# HP Latex 3x00 Printer Series

August 2017

Tiling Uniformity mask vs. Color Balance mask

The new firmware for the HP Latex 3x00 Printer Series includes a new type of mask named Tiling Uniformity mask. Moreover, the "Large Mask" has been renamed to Color Balance (Large) mask.

This article explains the differences between the two types of masks and how to use them correctly.
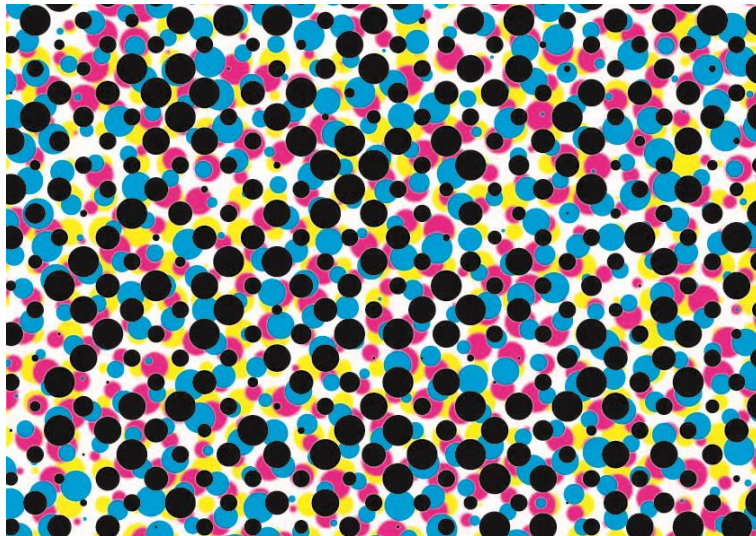
As a matter of fact, the concept of printing mask refers to the relative positions of the ink drops on the media. The mask uses a **randomization algorithm to avoid visual patterns**. The result is a **visually smooth surface with minimal graininess and no banding**.

However, inaccurate alignment or media advance can interfere with the algorithm, causing different grain patterns along long jobs. On tiling applications, differences between panels can lead to visible seams.

The new Tiling Uniformity mask is more robust against this kind of phenomenon, delivering a uniformly texturized look in long runs and enabling seamless tiling applications even when using Dual Roll.

Hence, the Tiling Uniformity mask is recommended for applications such as wall-covering or vehicle wrapping; while the Color Balance (Large) mask is recommended for applications such as posters, roll-up banners or backlit signs.

HP Public

The following images show the performance of the two types of masks when the media does not advance uniformly.

Tiling Uniformity mask

Color Balance (Large) mask

How to select the type of mask

You can select the desired mask by creating the corresponding print mode. Remember that generic media presets must be cloned before being edited.

Steps to create the print mode:

1. Go to the **Edit Substrate** menu.

2. Provide a name to the print-mode with the **Tiling Uniformity mask** to make it accessible for printing.

Also, consider the option **Optimize for Tiling** to get the best color consistency when printing tiles.

NOTE: By default, all the generic print modes use the **Color Balance (Large) mask**.