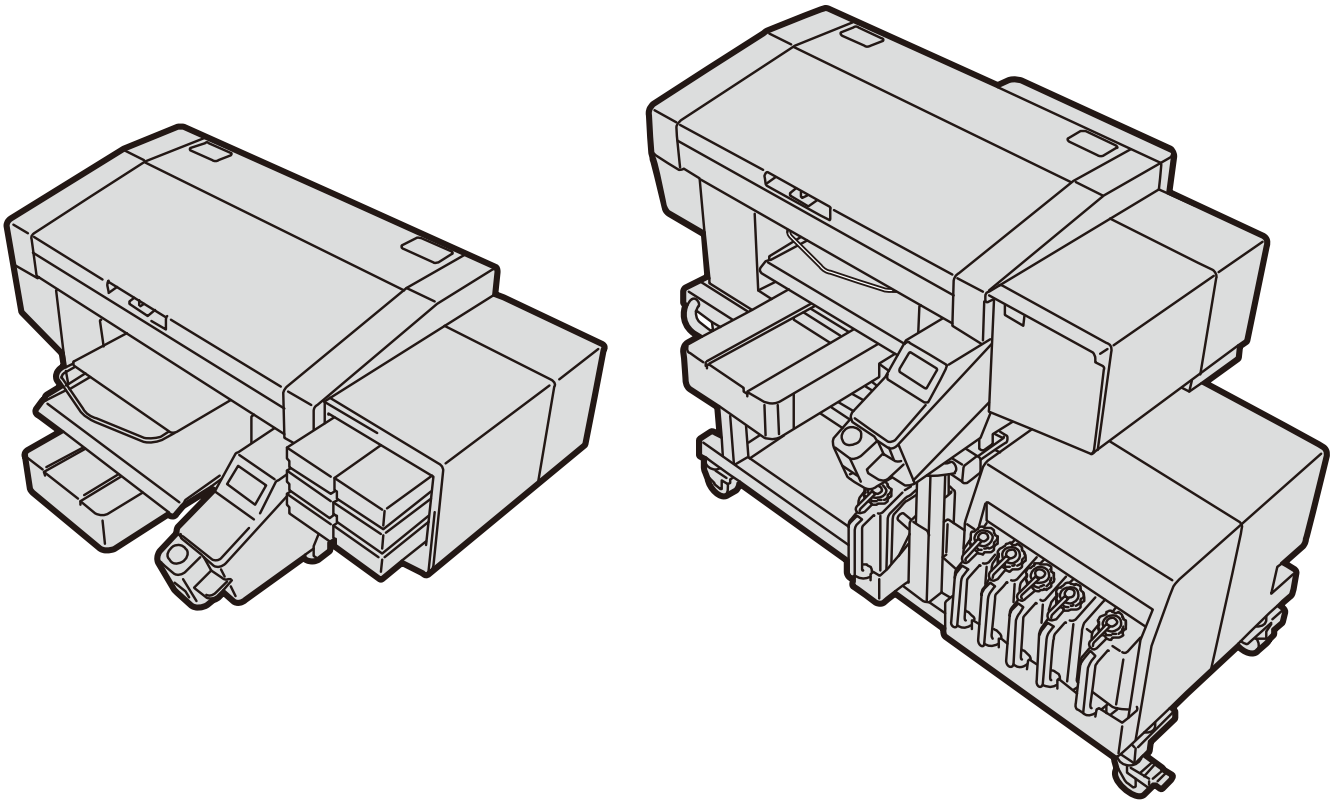
GTX Graphics Lab

GARMENT PRINTER

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.

Table of contents

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 applications:

Supported products

GTX Graphics Lab supports the following Brother garment printers:

- GT-3
- GTX-4
- GTX pro

About the screenshots contained in this document

- Screenshots contained in this document are taken from Windows 10 operating environment. Please note, however, that they may vary depending on OS and use environment.

About trademarks

About the CE declarations

Downloadable from: http://www.brother.com

2 Preparation of applications

2-1. What is GTX Graphics Lab?

GTX Graphics Lab is the software application for creating and saving print data of the Brother garment printers. It allows you to add images and text and create designs.
The Brother garment printer driver must be installed beforehand for creating and saving print data.

<TIPS>

- 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.
- The 32-bit OS is not supported.

2-2. Specifications

About operating environment

Compatible OS	macOS 10.14 (Mojave), macOS 10.15 (Catalina), Windows 8.1 (64bit), Windows 10 (64bit)
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

About shortcut keys

	Command	Win	Mac
Edit	Copy	Ctrl＋C	Command+C
	Paste	Ctrl＋V	Command+V
	Cut	Ctrl＋X	Command+X
	Undo	Ctrl＋Z	Command+Z
	Redo	Ctrl＋Y	Command+Shift+Z
	Select all	Ctrl＋A	Command+A
	Deselect all	Ctrl+Shift+A	Command+Shift+A
	Move	↑（↓→←）	↑（↓→←）
	10× speed move	Shift +↑（↓→←）	Shift +↑（↓→←）
	Move upwards	Ctrl+]	Shift+Alt+Command+F
	Move downwards	Ctrl+[	Shift+Alt+Command+B
	Move to the top	Shift+Ctrl+]	Shift+Command+F
	Move to the bottom	Shift+Ctrl+[	Shift+Command+B
	Delete	[Backspace] [Delete] key	[Delete] key
File	New...	Ctrl＋N	Command+N
	Open...	Ctrl＋O	Command+O
	Save...	Ctrl＋S	Command+S
	Save as...	Shift+Ctrl+S	Shift+Command+S
	Print...	Ctrl+P	Command+P
	Exit	Ctrl＋Q	Command+Q

2-3. Installing the application

Install the application as follows:

<TIPS>

- You must log into your PC with administrator privileges.
- If GTX Graphics Lab is already installed on your PC, performing the following steps starts the uninstallation process. Once the uninstallation process completes, perform the following steps again to install the application.

(1) Activate the PC.

(2) Exit from all the applications.

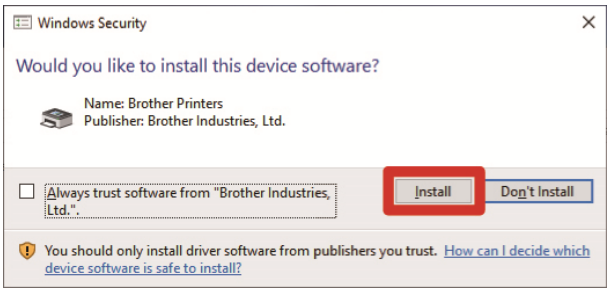
(3) Double-click on the "setup.exe" to execute the installer.

<TIPS>

- For Macintosh, double-click "BrotherGL-4.0.0.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 [Install].

