Kodak

# Print Console

Software
Version 3.28

## Quick Start Guide

English

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# Welcome

This manual is intended for anyone who uses or administers Print Console software. It introduces key concepts and explains how to use the software.

Use this manual:

- To learn about the main Print Console software features
- To learn how to use Print Console software windows
- For an overview of the Print Console device control workflow and workflow tasks

If you've taken Print Console classroom or self-study training, you've covered all of the information in this manual. Use this manual to refresh your memory.

For information about the RIP, see your RIP documentation (for example, the Prinergy® workflow online help). For information about the Print Console workstation or the output device, see the operator documentation for your device.

# For More Information

Visit Kodak at http://graphics.kodak.com/ for documentation, training courses, downloads, and service and support contacts.

For a list of translated documents for this product, log on to the Kodak® eCentral® Internet portal at http://ecentral.graphics.kodak.com/.

## Online Help

This manual provides only a basic overview of Print Console software. The online help is your primary source of information.

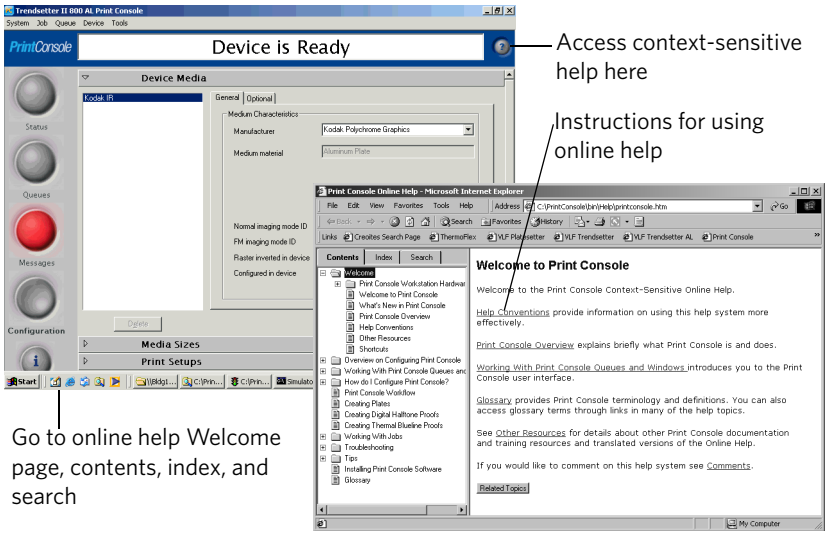
Use the online help:

- After reading this manual
- For detailed step-by-step procedures for all Print Console tasks
- For detailed information on Print Console features and concepts
- For information about how the options in Print Console windows affect your system
- To search for information about a topic or keyword

**To access the main level of Print Console online help:**

➢ Click the help icon on the left side of a Print Console window.

The Welcome page appears. Instructions for using the online help are available from the **Help Conventions** hyperlink on the Welcome page.




**To access and print context-sensitive field-level help for boxes or buttons:**

1. Turn the pointer tool into a question mark by clicking the **Help** button on the top-right corner of the Print Console interface.
2. Display field-specific information by doing one of these actions:
   - Using the question mark pointer tool, click the relevant box, button, or section.
   - In the box, button, or section, press **F1**.

   **Note:** You cannot access field-level help by pressing F1 in boxes or buttons that are view-only or unavailable. You must use the question mark pointer tool to access information in view-only boxes or buttons.
3. To print the information, right-click the help topic and select **Print** from the shortcut menu.
4. Click **OK** in the Print dialog box.

## On-site Training

An on-site Print Console training course is available. For more information, contact your service representative.

## Print Console Technical Bulletins and Release Notes

Ask your service representative for technical bulletins about:

- How specific workflow systems connect to Print Console
- How to configure Print Console for each workflow system
- How to process files

Use the **Other Resources** hyperlink on the online help Welcome page to find release notes that describe:

- New features
- Fixed problems
- Known problems

# Installing Print Console

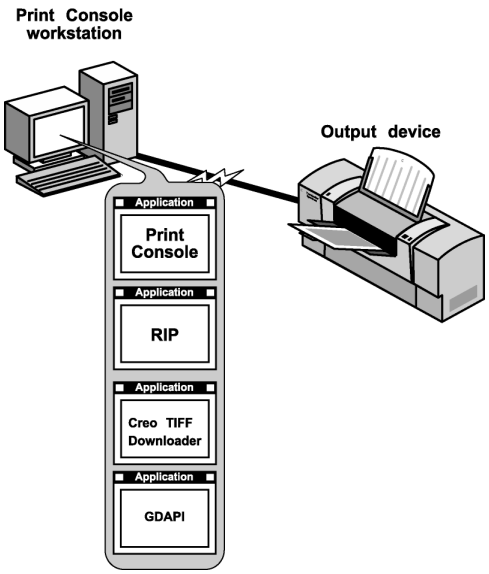
Print Console can be factory-installed, installed on-site by your service representative, or you can install it yourself. To install Print Console, read the *Installation Guide* on the Controlled Release CD-ROM (in the Print Console Directory) and follow the on-screen instructions in the Print Console installation program.

**Important:** For optimal system performance, do not use a screen saver. Set the screen saver to blank.

# System Components and Their Place in the Workflow

The Print Console system has these components:

- Print Console workstation running Microsoft Windows® 2000 or Microsoft Windows Server™ 2003 operating system
- Print Console device control software
- TIFF Downloader software
- Generic Device Application Programming Interface (GDAPI)




Print Console works with raster image processing (RIP) software, such as a Prinergy or Brisque® workflow, to deliver RIPed files to an output device. The files are imaged onto media to create digital halftone proofs, film, or plates. Print Console is not a RIP. It is device control software that works with a RIP.

The Print Console workstation bridges the prepress process and the output device. Print Console device control software, RIP software, TIFF Downloader, and GDAPI software are loaded onto the Print Console workstation.

When Print Console detects that the output device is idle:

1. It looks at the next job in the Print Console pending queue.
2. It notifies the output device to load the medium that is configured in the job properties.
3. It notifies the RIP that is configured with Print Console (for example, Prinergy or Brisque workflow) to process the job and send the generated raster to the device.

Print Console notifies you when the output device needs attention, such as when media need to be loaded or a device error occurs.

# Print Console Workstation

The Print Console workstation is loaded with Print Console device control software, RIP software, TIFF Downloader software, and GDAPI software. The workstation is a Dell computer that is connected to a local area network (LAN) over which it receives files.

The Print Console workstation runs the Microsoft Windows 2000 or Windows Server 2003 operating system. To operate the workstation efficiently, you must have a basic understanding of your operating system. For information on Windows operating systems, see your Microsoft Windows documentation. For information about turning the workstation on or off, see your workstation documentation.

# Print Console Device Control Software

The Print Console Device Control software runs on the Print Console workstation. It coordinates RIP and device operations by providing the following:

## Connectivity to RIP Software

Print Console connects to prepress workflow systems either:

- Through hot folders, using TIFF Downloader software
- Directly, using Generic Device Application Programming Interface (GDAPI) software

  Prinergy and Brisque software are qualified to interface directly through GDAPI and do not require licensing. Other RIP software systems require a license to ensure that they meet Print Console's specific requirements for direct connection.

The connection method determines what operators do in Print Console.

## Queue Management

Use the **Pending**, **Active**, and **Processed** queues to process and review jobs. See *Status Window* on page 14 and *Queues Window* on page 16. You can right-click jobs in the Status and Queues windows to access Print Console shortcut menus.

What you can do in the **Pending** queue depends on whether you are using TIFF Downloader or GDAPI. See *Pending Queue* on page 16.

### Color Separation Management

When you create digital halftone proofs, you can map the names of colors in the files you are processing to the names of the colored digital halftone proofing media you want to use.

Managing color separations is a Print Console function you can perform if you are using the TIFF Downloader. If you are using GDAPI, color separation management must be done in the RIP software.

### Connectivity to an Output Device

You select the device to which you want to connect when you install Print Console software.

# Two Methods of Connecting to a Prepress Workflow

Files from the prepress workflow can be sent to the output device via Print Console either:

- Through hot folders, where job properties can be modified in Print Console, using TIFF Downloader software
- Directly, with no opportunity to change job properties in Print Console, using Generic Device Application Programming Interface (GDAPI) software. If required, settings must be adjusted in the RIP.

