

These settings are a general guide and should be used as a starting point.

SAMPLE GUIDE

- Black 250 - 350gsm
- Pink 100 - 280gsm

There are 2 types of Creasing Rib
Colour Coded Ribs

CREASE STYLE

PRODUCE CYLINDER QUALITY CREASING ON YOUR MULLER PERFECT BINDER



SPINE & HINGE CREASER

QC-DEL-MPB/30-FP-5

Instruction Guide
To Fit 4 Shaft Muller
Martini Perfect Binding
Machines



INTRODUCTION & CONTENTS OF PACKAGE

The Spine & Hinge Creaser has been specially designed to produce a high quality crease that reduces set up times, improves running speeds and also increases the quality of the finish book. The hinge is fixed at 6mm (variations can be made by request). The minimum thickness of the spine is as little as 2mm and the maximum thickness is limitless.

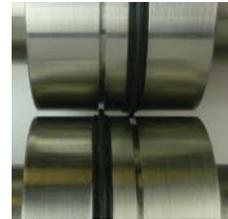


Package of contents

4 x Male/Female creasing components

8 x M-41 Pink creasing ribs
100 – 250 gsm

4 x M-86 Black creasing ribs
230 - 350 gsm



SETTING PROCEDURE

1. Attach creasing components to machine shaft as shown on front page.
2. Loosen the creasing rib holder by unscrewing the 4mm hexagon screw A and pull apart.
3. Once the rib is located onto the metal shoulder push the component back and retighten the screw A. The creasing rib components ensure a tight fit.
4. Slowly run a sheet of cover stock up to the creasing rib components located on the bottom shaft. Adjust to the desired creasing position and tighten fixing screw B.
5. Slowly lower the top shaft so that the creasing ribs locate into the female part on the bottom component.
6. Slowly run a sheet of cover creasing rib stock through the Spine & Hinge components.
7. As the cover travels through the loose top shaft components they will automatically centralise to the optimum creasing position.
8. With the sheet still gripped, tighten the top shaft components using the 4mm screw B.
9. The machine is now ready to run.

IMPORTANT

Failure to centralise the creasing rib will result in a poor quality result and may lead to excessive wear on one side of the creasing rib.