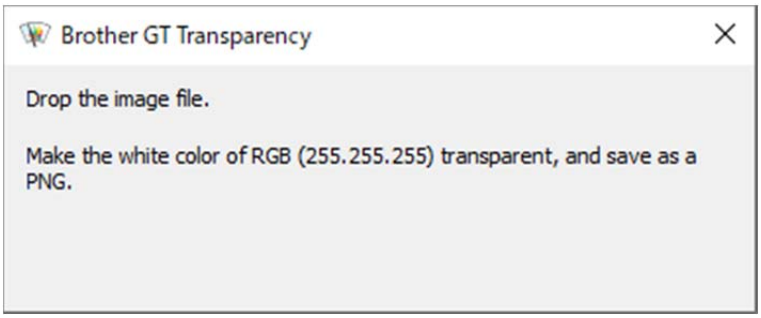


2-4. Setting RGB=255 to "Transparent color"

In GTX Graphics Lab, RGB=255 is treated as "White" by default, which executes printing in white with white ink.
[GT Transparency] allows you to save RGB=255 as "Transparent color" in advance.
This application supports PNG, JPEG, BMP and GIF file formats, allowing you to save an image as a PNG file.

(1) From the start menu, select [Brother GTX Graphics Lab Tools] > [GT Transparency].

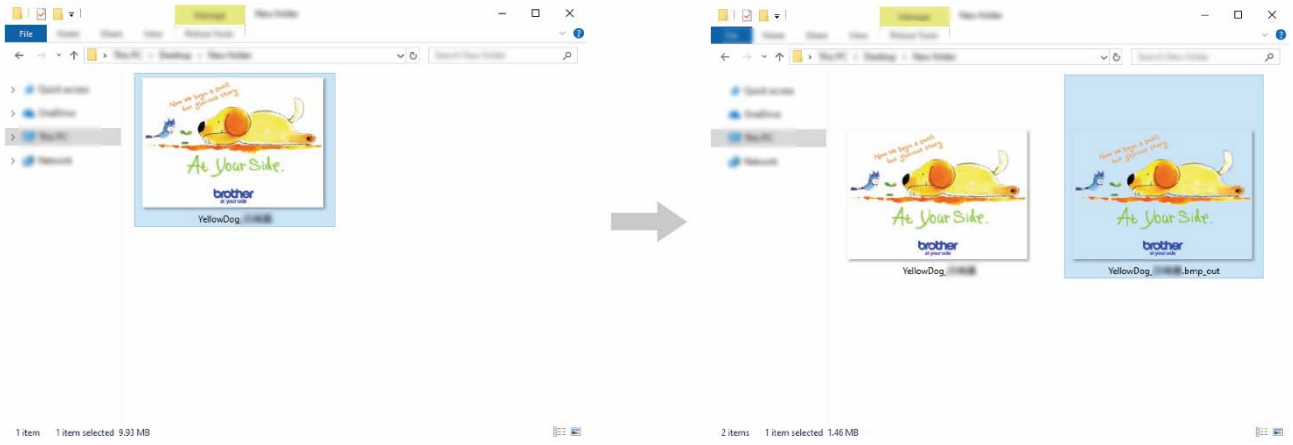
(2) Drop your selected image file in the displayed dialog.



(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.



3-1. Starting the application

(1) From the start menu, select [Brother GTX Graphics Lab Tools] > [GTX Graphics Lab 4].

<TIPS>

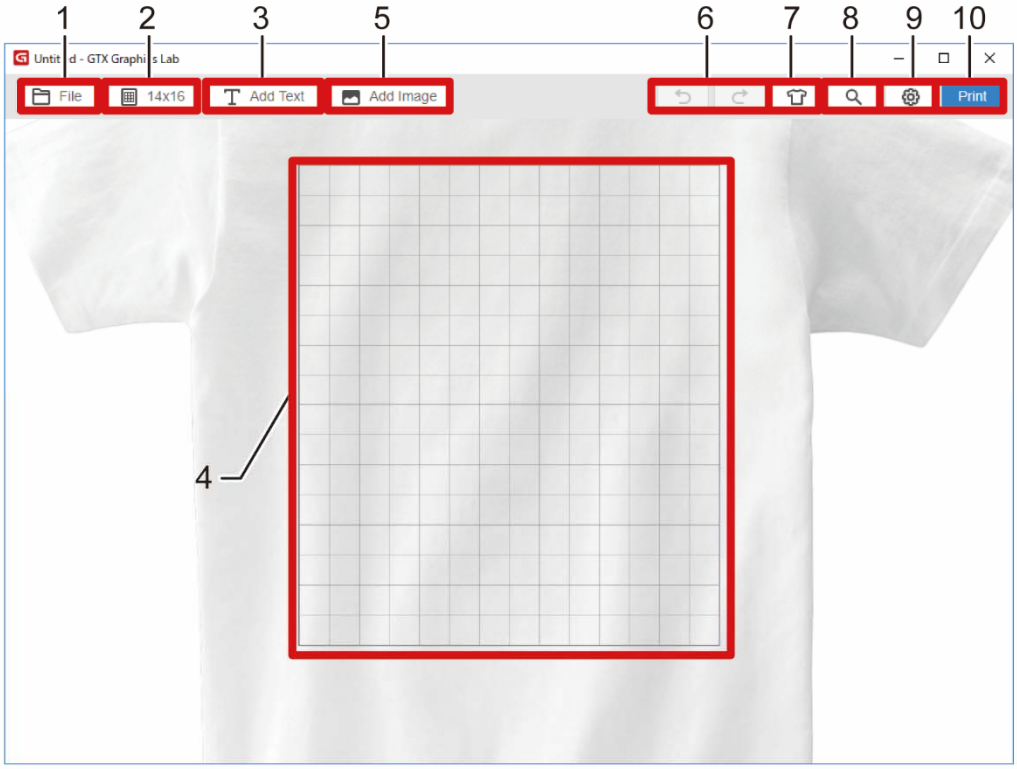
- For Macintosh, select [Finder] > [Applications] > [GTX Graphics Lab 4. app].

(2) Select your language and click [OK].

The GTX Graphics Lab screen appears.

<TIPS>

- You can choose from ten languages.
- 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 defaults to the language configured on your OS.