Both TIFF Downloader and GDAPI software are installed on the Print Console workstation. If your system is not GDAPI compliant, you can use hot folders and TIFF Downloader with Print Console to process pre-screened 1-bit TIFF files.

## TIFF Downloader Software

You can use TIFF Downloader as a RIP diagnostic tool or as a workflow tool.

You generate TIFF files using a RIP of your choice, and then submit the TIFF files to Print Console for imaging onto media. TIFF Downloader operates in the background, submitting the pre-screened 1-bit TIFF files to the output device. TIFF Downloader is not a traditional RIP. It only reads pre-screened 1-bit TIFF files and sends the raster to the output device.

You submit separated jobs to Print Console using TIFF Downloader. Color data for a separated job is separated into different files, for example, 1-bit TIFF files. Each color separation is a separate job. Within Print Console, you can group these separate job files into one job.

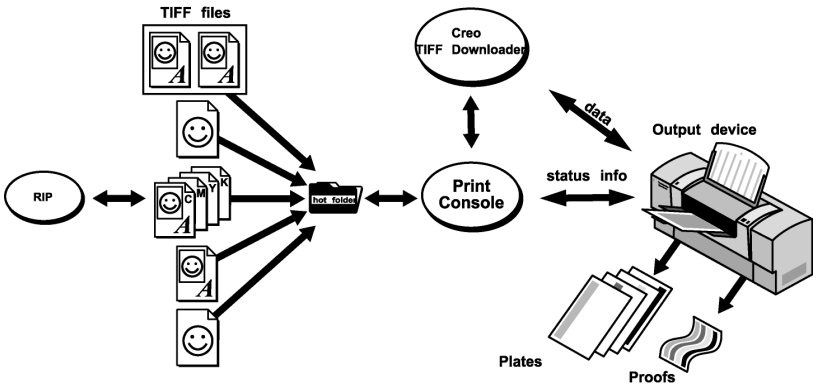



Figure 1: TIFF Downloader and Print Console

## Diagnostic Tool

You would use TIFF Downloader as a diagnostic tool to see whether imaging problems are due to the RIP or the output device. When used as a diagnostic tool, TIFF Downloader images the words `Diagnostic Tool` on the medium. Depending on the size of the medium, this label may appear up to three times.

If you are using TIFF Downloader as a diagnostic tool, you do not require a license for it.

## Workflow Tool

You would use TIFF Downloader as a workflow tool for submitting pre-screened 1-bit TIFF files for imaging onto media that will go to press.

If you are using TIFF Downloader as a workflow tool, you require a license for it. Without a license, TIFF Downloader images the words `Diagnostic Tool` on the medium. Licenses are available through your service representative.

## Submitting Files Through TIFF Downloader

Before submitting files through TIFF Downloader, you must configure the following in Print Console:

- Print setups

  A Print Console print setup is a template for assigning job properties. After creating a print setup, you attach it to a hot folder input queue.

- Hot folder input queues

  When you submit a file to Print Console through a hot folder input queue that has a print setup associated with it, Print Console applies the configurations in the print setup to the incoming files. You can view the configurations for each job in the Job Properties dialog box, and you can change the job properties as desired.

- Proof color mappings (configured only for proofing)

  When you create digital halftone proofs, you can map the names of colors in the files you are processing to the names of the colored digital halftone proofing media you want to use. The result is a color mapping, which is stored in the proof color table.

  Print Console's proof color table allows you to map color names from the large selection of special colors available for printing inks, such as the PANTONE® library of colors, to the smaller selection of colored media available for digital halftone proofmaking.

  Color mappings are only used during digital halftone proofmaking. They are not used for platemaking, film-making, or any other process.

  Color mapping can only be done on jobs submitted through TIFF Downloader. Jobs submitted through GDAPI have had their color properties assigned in the RIP workflow.

You can find instructions for performing these configurations in the Print Console online help.

When you submit a file from the prepress workflow to Print Console, it appears as a job in the **Pending** queue. While it is in the **Pending** queue, you can:

- Group two or more jobs together to create one large job that contains many files (required for making proofs)
- View and edit job properties in the Job Properties dialog box

  Each job in Print Console has a Job Properties dialog box, which contains processing instructions for the job. The information in the Job Properties dialog box is only used for the job that it is attached to.

- Cancel a job
- Drag a job to another position in the queue
- Approve the job

  Print Console holds jobs in the Pending queue until you manually approve them for processing. This feature gives you time to prepare the job for processing and to edit the job properties. Print Console does not process unapproved jobs.

  You can configure Print Console to automatically approve jobs when they enter the system or to hold jobs in the Pending queue until you manually approve them. This configuration is set in the **Print Setups** pane.

After the job is approved, it waits its turn to move to the **Active** queue. Jobs in the Active queue are being imaged by the output device. An animation in the Print Console Status window displays the imaging progress of the job. You can disable the animation feature or limit it to displaying the first frame of the animation sequence.

When the imaging process is finished (or the job is cancelled), the job moves to the **Processed** queue.

# GDAPI

GDAPI provides a direct connection between RIP software and Print Console. It operates in the background, submitting raster images with predefined job properties directly to Print Console.

The purpose of GDAPI is to give the RIP more control over jobs and job properties. All job properties must be applied or edited in the RIP. You can view the properties in the Print Console Job Properties dialog box, but you cannot edit job properties in Print Console. If a job is queued in Print Console and its job properties were not set correctly by the RIP, you must cancel the job and resubmit it in order to correct the job properties.

There are two types of job files that you can submit to Print Console: composite and separated.

You can submit composite jobs to Print Console using a GDAPI connection after the files have been processed by the RIP.

Color data for a separated job is separated into different images. You must use the RIP workflow software to group related images into one job when you are using GDAPI.

## Submitting Files Through GDAPI

When the RIP queues a job containing one or more raster images, the job is held in the **Pending** queue as unapproved until all job properties are specified by the RIP, at which point the job is approved by the RIP and sent to the **Active** queue for processing. The amount of time that a job remains unapproved depends on how quickly the RIP can supply all of the job properties that are required to approve the job.

After the job is approved, it waits its turn to move to the **Active** queue. Jobs in the **Active** queue are being imaged by the output device. An animation in the Print Console Status window displays the imaging progress of the job. You can disable the animation feature or limit it to displaying the first frame of the animation sequence.

When the imaging process is finished (or the job is cancelled), the job moves to the **Processed** queue.

When you submit jobs to Print Console using GDAPI, you do not need to:

- Create hot folder input queues.

  The files are sent directly to Print Console from the RIP workflow.

- Configure Print Console with print setups for initializing job properties.

  Job properties are defined in the RIP workflow. Do not use the print setups configured in Print Console.

- Configure proof color mappings.

  Color mappings for GDAPI proofmaking jobs are created in the RIP, based on the output device default media color order and the color separations in the job raster.

With GDAPI you cannot:

- Edit job properties from the **Pending** queue.

  You must define and approve all job properties in the RIP workflow.

- Group, ungroup, or unapprove jobs submitted to Print Console
- Approve jobs in the Print Console **Pending** queue.

  All jobs submitted through GDAPI are approved in the RIP.

With GDAPI you can:

- Cancel jobs in the **Pending** queue
- Drag jobs to different locations in the **Pending** queue
- View job properties

  Each job in Print Console has a Job Properties dialog box, which contains processing instructions for the job. The information in the Job Properties dialog box is only used for the job that it is attached to.

  When you submit a job through GDAPI, Print Console displays job properties in the Job Properties dialog box as view-only. They must be edited in the RIP.

