



# 3<sup>rd</sup> Party Badge Paper Guide for Zebra Printer

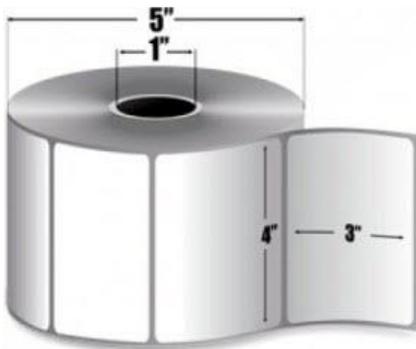
**Please Note:** Choose 2 Rent does not guarantee compatibility of 3rd party media if acquired outside of our preferred vendors or internal suppliers.

## 1. Media Type

**Roll:** Wound on a core that can be 0.5" - 1.5" in diameter with maximum roll size of 2.6" - 5.0" in diameter. Maximum width of badge paper cannot exceed 4" wide but can extended in length from up to 2" to 12".

**Fanfold:** Folded in a zigzag pattern. Maximum width of badge paper cannot exceed 4" wide but can extended in length from up to 2" to 12".

*Please consult with your software provider for additional information regarding the dimensions of badge paper that is acceptable in their system.*



Roll Media



Fanfold Media

## 2. Coating

**Direct Thermal Paper** is a special fine paper where the surface is coated with a solid-state mixture of dye. Once heat is applied by the print head, the image will imprint the design on the badge using a **Direct Thermal** printing process. Only one side of the badge stock will have this coating as the other will be blank (not coated) with media sensing marks.



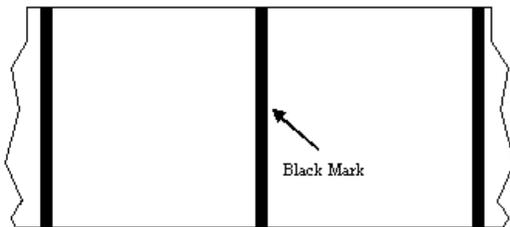
**Thermal Transfer Printing:** An option available upon request. This requires a **Thermal Transfer Ribbon** that will allow images to be transferred in black to the blank side of the badge stock. This option is only available for ZD500 printers and requires ribbons and take-up rolls.



### 3. Media Sensing

Each printer is designed to calibrate with different sizes of media. The printer contains a lens that scans for specific media types such as **Mark** or **Gap/Notch** for example. This allows the printer to understand the badge paper's size and identify the beginning and end of each badge.

**Mark Sensing:** Uses a reflective black line signifying at what position each badge needs to be printed. It is recommended that the timing mark covers the entire width of the badge and is 1/8" in Height.



**Gap/Notch Sensing:** Material with a gap/hole in between each badge signifying at what position each badge needs to be printed.

