

How do I adjust the position of the HoloPatch?

When using **HoloPatch** cards (with the Gold square), the **HoloKote** key is printed on to the Gold square. If either the **HoloKote** key or the 'Colour Hole' are not central on the patch, adjustment can be made to centralise them. Adjustments are made by sending special commands to the printer using the **Magicard Support Utility**.

Command Description

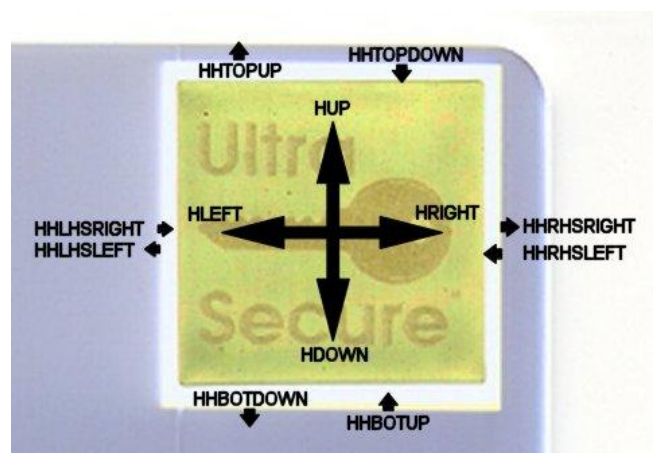
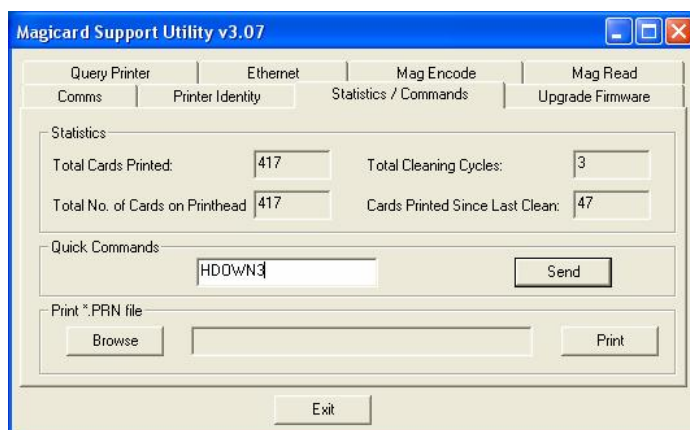
HoloPatch Commands (These are used to move the HoloPatch image on the patch).

HUP	Moves the Holopatch image up.
HDOWN	Moves the Holopatch image down.
HLEFT	Moves the Holopatch image left.
HRIGHT	Moves the Holopatch image right.
HDEF	Resets all HoloPatch values back to factory defaults.

Colour Hole Commands (These are used to adjust the Colour Hole surrounding the patch).

HHTOPUP	Moves the TOP edge of the Colour Hole UP.
HHTOPDOWN	Moves the TOP edge of the Colour Hole DOWN.
HHBOTUP	Moves the BOTTOM edge of the Colour Hole UP.
HHBOTDOWN	Moves the BOTTOM edge of the Colour Hole DOWN.
HHLHSLEFT	Moves the LEFT-HAND side of the Colour Hole to the LEFT.
HHLHSRIGHT	Moves the LEFT-HAND side of the Colour Hole to the RIGHT.
HHRHSLEFT	Moves the RIGHT-HAND side of the Colour Hole to the LEFT.
HHRHSRIGHT	Moves the RIGHT-HAND side of the Colour Hole to the RIGHT.
HHDEF	Resets all Colour Hole values back to factory defaults.

All the above commands (except **HDEF** and **HHDEF**) require a value to be placed after the command (no space). This value is the amount of movement in pixels. For example:
To move the left hand edge of the Colour Hole 5 pixels to the right you would send '**HHLHSRIGHT5**'.
To move the HoloPatch image 3 pixels downwards on the HoloPatch '**HDOWN3**'.



Run the **Magicard Support Utility**, select your communication port (USB, LPT, etc.). Then select the '**Statistics / Commands**' tab. Type your commands in the **Quick Commands** box and click '**Send**'. The adjustments sent to the printer take immediate effect. To return to the default values send either **HDEF** for image position or **HHDEF** for Colour Hole position.