# Keyboard Shortcuts

| Key combination | Result |
|---|---|
| CTRL+A | Selects all jobs on the **Pending** or **Processed** panes in the Queues window |
| + | Expands all selected jobs |
| - | Contracts all selected jobs |
| DELETE | Deletes the selected job(s) from the **Pending** or **Processed** panes in the Queues window |
| UP ARROW | Moves the selection line up |
| LEFT ARROW | Moves the selection line up |
| DOWN ARROW | Moves the selection line down |
| RIGHT ARROW | Moves the selection line down |
| HOME | Selects the first job |
| END | Selects the last job |
| CTRL+ALT+C | Shows/hides the **Configuration** button |
| CTRL+G | Groups selected jobs together on the **Pending** tab |
| ALT+*COMMAND LETTER* | Expands the menu. For example, ALT+J expands the **Job** menu. Once the menu is expanded, press the underlined letter in the menu option name to activate the option (for example, in the **Job** menu, press S to submit the file). |
| ALT+F4 | Closes Print Console. |
| CTRL+ALT+P | Hides the **Generate PPD** pane in the Configuration window. Press CTRL+ALT+P again to display the pane.<br>You can only hide the **Generate PPD** pane when Print Console is configured with a Delta Technology Application/Workflow. |
| CTRL+N | Ungroups a selected job on the **Pending** pane |

# Icons

The **Pending** pane in the Queues window lists jobs. You can tell which media are associated with a job by looking at the icon beside the job name.

| Icon | What it indicates |
|---|---|
|  | A four-color proof icon represents digital halftone proofing media. |
|  | A green plate icon represents aluminum plating media. |
|  | A gray plate icon represents flexographic media. |
|  | A blue icon represents thermal blueline proofing media. |
|  | A file icon represents a file in the job. |
|  | Cyan, magenta, yellow, or black icons indicate the color separation in the file and/or job. |
|  | A spot icon represents a spot color separation in the file and/or job. |
|  | A question mark icon indicates an unknown color or media in the file and/or job *or* that the device media or fixed media size is not defined in the job properties. |
|  | Specific to dual head devices. Cyan, magenta, yellow, or black icons indicate the head that will image the color separation. |
|  | Specific to dual head devices. Indicates an unknown separation that will be imaged on the right head. |
|  | Specific to dual head devices. Indicates that a spot color separation will be imaged on the left head. |
|  | Specific to Thermoflex. Indicates that sheet media is selected for Thermoflex imaging. |

2

# Navigating Through Print Console

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# Types of Windows

Print Console has three job management windows and one configuration window. Use these windows to manage pending jobs and to submit jobs to the output device. This chapter describes these windows. Use Print Console online help for detailed information about using the windows.

# Job Management Windows

Use the Status, Queues, and Messages windows to manage jobs.

- The Status window has two views:
  - **Device status**
  - **Active job status**
- The Queues window has two panes:
  - **Pending**
  - **Processed**
- The Messages window has two panes:
  - **Messages**
  - **History**

## Status Window

The Status window **Active** queue displays information about the device and the job that Print Console is currently processing.

Use the Status window to:

- View the animation of the imaging process
- View the status of the device
- View the status of the RIP
- View the status of active jobs
- View the job properties of active jobs
- Cancel active jobs
- Configure an autoloader bay or cassette
- View the bay status and bay quantity

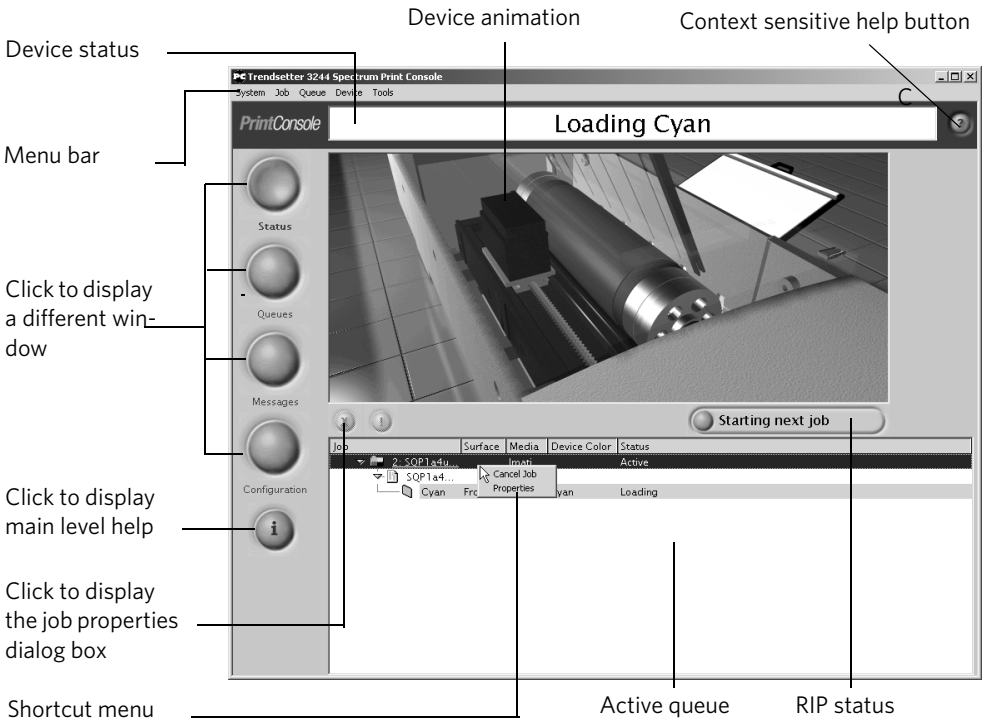



Figure 2: Status window

**Configure Bay**

If you have an autoloader device, use the Configure Bay dialog box to:

- Load an empty bay or cassette
- Reload a bay or cassette with the same plate
- Load a bay or cassette with a different plate type or size
- Unlock a bay or take it offline
- Use a preloader as a second bay (dual plate loading system)

See *Loading Media into an Autoloader Bay or Cassette* on page 36.

Access the Configure Bay dialog box from the Status window. Print Console displays the bay configuration buttons for devices that have automatically loading media. Check with your service representative for the correct configuration for your system.

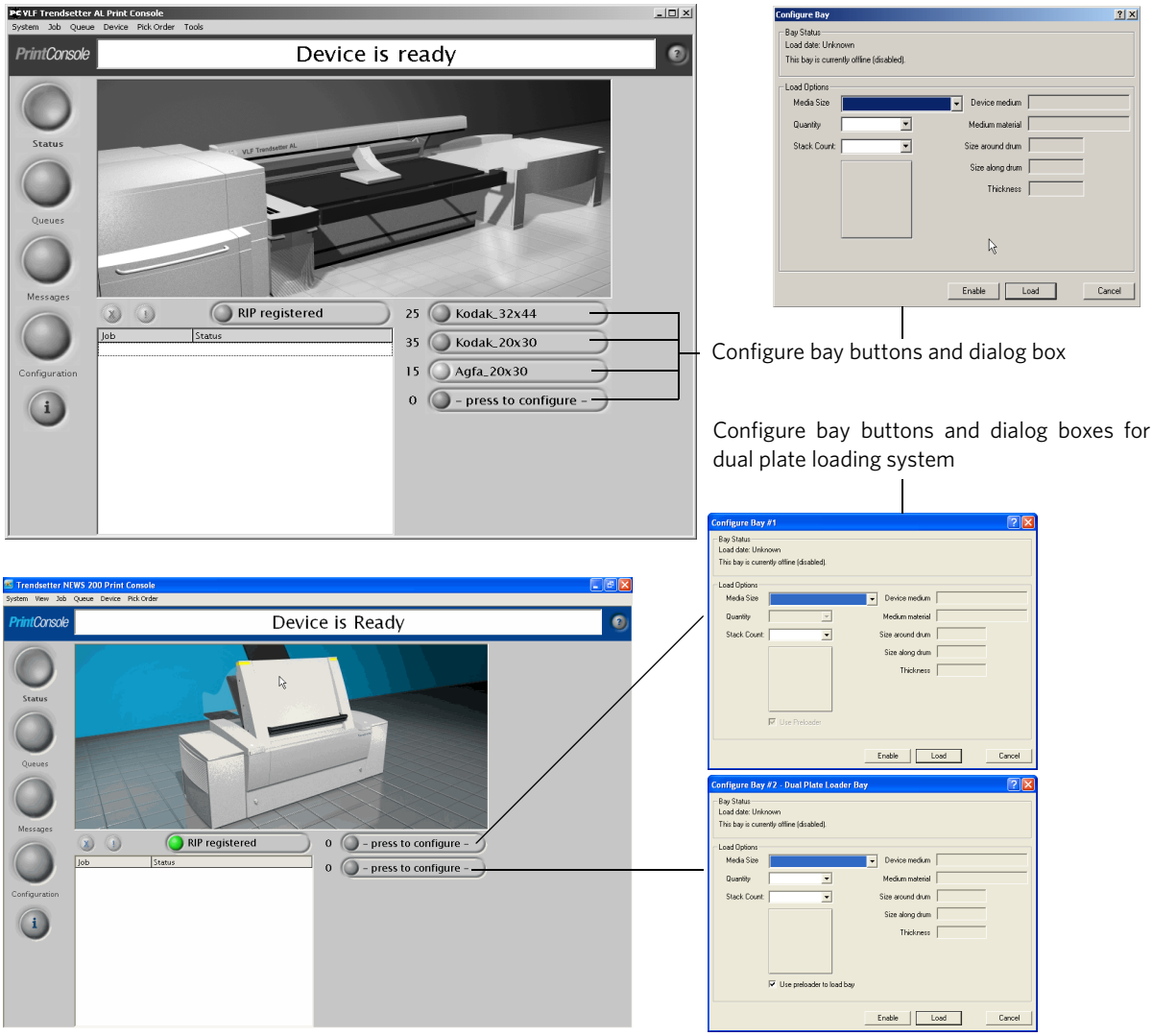



Figure 3: Configure Bay buttons and Configure Bay dialog box on Status window

At startup, Print Console displays the last known bay configuration in the Configure Bay dialog box.

