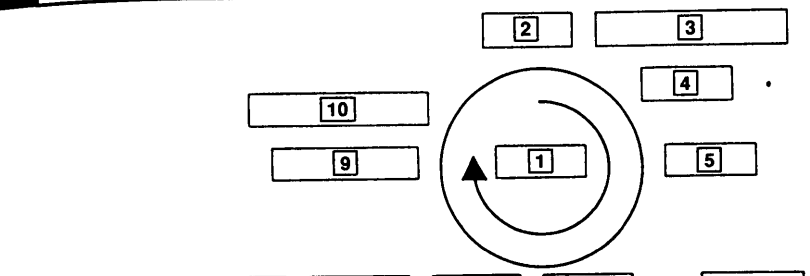
2 COPY PROCESS



1. PC DRUM
2. DRUM CHARGING
3. IMAGE ERASE
4. EXPOSURE
5. DEVELOPING
6. PAPER FEEDING
7. IMAGE TRANSFER
8. PAPER SEPARATION
9. CLEANING
10. MAIN ERASE
11. TRANSPORT
12. FUSING
13. PAPER EXIT

1. PC Drum

The PC Drum is an aluminum cylinder coated with a photosensitive semiconductor. It is used as the medium on which a visible developed image of the original is formed.

(For more details, see p. M-23.)

2. Drum Charging

The PC Drum Charge Corona Unit is equipped with a single wire and a Scorotron Grid to deposit a uniform negative charge across the entire surface of the PC Drum.

(For more details, see p. M-25.)

3. Image Erase

Any areas of charge which are not to be developed are neutralized by lighting up LEDs.

(For more details, see p. M-55.)

4. Exposure

Light from the Exposure Lamp reflected off the original is guided to the surface of the PC Drum and reduces the level of the negative charges, thereby forming an electrostatic latent image.

(For more details, see p. M-29.)

5. Developing

Toner positively charged in the Developer Mixing Chamber is attracted onto the electrostatic latent image changing it to a visible, developed image. A DC negative bias voltage is applied to the Sleeve/Magnet Roller to prevent toner from being attracted onto those areas of the PC Drum which correspond to the background areas of the original.

(For more details, see p. M-62.)