No.	Name	Function
1	[File]	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. Save...: Overwrites and saves layout data. (GTPL file) Save as...: Saves layout data under a different name. (GTPL file)
2	Standard Platen/ Optional Platen (other)	Allows you to set the platen size. <TIPS> • By default, you can choose from five platen types. Any imported platen data is added to the list of available platen data. "3-4-4. Importing platen data >>P.21"

No.	Name	Function
3	[Add Text] 	Allows you to add text. ☞"3-2. Editing text >>P.10" <TIPS> • You can enter up to 105 characters.
4	Platen Frame	Changes depending on the Standard Platen/Optional Platen (other) button. At the time of printing, only such range that is clipped out by means of Platen Frame will be printed out.
5	[Add Image] 	Allows you to insert an image by selecting the image file.☞"3-3. Inserting an image >>P.14"
6	Undo/Redo 	Undo: Returns to the previous state. You can return to a maximum of nine states before the present state. Redo: You can redo within the range you returned with the Undo button.
7	Background Color 	Pressing this button enables you to change the background color of the T-shirt. By pressing the "+" button, you can add any optional colors, but the color at the upper left is removed every time you add a color. You can replace any of the 32 colors with a new one.
8	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 the [x] button at the upper right corner or anywhere outside the preview screen.
9	Settings 	Allows you to set up GTX Graphics Lab.☞"3-4. Setting up the application >>P.17"
10	[Print]	Allows you to configure print settings. For details, refer to the Instruction Manual of your printer.

3-2. Editing text

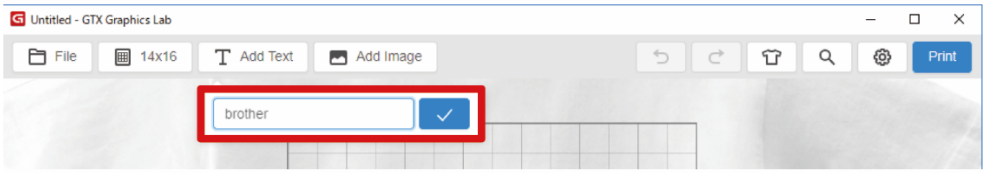
Allows you to enter and place text to be printed on the T-shirt.
Changing a property item enables you to set up a font or style.

(1) Click [Add Text].

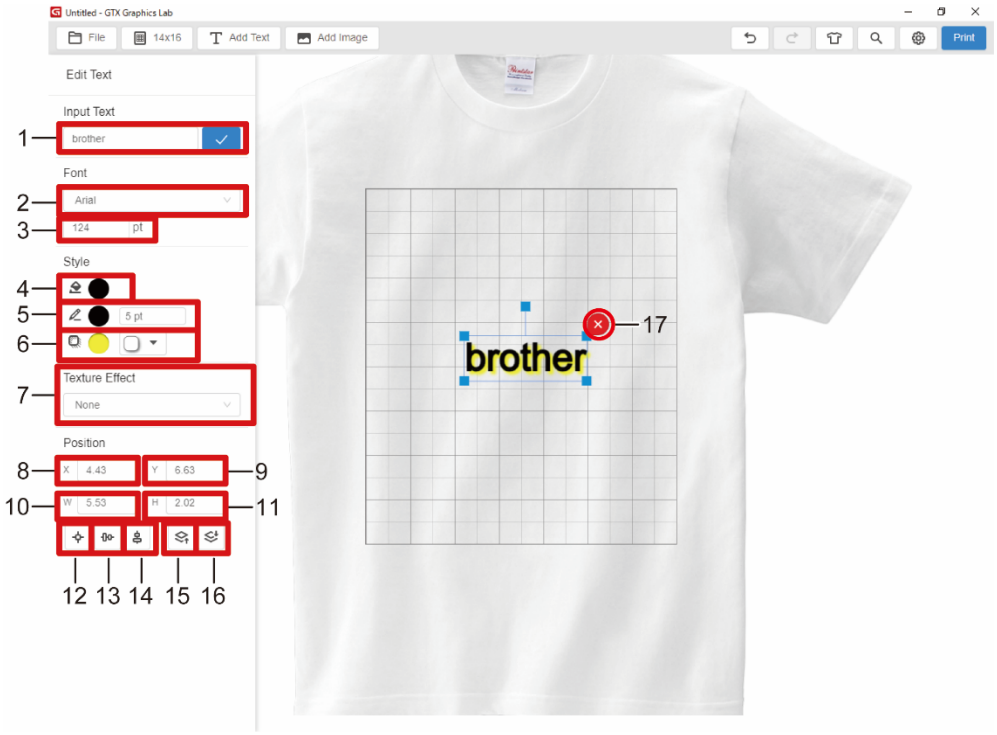
(2) Enter characters and click check button.

<TIPS>

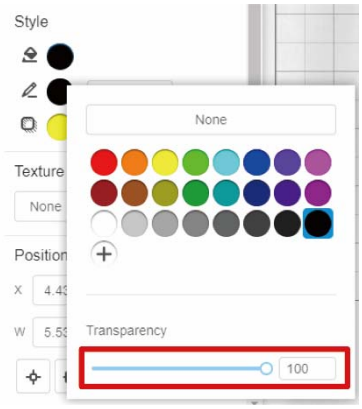
- You can enter up to 105 characters.

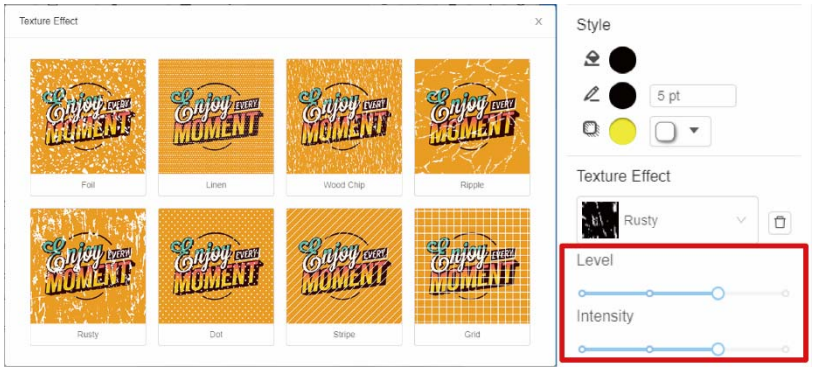


(3) Configure the detailed settings as needed, and drag the text to place it in your desired position.



No.	Name	Function
1	Input Text	With this function, you can change content of the text. With this function, enter your desired text within 105 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 list box. You can also change the italic, bold, and other font settings. <TIPS> • Turning off [Display confirmed fonts only] displays all fonts whether or not confirmed to be normally available. You can use fonts not confirmed to be normally available but at your own responsibility.