**Note:** If the button displays as a blue circle, the bay or cassette is empty.

If the button is white, the bay or cassette has between one and 19 plates loaded.

If the button is green, the bay or cassette has 20 or more plates loaded.

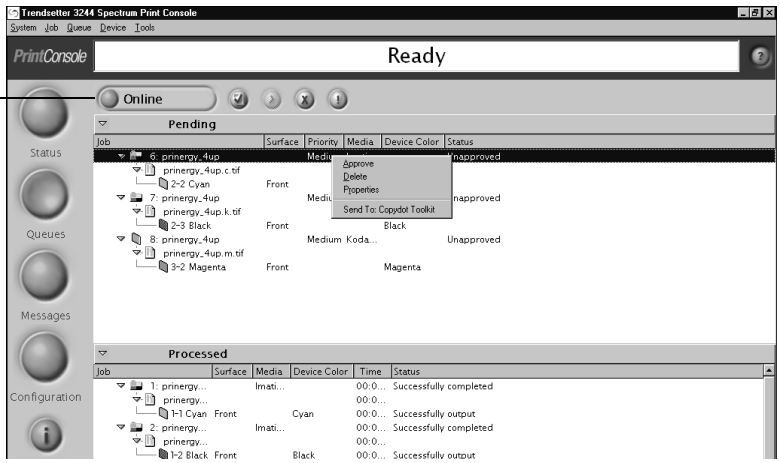
If the button is gray, the bay is either disabled or offline.

# Queues Window

The Queues window contains two panes: **Pending** and **Processed**.

## Pending Queue

The **Pending** queue lists all jobs that are waiting to be processed. Its status button toggles between **Offline** (no jobs are sent to the active queue) and **Online** (jobs are processed).

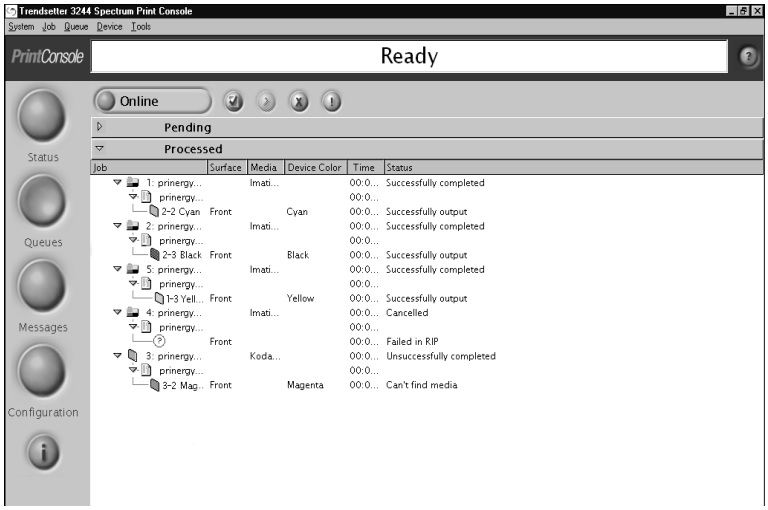



What you can do in the **Pending** queue depends on whether you are using TIFF Downloader or GDAPI. Use the Print Console online help for detailed information about how to do these tasks.

| Pending Pane Tasks | Can Do This With TIFF Downloader | Can Do This With Direct Connection to Workflow (GDAPI) |
|---|---|---|
| View properties of submitted jobs | Yes | Yes |
| Group or break up pending jobs | Yes | No—done from workflow |
| Edit job properties | Yes | No—done from workflow |
| Delete color separations | Yes | No—done from workflow |
| Assign job processing priority | Yes | No—done from workflow |
| Approve pending jobs | Yes | No—done from workflow |
| Unapprove pending jobs | Yes | No—done from workflow |
| Delete pending jobs | Yes | Yes |
| Send pending TIFF files to Copydot Toolkit for viewing | Yes | No |

## Processed Queue

The **Processed** queue lists all of the processed, failed, and canceled jobs.




Use the **Processed** pane to:

- Remake processed TIFF jobs

  To reprocess individual separation tasks or TIFF jobs, drag them from the **Processed** queue to the **Pending** queue.

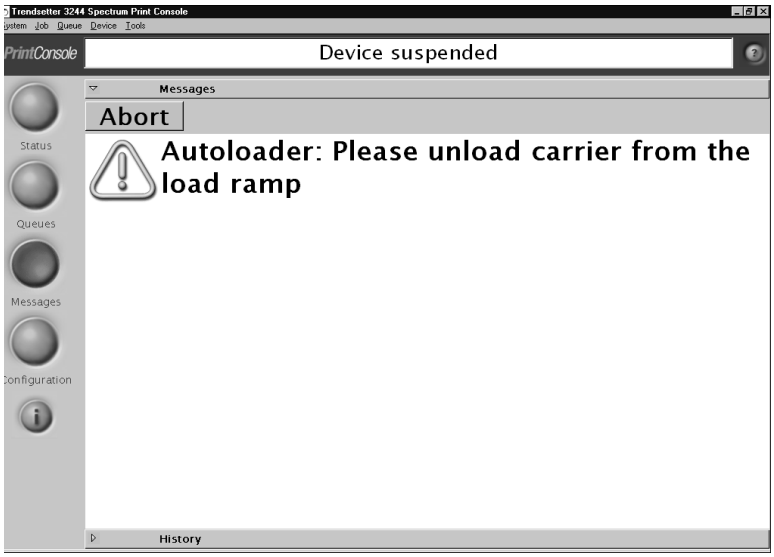
  To reprocess GDAPI jobs or jobs with multiple copies, you must resubmit them from the originating RIP.
- View job properties for processed jobs
- View job messages for processed jobs
- View the status of a processed job
- Delete processed jobs

# Messages Window

The Messages window contains two panes: **Messages** and **History**. Use Print Console online help for detailed information about using these panes.

## Messages Pane

The **Messages** pane displays a message prompt when there is a problem to address, a suspend occurs, or the job has been configured with dynamically-sized media. The messages button changes color to indicate that a message prompt is displayed.




Use the **Messages** pane to:

- View message prompts
- View why a suspend has occurred and how to fix the problem
- Select a device medium and medium thickness, or a fixed medium size for the current job

## History Pane

The **History** pane displays a scrolling list of messages about the job processing history.



Use the **History** pane to:

- View information about the normal operation of the Print Console system
- View warning messages about conditions that could cause problems later during processing
- View error messages that explain why a suspend occurred
- View recovery messages, which inform you that the system has recovered from an error or suspend and you can continue processing
- Copy history messages to a text or word editor

# Configuration Window

Use the Configuration window to configure Print Console. Use Print Console online help for detailed information about using this window.

Depending on your output device, you may see as many as eight views:

- **Device Media**
- **Media Sizes**
- **Generate PPD**
- **Proof Color Table** (if connected to a digital halftone proofing device)
- **Preferences**
- **Service**
- **Print Setups**
- **Hot Folders**

Print Console configuration can be divided into two categories:

- System configuration (configured in the **Device Media**, **Media Sizes**, **Generate PPD**, **Proof Color Table**, **Preferences**, and **Service** views)
- Job-specific configuration (configured in the **Print Setup** and **Hot Folders** views)

If you do not want to change the existing configuration, you can hide the Configuration window.

