QUICK START INSTRUCTIONS FOR THE JETSTAMP MP SERIES MODELS 790MP & 792MP

1) Please remove all components from the box and review the manual to make sure that you have all the components for your model.

2) Load the software disc onto your computer and when complete you should have a desk top icon called **PC Set Easy Marker 10.**

3) There are 4 icons on the screen of the program: Text, Time, Date, & Number. There is a section in the manual that explains each one.

4) In order to program your machine, first set the text, time, date, and/or number on your computer and drag the icon down to the appropriate boxed lines below. It is advisable to leave a space between the icons you drag down to each line. Your imprint should be legible at the left bottom hand side of the software in the preview section. Please notice in the middle of the program what imprint you are on. The software should have imprint numbers 1 through 10 available.

5) Now it is time to setup your machine, so that it can be recognized by your computer and able to accept the imprint. If you have the 790MP the USB cable will be connected to the charging base and then to the USB port on your computer. If you are using a desktop computer, make sure that the USB cable is connected to the port on the back of the computer and not the front. The same is true for the 792MP except that you have a small black Y adaptor. You connect the power charger and the phone style jack in the appropriate spots. To ready the machine to accept a transfer from the software, please follow the instructions below with button sequence on the printer itself.

   A) Press the button under the word **Mode**
   B) Press the button under the word **Setup**
   C) Your screen reads **Settings**, press the button under the word **Next**
   D) Your screen reads **Update**, press the button under the word **Call**
   E) Your screen reads **Firmware All**, Press the button under the word **Next Twice**
   F) Your screen reads **Stamp Picture**, press the button under the word **Start**
   G) Your screen Reads **Stamp Picture Active**
   H) Place your 790MP on the base that is connected to the computer and plugged into a power outlet. Click on the icon button that looks like the Jetstamp with the arrow facing to the right. This is located to the right of the imprint in the preview section on the bottom of the software program. If the Serial Port setting pops up, please try the various options including USB or any COMs shown until you get a successful transfer. (If you have a 792MP you don't have to place the machine on the base, refer to number 5 above.) This will transfer the data from the program to the inkjet printer. Your stamp screen will read **Stamp Picture OK.**
   I) Press the **Return Button 3x**
   J) Press the button under **Next** to bring you to the imprint on the machine. If you don't see the imprint on the unit that you transferred, make sure that the imprint number on the software matches the page number on the machine.

You are now ready to make imprints. Make sure that the ink cartridge is loaded correctly. Follow the instructions in the cartridge care and troubleshooting flyers sent with the unit.

When not using the ink cartridge for more than 5 minutes it is suggested that you remove it from the machine and store it with the red plastic cap holder that it comes with. Please contact your Reiner dealer if you need further explanations.

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