No.	Name	Function
3	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 10 pt.
4	Fill Color	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. 
5	Stroke Color	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.
6	Text 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
7	Texture Effect	Applies a texture effect to the object. <TIPS> • The texture effect is used to apply an effect to an object in order not to print the part that looks white. You can select a texture to reflect the texture effect. Furthermore, you can change the size and intensity of the texture pattern both at four levels. Level: Enlarges the texture pattern. Intensity: Increases the area of the part that looks white. 
8	Horizontal Position	With the leftmost part of Platen Frame set to 0, this function enables you to display and change a horizontal position of an object. When you drag the object to move it elsewhere, the corresponding value changes accordingly.
9	Vertical Position	With the uppermost part of Platen Frame set to 0, this function enables you to display and change a vertical position of an object. When you drag the object to move it elsewhere, the corresponding value changes accordingly.
10	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 10 pt or an equivalent value. A unit for the values is the one specified by the Details button.
11	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 10 pt or an equivalent value. A unit for the values is the one specified by the Details button.
12	Center	This function positions an object at the center of the platen grid in both vertical and horizontal directions.
13	Horizontal Center	This function positions an object at the center of the platen grid in a vertical direction.
14	Vertical Center	This function positions an object at the center of the platen grid in a horizontal direction.

No.	Name	Function
15	Bring to Front 	This function sends 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.
16	Send to Back 	This function sends 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.
17	Delete 	Click the icon to delete any object.

3-3. Inserting an image

Allows you to insert an image you want to print.

Supported image formats are as follows:

- For image data that does not contain the transparent information: PNG, JPEG, BMP and GIF
- For image data that contains the transparent information: PNG only

<TIPS>

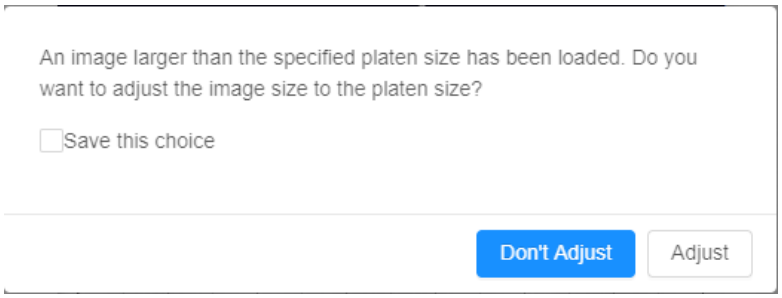
- When you read BMP and GIF files, the maximum size is Width: 4,800 px x Height: 5,400 px. Images larger than this size cannot be read, and an error message will be displayed.
- RGB=255 is treated as "White". When treating RGB=255 as "Transparent color", using "GT Transparency" enables you to convert RGB=255 of image file to transparent. "2-4. Setting RGB=255 to "Transparent color" >>P.7"

(1) Click [Add Image].

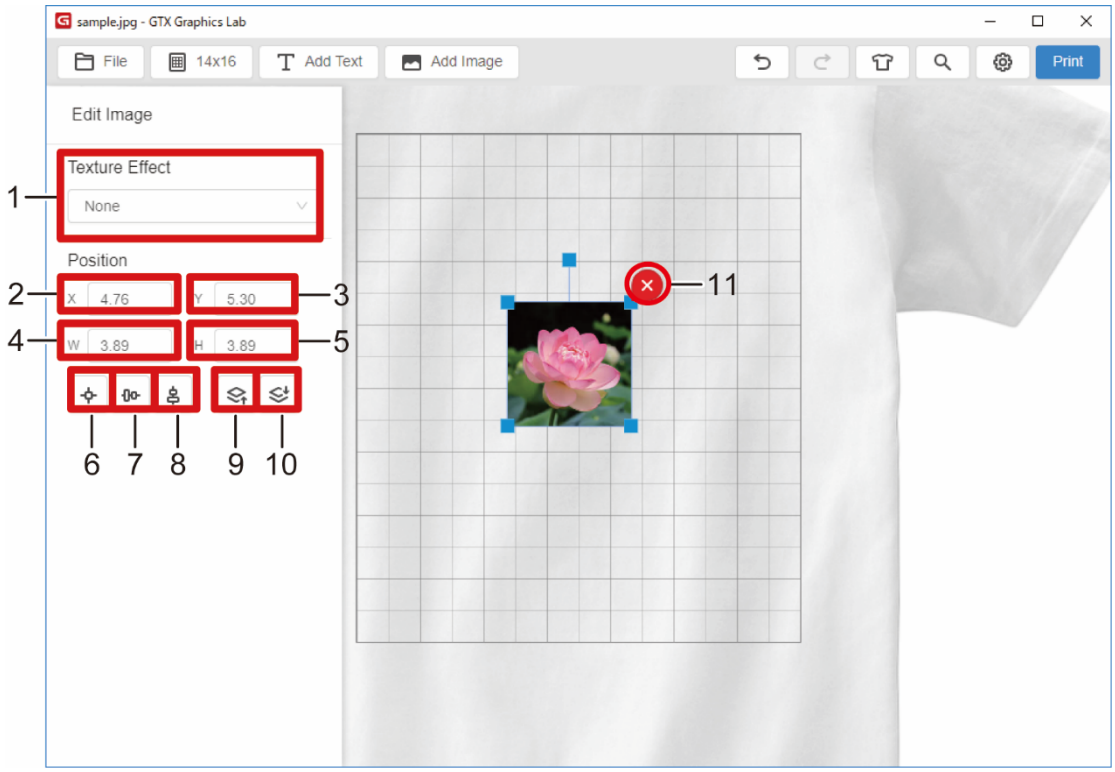
(2) Select your desired image you want to add and click [Open].

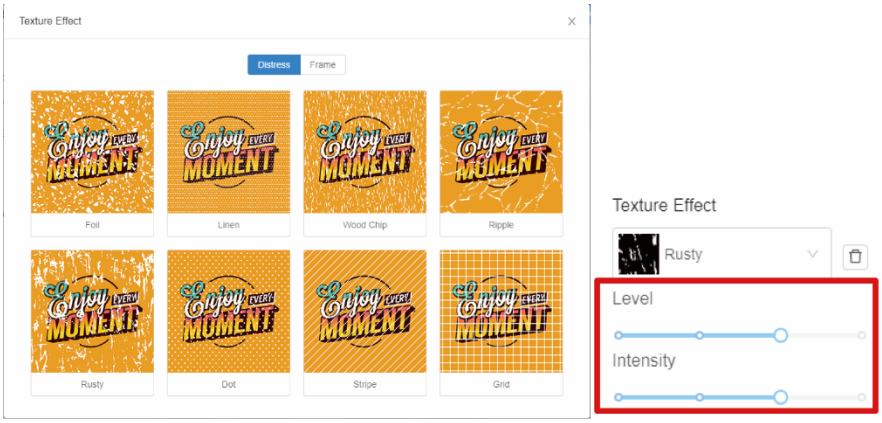
(3) If you select an image greater than the specified platen size, the following screen appears:

Auto-adjust or select the image size in accordance with the platen size.



(4) Configure the detailed settings as needed, and drag the image to place it in your desired position.