## System Configuration

The Configuration window has six panes that you can use to configure the Print Console system:

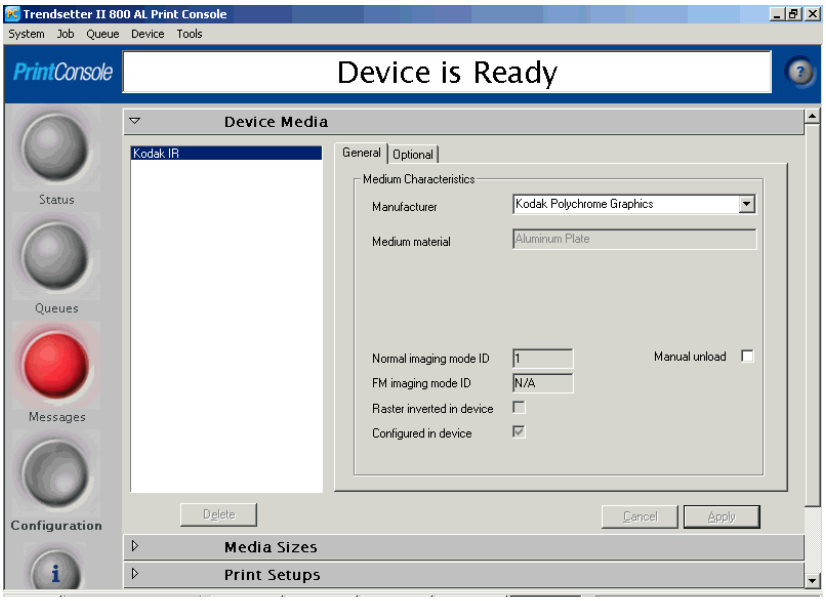
- **Device Media**
- **Media Sizes**
- **Generate PPD**
- **Proof Color Table**
- **Preferences**
- **Service**

### Device Media

The **Device Media** pane lists the available media configured in the output device. Print Console must be configured with device media before you can define media sizes, color mappings, or print setups.

When Print Console first connects, the **Device Media** pane is populated automatically with the configured media in the output device.

Use Print Console online help for detailed information about using this pane.




Use the **Device Media** pane to:

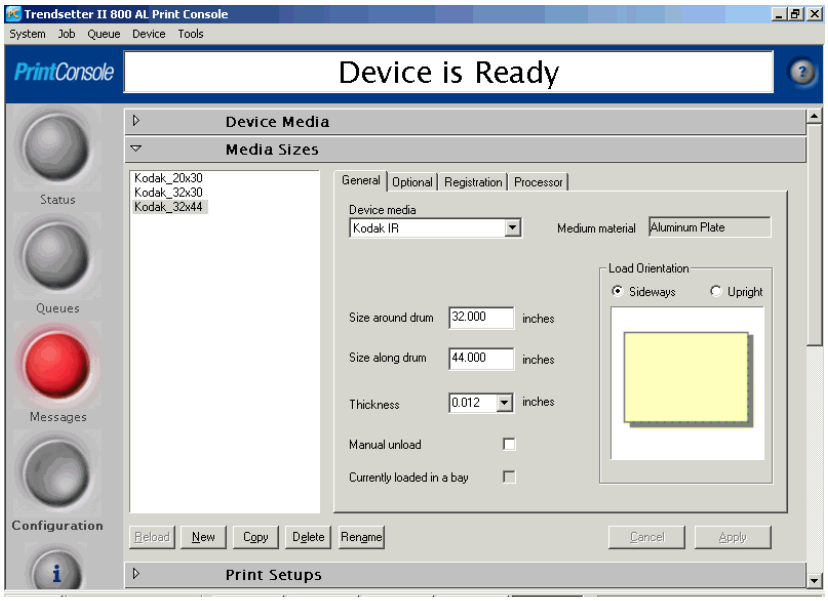
- Add media thickness values to a device medium (**Optional** tab)
- Specify the manufacturer of the device medium
- Specify the medium material
- View all colors that have ever been configured in the output device (digital halftone proofing devices only)
- View information about the FM imaging mode ID
- Change the default color processing order to match the order of the colors in the cassette (digital halftone proofing devices only)
- Delete device media from the Device Media pane if Print Console is connected to different output devices

  To permanently delete device media from Print Console, the device media must first be deleted from the output device
- If using film on a ThermoFlex™ output device that has been configured for tinting, select a tinting scheme
- Configure manual or automatic unloading for supported devices
- If the output device supports media processors, use the Eject Side dialog box to view which conveyor media will be sent to

## Media Sizes

Use **Media Sizes** pane to configure Print Console with media size names. When applied to a pending job, Print Console uses this to tell the output device which media to load.

Use Print Console online help for detailed information about using this pane.




Use the **Media Sizes** pane to:

- Create a new medium size
- Assign a device medium to a medium size
- Specify the size along and around the drum for a medium
- Specify the plate thickness for a medium
- Specify the virtual punch location for a medium
- If connected to an autoloader device, specify manual unloading for a small plate size
- If connected to an autoloader device with a physical punch device, specify where the attached punch device should physically punch a medium
- If connected to an autoloader device capable of rotating media, specify whether the processed plates are to be rotated 90 degrees
- If connected to an autoloader device that supports media processors, specify the processor code
- Delete media sizes
- Overwrite medium indices

## Generate PPD

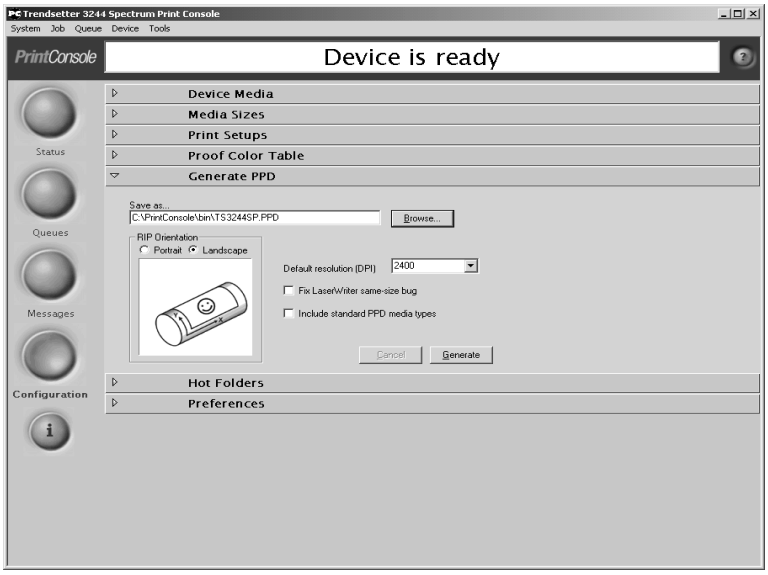
Use the Generate PPD pane to configure Print Console to generate PPD and PPX files that are required for use with your imposition software.

**Important**: To generate PPD and PPX files, the RIP orientation must match the RIP software orientation. To determine whether the RIP requires a portrait or landscape orientation, see the RIP documentation.

Print Console automatically generates PPD and PPX files when:

- Print Console is started
- Configuring of device media, fixed media sizes, print setups, and proof color mappings is finished

Use Print Console online help for detailed information about using this pane.




Use the **Generate PPD** pane to:

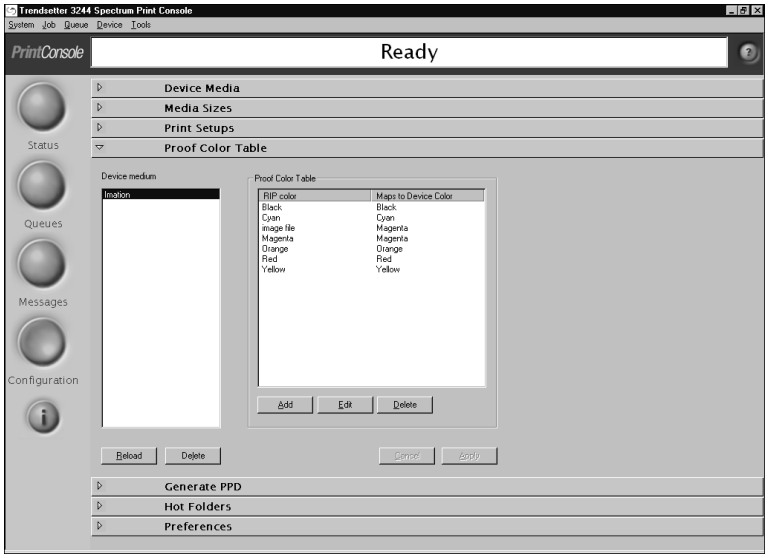
- Generate PPD files
- Select default PPD file settings
- Specify the location where you want PPD and PPX files written

## Proof Color Table

Use the **Proof Color Table** pane when you create digital halftone proofs using TIFF Downloader. This pane helps you to create color mappings for device media.

If you are submitting raster proofing images to Print Console through GDAPI, the color mappings for the GDAPI proofmaking jobs are created in the RIP, based on the device media default color order and the color separations in the job raster. Creating color mappings in the **Proof Color Table pane** is not necessary. Color mappings can be viewed in Print Console's Job Properties dialog box, but changes to the color mappings for GDAPI proofing jobs can only be done in the RIP.

Use Print Console online help for detailed information about using this pane.




Use the **Proof Color Table** pane to:

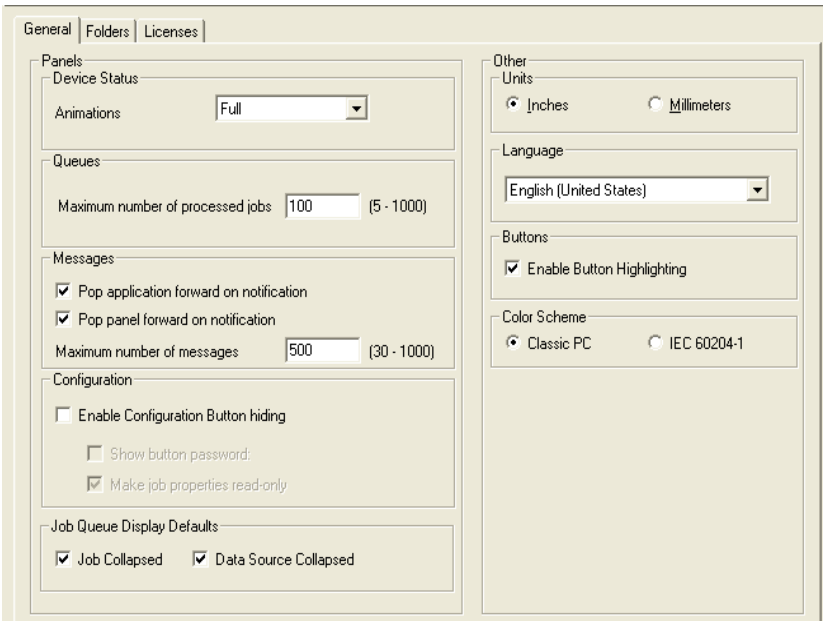
- Map color names in the RIP to the device color names
- Edit color mappings

## Service

The **Service** pane is a password-protected pane for authorized service personnel and is not meant for general use.

## Preferences

Use the **Preferences** pane to configure workstation defaults and preferences. Use Print Console online help for detailed information.



Use the **Preferences** pane to:

- Set the animations display (for example, single frame)
- Set the number of history messages and processed jobs to be displayed
- Show or hide the Message screen when Print Console sends or receives a suspend prompt or notification
- Show or hide the Configuration window
- Determine how much job information displays when new jobs enter the **Pending** and **Processed** queues
- Set the unit of measurement default
- Set the language default
- Enable mouse-over highlighting
- Select the color scheme
- License Direct Connection (GDAPI), the TIFF Downloader, and Variable Mainscan Resolution

# Job-Specific Configuration

The Configuration window contains two panes that are used for configuration only if you are using the TIFF Downloader:

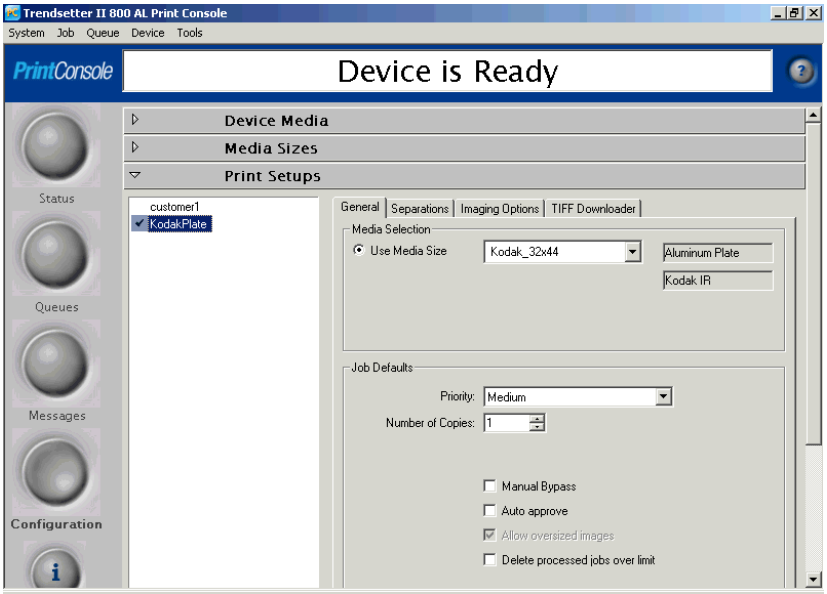
- **Print Setups**
- **Hot Folder**

## Print Setups

Use the **Print Setups** pane to configure print setups. Print setups act as templates that Print Console uses to initialize job properties. The configurations are then applied to the jobs submitted in the **Pending** queue via hot folders and become the file's job properties.

Jobs submitted to Print Console via GDAPI have their job properties defined in the RIP. Their job properties are displayed as view-only in the Job Properties dialog box and must be edited in the RIP workflow.

Use Print Console online help for detailed information about using this pane.




Use the **Print Setup** pane to:

- Create a new print setup
- Apply a medium size or device medium name to a print setup
- Create a print setup with dynamically-sized media
- Create a print setup that automatically approves jobs
- Create a print setup that allows oversized images
- Create a print setup that outputs more than one copy of the file
- Apply the manual bypass option to a job when connected to an automatic device
- Apply a queue priority to a print setup
- Limit the number of jobs to retain in the processed queue
- Apply color mappings and color order to a print setup
- Control narrow-mode thermal head exposure for high line-frequency printing (for example, Staccato screening)
- Apply TIFF Downloader functions like mirroring, rotating, image placement, and TIFF cropping to a print setup
- Delete a print setup

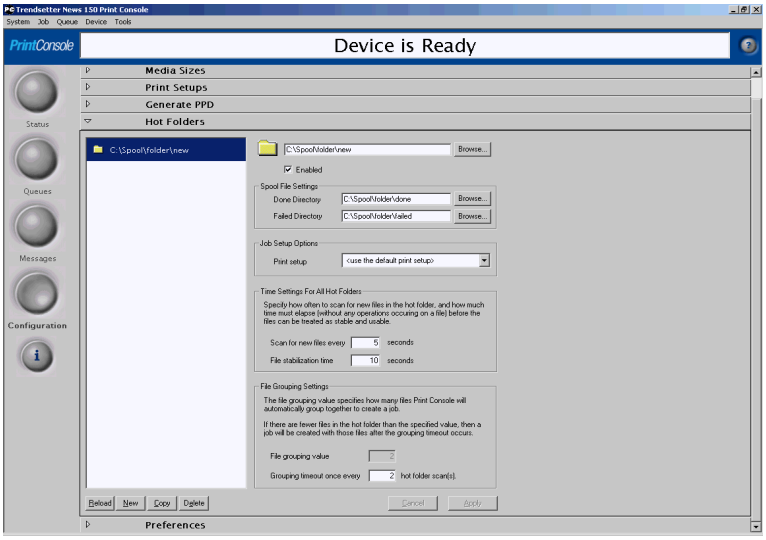
**Note:** You can also view and edit the properties for a job in the Job Properties dialog box.

## Hot Folder

The **Hot Folder** pane is used for configuring hot folders. When you are using TIFF Downloader, you first configure print setups, and then attach them to hot folders. All files that are submitted to Print Console through hot folders receive the job properties that are configured in the print setup that is associated with the hot folder.

Jobs submitted to Print Console via GDAPI have their job properties defined in the RIP and do not need hot folder input queues created for them.

Use Print Console online help for detailed information about using this pane.




Use the **Hot Folder** pane to:

- Connect the workflow system to Print Console and submit 1-bit TIFF files to Print Console using TIFF Downloader as the RIP.
- Manage failed and done job files.
- Attach a print setup to a hot folder input queue. Print Console uses the print setup to initialize job properties for the files that you submit through the hot folder input queue.
- Change hot folder time settings (file stabilization time and folder monitoring intervals).
- Change the File Grouping timeout settings (hot folder scans).
- Select the number of Hot Folder scans before a grouping timeout occurs.
- On dual head devices, display the File Grouping value.