No.	Name	Function
1	Texture Effect	Allow you to apply an effect to an object in order not to print the part that looks white. You can select a texture to reflect the texture effect. If you select a [Distress] texture, you can change the size and intensity of the texture pattern both at four levels. Level: Enlarges the texture pattern. Intensity: Increases the area of the part that looks white. 
2	Horizontal Position	With the leftmost part of Platen Frame set to 0, this function enables you to display and change a 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 a 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	Center	This function positions an object at the center of the platen grid in both vertical and horizontal directions.
7	Horizontal Center	This function positions an object at the center of the platen grid in a vertical direction.
8	Vertical Center	This function positions an object at the center of the platen grid in a horizontal direction.
9	Bring to Front	This function sends 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.

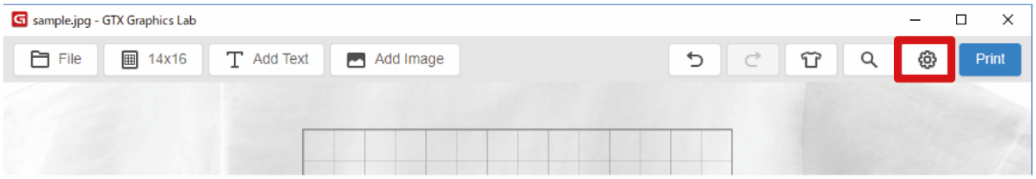
No.	Name	Function
10	Send to Back 	This function sends an object to the bottom/back of the overall image. Among objects that overlap with the selected object, this function moves one object to the bottommost position behind the object which is currently positioned at the rearmost of the overall image. However, no change will take place if no object overlaps with each other.
11	Delete 	Click the icon to delete any object.

3-4. Setting up the application

Allows you to perform setting switching and implement auxiliary functions related to GTX Graphics Lab.

(1) Click  .

Configure the settings as needed.

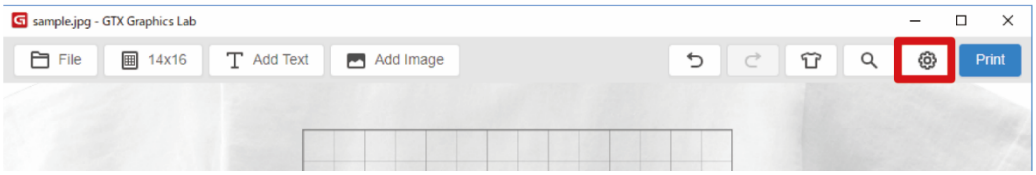


No.	Name	Function
1	Unit	Select whether to display the grid lines in units of inch or mm.
2	Show Grid	Select whether or not to display the grid lines.
3	Grid Spacing	Allows you to set the grid spacing. This will change depending on the selected unit.
4	Continuous Printing Mode	Turning on this mode loads only one image at a time. Loading the second image removes the first image.☞"3-4-1. Specifying to load one image at a time >>P.18"
5	Import Preset...	Imports exported preset data.☞"3-4-2. Importing preset data >>P.19"
6	Export Preset...	Exports preset data to a file.☞"3-4-3. Exporting preset data >>P.20"
7	Importing platen data...	Allows you to import the platen data you created in advance.☞"3-4-4. Importing platen data >>P.21" <TIPS> • Once you create platen data in another application, you can import it for use.
8	Managing imported platen data...	Allows you to delete imported platen data.☞"3-4-5. Deleting platen data >>P.22"
9	Language Setting...	Select your desired display language.
10	Privacy Policy	Select whether or not to allow the browser to collect the information regarding the operation of GTX Graphics Lab.☞"3-4-6. Sending the application information >>P.23" <TIPS> • The default setting is determined by the setting specified during installation. • The information collected primarily includes the following: - Button actions - Texture effect types used - Parameters frequently used in printing
11	About...	Allows you to confirm the version information of GTX Graphics Lab.

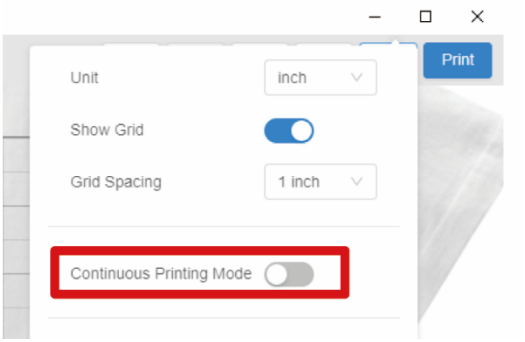
3-4-1. Specifying to load one image at a time

Turning on the auto print mode specifies that you can load only one image into GTX Graphics Lab at a time. This eliminates the need to click [New] or delete the current image when you want to change the image. The feature is useful when you want to continue printing while changing the images one after another without changing the layout or print settings.

(1) Click  .

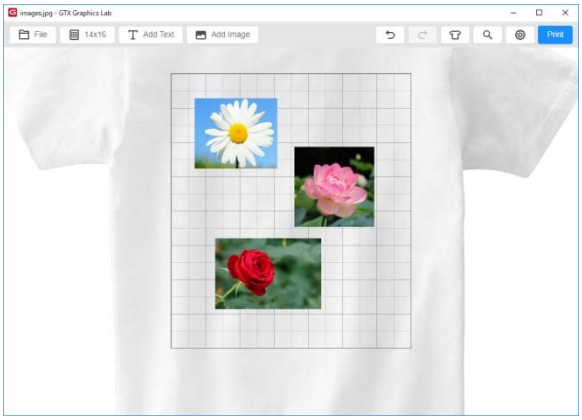


(2) Click to turn on [Continuous Printing Mode].



<TIPS>

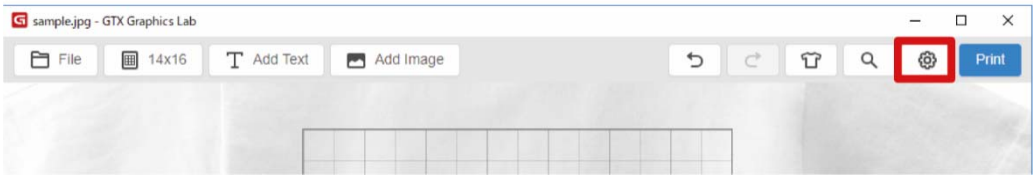
- Turning it on reduces the number of buttons displayed.

When it is on:	When it is off:
Only one image is loaded at a time. 	Two or more images are loaded at a time. 

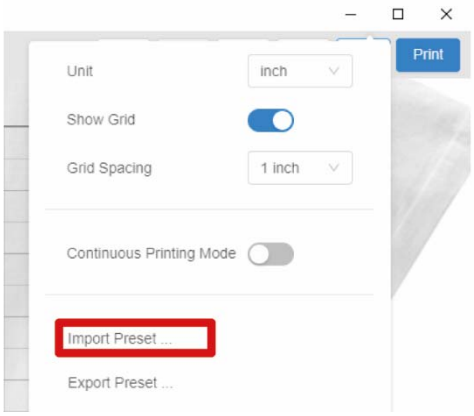
3-4-2. Importing preset data

Allows you to import preset data on print settings saved in a file.