3

# Using Print Console


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# Using Print Console

Once Print Console is configured correctly (see *Configuration Window* on page 21), using the software is simple. How the software is used depends on:

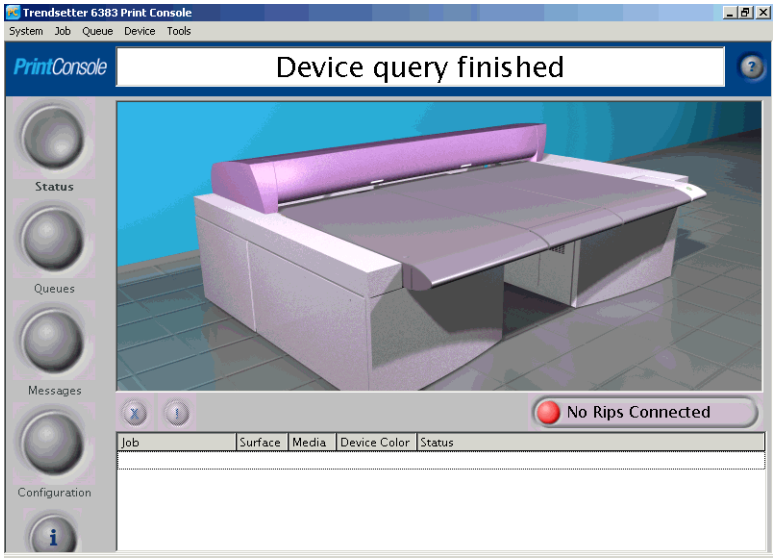
- The type of output device that you have connected to Print Console
- The type of media that files are imaged onto
- Whether the files are submitted directly using GDAPI or through hot folders using TIFF Downloader

# Starting Print Console

Print Console installs with **Auto Logon** configured in the installation and will start automatically when you log on to the Print Console workstation. Print Console can also be started by selecting **Print Console** from the **Start** menu.

**To manually start Print Console:**

1. From the **Start menu**, point to **Programs** and then select **Print Console.**
2. Select **Print Console** to start Print Console and display the Status window.




# Exiting Print Console

**To exit or shut down Print Console:**

➢ Perform one of the following actions:

- From the **System** menu, select **Exit**.
- Click the **X** on the top-right corner of the Print Console title bar.

# Submitting Files

When a file is submitted to Print Console, it creates a job in the **Pending** queue. Files can be submitted or sent to Print Console in four ways:

- Manually, using the **Submit File** command from the **Job** menu
- Manually, by dragging files from Windows Explorer to the **Pending** pane
- Using hot folder input queues (when using TIFF Downloader)
- Directly through GDAPI

The job properties associated with files that are submitted to Print Console are determined by:

- Print Console default settings
- Whether a specific custom Print Setup is selected
- Whether raster images with job properties defined in the RIP are submitted directly to Print Console from the RIP workflow through GDAPI
- Whether the file contains a fixed medium size or print setup name and whether the file scan feature is enabled in the applied print setup. If not, the default print setup is applied to the job.
- Whether the applied print setup has a device medium or fixed medium size enabled in it

**To manually submit files:**

➢ Drag files from Windows Explorer to the **Pending** pane.

An alternate method is:

1. From the **Job** menu, select **Submit File**.
2. In the Submit File dialog box, browse to find the file that you want to submit and then select the file.
3. Click **Open** to submit the file to Print Console.

**To use a hot folder to submit files (TIFF Downloader):**

1. Submit job files to Print Console through the hot folder input queue.

   Each hot folder input queue has a print setup associated with it, which Print Console uses to initialize the job properties. Each incoming file displays as a job in the **Pending** pane in the Queues window with a status of **unapproved**.
2. Group jobs together if you are processing separated files. Each job contains one color separation.
3. *For proofing jobs only*, on the **Separations** tab in the Job Properties dialog box, ensure that the job properties contain the correct color mappings.
4. *For proofing jobs only*, in the Job Properties dialog box, ensure that the order of the color mappings on the **Separations** tab matches the color order of the digital halftone proofing media in the cassette inserted into the output device.

5. Approve the job for processing.

   When the job reaches the top of the **Pending** pane in the Queues window, Print Console moves it to the Status window and processes it. When Print Console finishes processing the job, it moves the job to the **Processed** pane in the Queues window.

**To use GDAPI to submit files:**

1. In the **Pending** pane, ensure that the pending queue is online.
2. Submit the raster image from your RIP workflow.

   The job displays in the pending queue as **unapproved**. Once all the required job properties are present, the job is **approved** and sent to the active queue for processing. The amount of time that a job remains **unapproved** depends on how quickly the RIP can supply all of the job properties.

## Submitting Files for the Image Splitting Feature

The image splitting feature (TIFF splitting) only applies to Dual Head Output Devices. The purpose of this feature is to take a panorama sized TIFF file that contains two pages and image the individual pages simultaneously using the two heads in the device. To enable this feature, go to the Print Setups TIFF Downloader tab and enable the **Panorama Image Splitting** checkbox.

Before submitting TIFF files for use with the image splitting feature, ensure that the files are:

- Pre-rotated
- Pre-mirrored
- Pre-positioned
- Pre-cropped

These TIFF Downloader functions will be unavailable when the Panorama Image Splitting feature is enabled. Ideally, the files size should match the size of the plate that you are imaging on. If it is too large it will be clipped. If it is smaller than half of the subscan width of the plate, an error will occur when Print Console tries to split and crop the images.

**Note:** Do not use the Panorama Image Splitting feature when imaging to two stacks of plates.

# Making Digital Halftone Proofs

There are two ways to submit jobs to make digital halftone proofs:

- Via a hot folder (see *To use a hot folder to submit files (TIFF Downloader):* on page 31)

  If files are submitted using hot folders you must:

  - ❒ Create a print setup for digital halftone proofmaking
  - ❒ Turn automatic job approval *off* by clearing the **Auto approve** check box in the print setup
  - ❒ Create a hot folder and attach it to the print setup
- Through GDAPI (see *To use GDAPI to submit files:* on page 32)

  If raster images are submitted directly to Print Console through GDAPI, job properties have been defined in the RIP and it is not necessary to configure Print Console with print setups, hot folder input queues, or proof color mappings. Print Console will read the incoming job properties and automatically display the information in the Job Properties dialog box as view-only.

# Making Plates

There are two ways to submit jobs to make plates:

- Via a hot folder

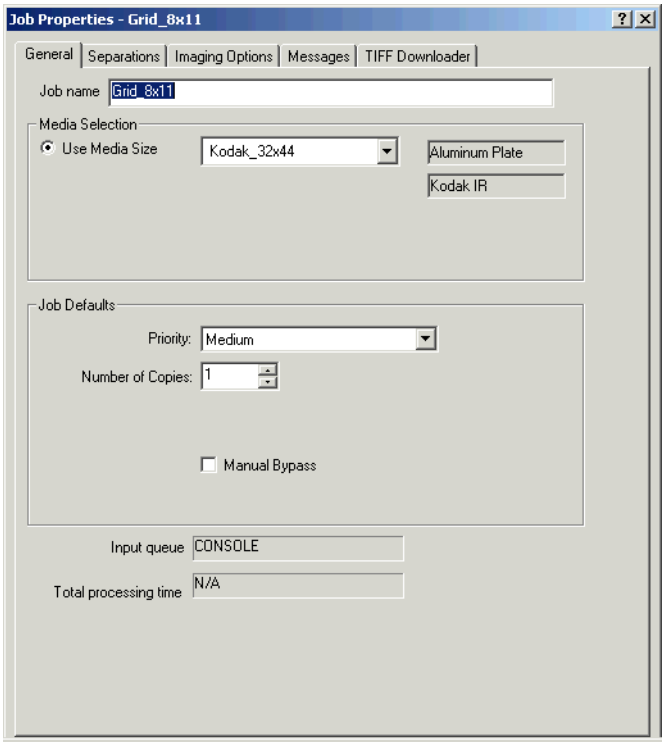
  If files are submitted using hot folders you must:

  - ❒ Create a print setup for platemaking
  - ❒ Turn automatic job approval *on* by selecting the **Auto approve** check box in the print setup
  - ❒ Create a hot folder and attach it to the print setup
- Through GDAPI

  If raster images are submitted directly to Print Console through GDAPI, job properties have been defined in the RIP and it is not necessary to configure Print Console with print setups, hot folder input queues, or proof color mappings. Print Console will read the incoming job properties and automatically display the information in the Job Properties dialog box as view-only.