(1) Click .



(2) Click [Import Preset...].

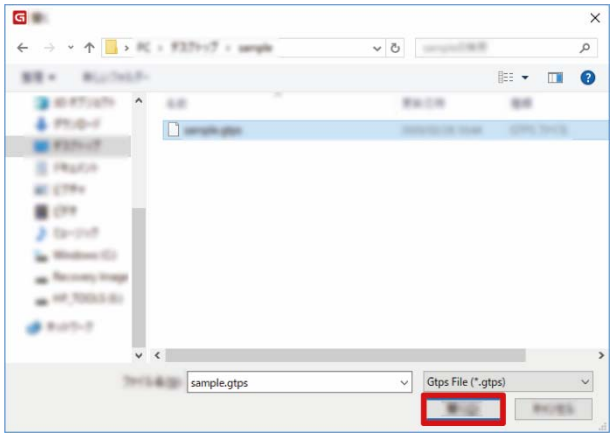


(3) Select the GTPS file you want to import and click [Open].

Preset data will be imported.

<TIPS>

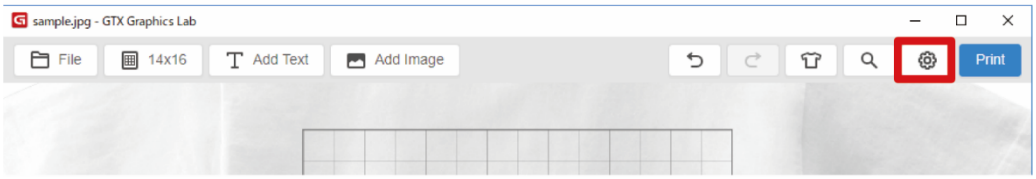
- If the imported file contains a number of presets, all the presets will be imported.



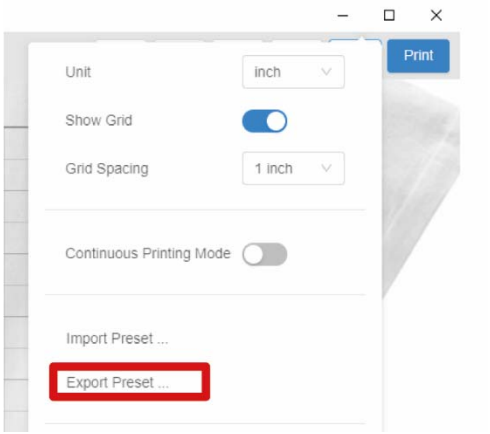
3-4-3. Exporting preset data

Allows you to export preset data on print settings to a file.

(1) Click .



(2) Click [Export Preset...].

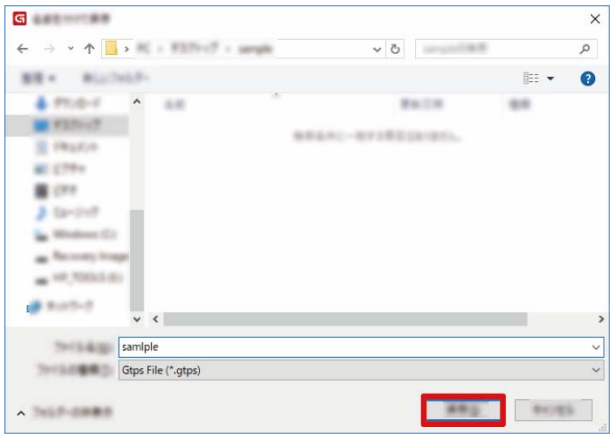


(3) Select the destination folder and click [Save].

Preset data will be exported.

<TIPS>

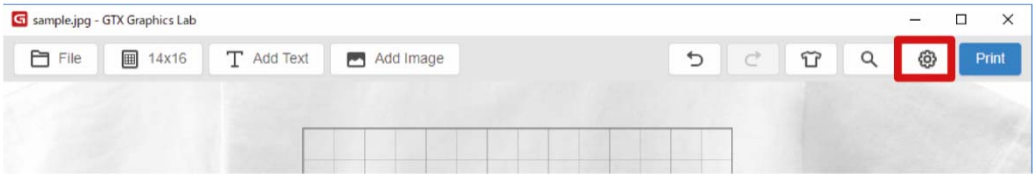
- All saved preset data will be exported as one file.



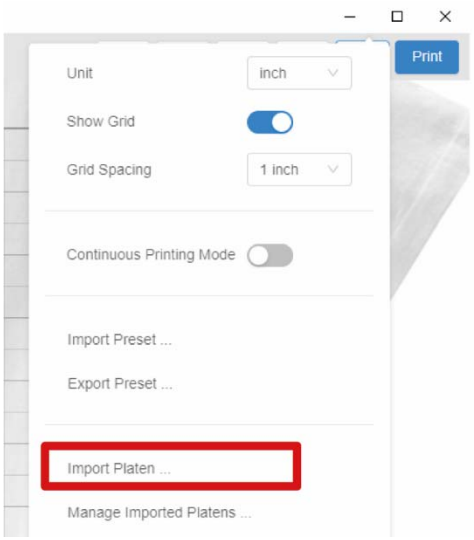
3-4-4. Importing platen data

Once you create platen data in another application, you can import it for use.

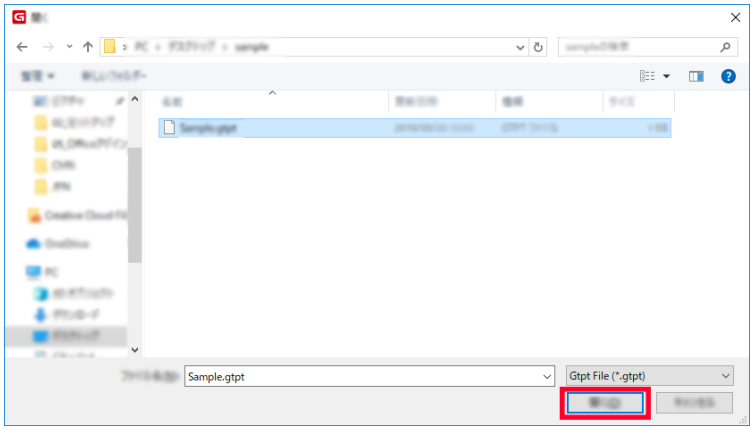
(1) Click  .



(2) Click [Import Platen...].



(3) Select the gtpt file you want to import and click [Open].



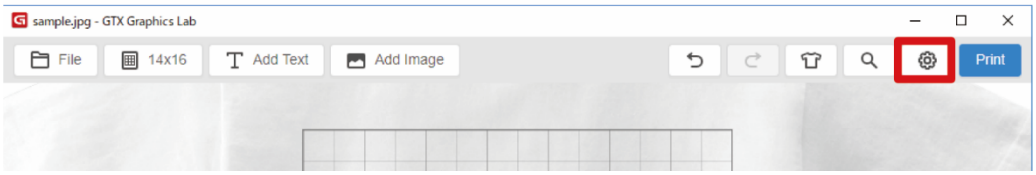
(4) Click [OK].

The platen data will be imported.

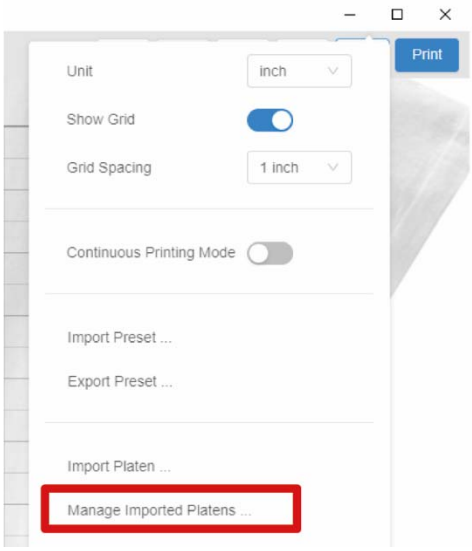
3-4-5. Deleting platen data

Allows you to delete imported platen data.

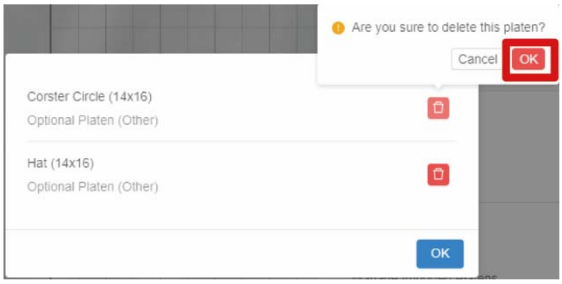
(1) Click .



(2) Click [Manage Imported Platens...].



(3) Select the platen data you want to delete and click [OK].



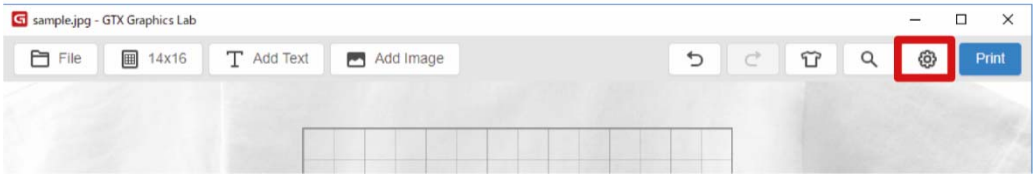
(4) Click [OK] to close the screen.

3-4-6. Sending the application information

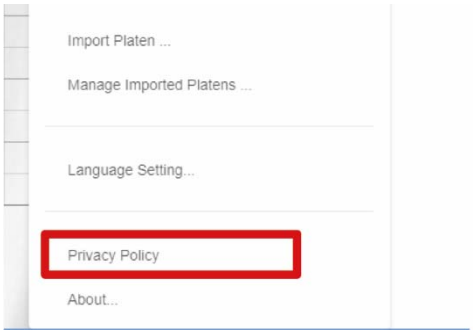
Select whether or not to allow the browser to collect the information regarding the operation of GTX Graphics Lab. The default setting is determined by the setting specified during installation.
The information collected primarily includes the following:

- Button actions
- Texture effect types used
- Parameters frequently used in printing

(1) Click ⚙ .



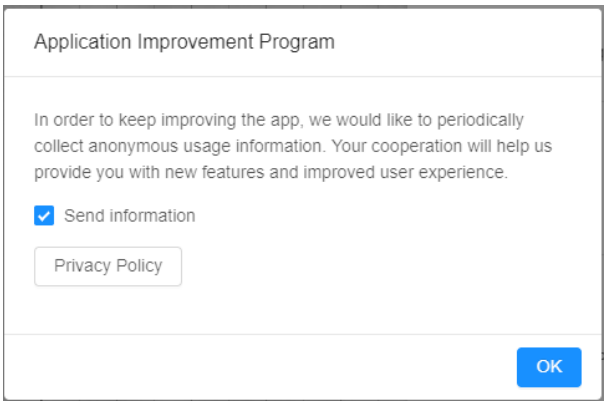
(2) Click [Privacy Policy].



(3) Read the content carefully and select the checkbox to send the information.

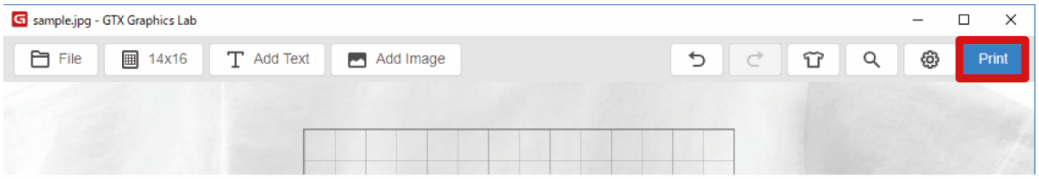
<TIPS>

- To view the content of the privacy policy, click [Privacy Policy].

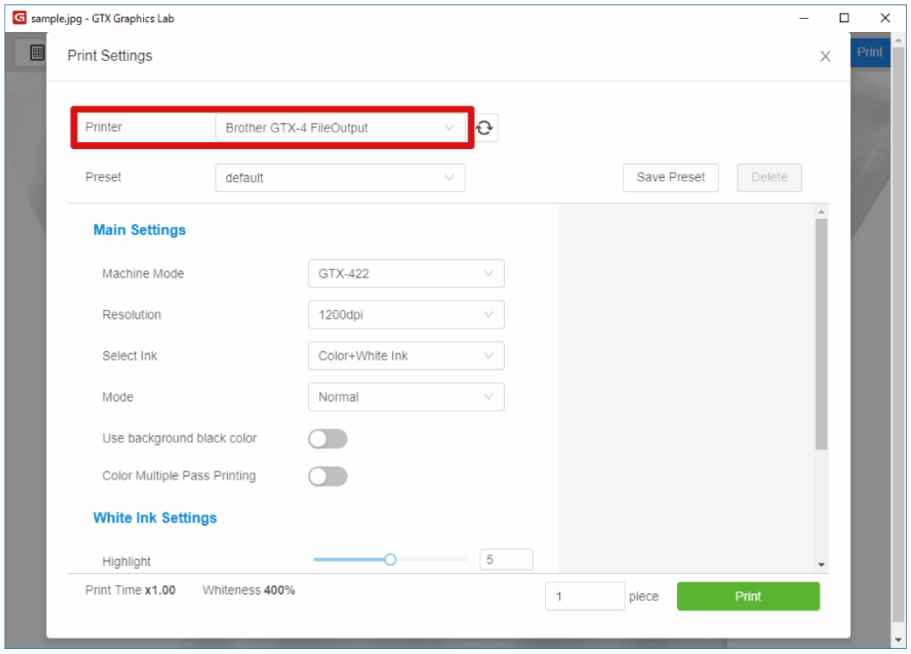


3-5. Making print settings for the printer

(1) Click [Print].



(2) Configure the settings as needed.



No.	Name	Function
1	Search for printer list	Allows you to search for printers.
2	Select Printer	Select the printer you want to send print data to.
3	Preset	Select the preset name you want to use from the list. A list appears once you import a preset. ☞"3-4-2. Importing preset data >>P.19"
4	Save Preset	Allows you to save the print settings for the printer as [Presets]. ☞"3-5-1. Saving preset data >>P.25"
5	Delete	Allows you to delete the preset you saved. ☞"3-5-2. Deleting preset data >>P.26"
6	Main settings	For details, refer to the Instruction Manual of your printer.
7	White/Color ink settings	For details, refer to the Instruction Manual of your printer.

3-5-1. Saving preset data

Allows you to save the print settings for the printer as [Presets].

When repeatedly using the same setting for creating print data, it is recommended to save the preset data.

(1) Click [Print] on the GTX Graphics Lab screen.

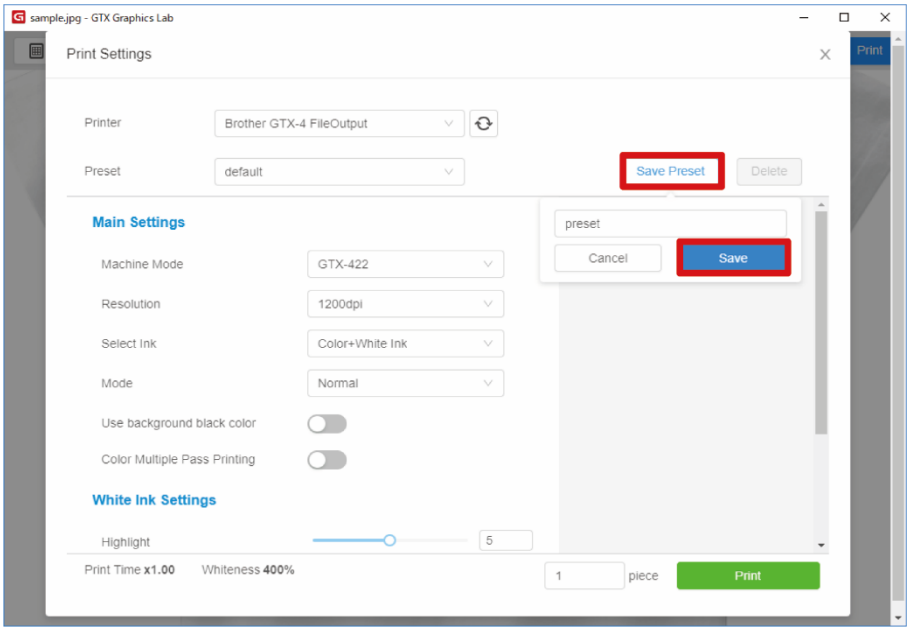
(2) Select the printer, make print settings for steps in and after Main Settings, and click [Save Preset].

(3) Enter the preset name and click [Save].

The preset is saved.

<TIPS>

- You can enter up to 15 characters.

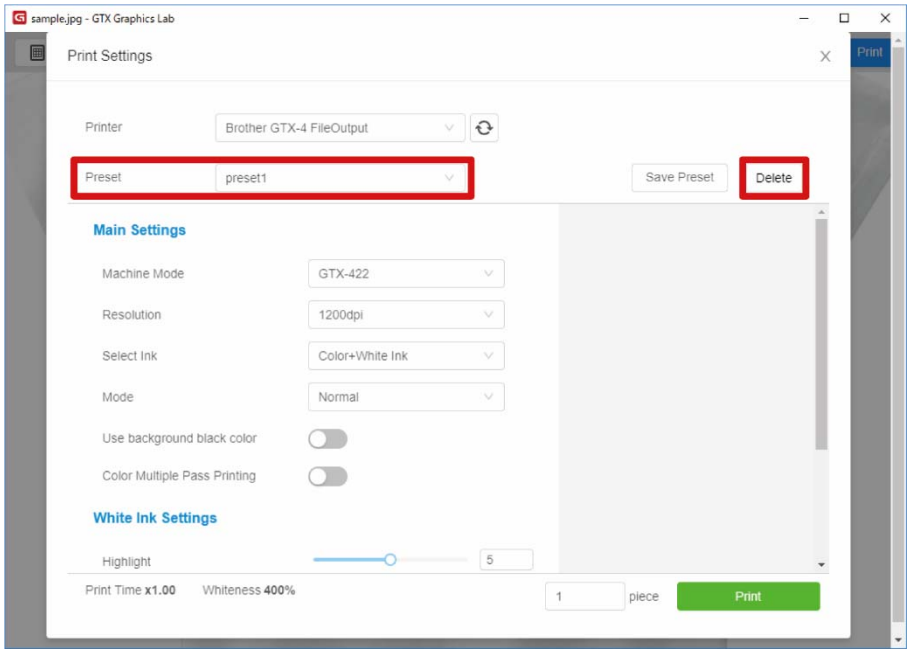


3-5-2. Deleting preset data

Allows you to delete the preset you saved.

(1) Click [Print] on the GTX Graphics Lab screen.

(2) Select the preset name you want to delete from the list of [Preset] and click [Delete].



3-6. Displaying an image taken with a camera in GTX Graphics Lab

You can take an image on the platen with a camera attached to the printer and display it in GTX Graphics Lab. You can preview the print image by aligning the taken image as the GTX Graphics Lab background with the platen. This feature is useful when you want to print on a shoe or something else other than a T-shirt.
To use the function, you must install the AccuLine application. For details, refer to the AccuLine Instruction Manual.

3-7. Projecting a layout from GTX Graphics Lab to the T-shirt

Connecting to a projector allows you to project an image or text being edited in GTX Graphics Lab to the T-shirt over the platen.
You can preview the print image including the image/text position and size.
To use the function, you must install the Envision application. For details, refer to the Envision Instruction Manual.

*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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