# Editing Job Properties

Job properties contain configuration information derived from print setups that Print Console uses to process a job. When you submit a file to Print Console using TIFF Downloader, it applies a print setup to the incoming file, which is used to initialize the job properties for that file.




Job properties for any non-GDAPI connection job can be edited in the **Pending** pane in the Queues window. You *cannot* edit job properties for raster images submitted through GDAPI or for jobs on the **Processed** pane in the Queues window. You can display the Job Properties dialog box for these jobs, but the information in the dialog box is view-only.

Job properties of a job submitted to Print Console through GDAPI are already initialized and cannot be edited in Print Console. Job properties must be edited in the RIP software.

Proper job property initialization includes:

- Creating an appropriate print setup for each job type
- Creating a hot folder input queue for each job type
- Attaching a print setup to each hot folder
- Creating an appropriate default print setup for jobs that are submitted using the **Submit File** menu command or by dragging and dropping the file(s)

When jobs are submitted to Print Console through the correct hot folder, the job property initialization is correct. To make last-minute changes, editing of job properties is possible for jobs in the **Pending** pane.

**To edit job properties:**

1. Click the **Queues** button to display the Queues window.
2. Select the pending job whose job properties you want to edit.
3. Display the Job Properties dialog box by doing one of the following actions:
   - Click the Job Properties button at the top of the Queues window.
   - Right-click, and then select **Properties** from the shortcut menu.

4. Edit the job properties as desired.
5. Click **OK** to save the changes and close the dialog box.

# Managing Color Mappings

Color mappings are used only for digital halftone proofing. They tell the output device which imaging setup to use for each device color. Plate and film do not need to use color mappings.

When a digital halftone proofing device medium or fixed medium size name is selected in the Job Properties dialog box, the **Separations** tab displays two columns: **Rip Color** and **Device Color**. Use these columns to create color mappings.

Print Console requires a list of color mappings for each digital halftone proofing job. These color mappings tell the output device which imaging setup to use for each device color. The order of the color mappings on the **Separations** tab must match the color order of the media in the proofing cassette.

**Note:** If raster proofing images are submitted to Print Console through GDAPI, color mappings for the jobs are created in the RIP software, based on the device media default color order and the color separations found in the job raster. Proof Color Table color mappings are not needed. The color mappings can be viewed in the Job Properties dialog box on the **Separations** tab. Color mappings for GDAPI proofing jobs can only be changed in the RIP workflow.

# Monitoring Jobs

Job progress is monitored in the Status, Queues, and Messages windows and in the pending, active, and processed job queues.

## Checking Pending Job Status

The status of pending jobs in the **Pending** pane is checked in the Queues window, in the **Status** column. See *Queues Window* on page 16 for more information.

You can change the status of a pending job from **unapproved** to **approved** or to **deleted**.

## Checking Active Job Progress

The status of active jobs is checked in the active queue in the Status window. See *Status Window* on page 14 for more information.

The Status window displays the imaging progress of the active job, the status of the RIP, and the amount of time Print Console is taking to process each file within the job.

Processing messages display in the active queue and provide information about the progress of jobs.

**To monitor a job's progress:**

1. From the Status window, in the active queue, select the job that you want to monitor.
2.  Click the job properties icon to display the Job Properties dialog box.
3. Click the **Messages** tab to display processing information about the selected job.

The status of files within a job are viewed in the **Status** column in the active queue.

## Checking Processed Job Status

A successfully processed, canceled, or failed job is monitored in the **Processed** queue.

Once Print Console finishes imaging an active job, it moves the job record to the **Processed** queue and displays the job status as **processed**.

**To find out why a job was unsuccessfully processed:**

1. Click the **Queues** button to display the Queues window.
2. Click the **Processed** pane.
3. In the drop-down list in the **Processed** queue, select the job that you want to find out more about.
4.  Click the job properties icon to display the Job Properties dialog box.
5. Click the **Messages** tab to display processing information about the selected job.

# Loading Media into an Autoloader Bay or Cassette

Use the Configure Bay dialog box to load plates into autoloader bays or cassettes. Depending on the device configuration, some devices will lock their cassettes or bays. This dialog box lets you unlock them so that you can load the cassette or bay.

For autoloaders with one bay, the bay or cassette is locked when the device is in use, which means plates cannot be loaded until the device is finished imaging. For autoloaders with multiple bays, you can load the bays that are not currently being picked from.

**To load plates into an autoloader output device:**

1. In the Status window, click the **Bay** button to display the Configure Bay dialog box.
2. Select the **Load Bay** option to activate the bay configuration options.
3. If Print Console is connected to a multiple bay or cassette device the autoloader should be configured for a default bay or cassette. To do this, select the **Pick from this bay first** check box.
4. In the **Media Size** box, select a medium size.

5. In the **Quantity** box, select the number of plates to be loaded into the bay or cassette.

   If two stacks of plates are being loaded into a Dual Head device, type the number of plates in a stack, not the total number of plates loaded. For example, if there are two stacks of plates and each stack consists of 10 plates, type `10` in this box.

6. Click the **Load Bay** button.

   **Note:** If Print Console is connected to a multiple bay or cassette device clicking the **Load Bay** button unlocks the autoloader cassette or bay, which lets you open it to load plates.

# Handling Device or Workstation Error Messages

If there is a processing or device error, Print Console will display a message prompt and require the operator to resolve the problem before processing can continue. Print Console immediately switches the Print Console view to display the **Messages** pane, which contains the error message prompt. See *Messages Window* on page 18 for more information on the **Messages** pane.

# Glossary

| | |
|---|---|
| **active queue** | Contains the job that Print Console is currently processing. You can view the status of the job in the Status window. |
| **Allegro RIP** | A software program that creates a rasterized image of a PostScript® file. It is a PostScript Level 2 software RIP. |
| **CMYK** | Cyan, magenta, yellow, and black. Printing colors for process color production. |
| **color mapping** | Contains a RIP color name and a device color name. Print Console only uses color mapping during digital halftone proofing. See also *spot color table*. |
| **color separation** | Refers to a color or layer in a file. A color separation can be compared to film; there is one film for each color. For example, a basic CMYK job will require four films—that is, four color separations. Each spot color has its own film (its own separation). If multiple black films exist for a job, then multiple black color separations are created for the job. All color separations for a job must be registered with each other. See also *separation list*. |
| **composite file** | Colors are not separated and all color information is contained in one file—for example, composite PostScript files or portable document files (PDF). |
| **Recorder Interface** | An application programming interface that lets you connect third party RIP software to Print Console. This is not supported from Print Console release 2.1 to the present. |
| **TIFF Downloader** | Software that lets you submit bilevel TIFF files to Print Console for imaging on an output device. |
| **device media** | Refers to the media vendor's product. Device media are configured by a service representative during installation of your Print Console system. |
| **digital halftone proof** | Halftone proof created using a Trendsetter Spectrum or Proofsetter Spectrum output device. |
| **drag-and-drop** | Method of submitting a file to Print Console you drag a file from one location and drop it into the Print Console. |
| **drum** | On a Kodak-developed output device, this is the component on which a medium is mounted for imaging by the laser. |
| **file** | Electronic text description of data. |
| **GDAPI** | Generic Device Application Programming Interface. Provides a connection between any workflow software and any device control software. |
| **Harmony** | Kodak software that calibrates dot size for Kodak Platesetter, Trendsetter, Trendsetter AL, and Trendsetter Spectrum products to compensate for press dot gain. |
| **History pane** | Contains messages about the Print Console system and job processing. |

| | |
|---|---|
| **hot folder** | One of five Print Console input queue types. Input queues connect front-end systems to Print Console, and you use them to submit files to Print Console. |
| **image** | Electronic bitmap that an output device exposes onto media. |
| **imposition** | Means of arranging pages into a printer's spread for the front and back of a press sheet, which ensures pages are in reader order, after the printed sheet is folded and trimmed. |
| **Impostrip** | Imposition software. |
| **input queue** | Mechanism connecting Print Console to front-end workflow systems. You submit files to Print Console via input queues, such as hot folders. |
| **job** | When you submit a file to Print Console, it displays on the **Pending** pane in the Queues window as a job. You can group two or more jobs together to create one large job that contains many files. |
| **job properties** | Information Print Console uses to process a job. Job properties are initialized from print setups. |
| **line frequency** | Density of dots on a halftone screen, commonly measured in lines per inch (lpi). Also called *screen frequency*, *screen ruling*, or *ruling*. |
| **Messages pane** | Contains information about Print Console problems that you need to resolve. The **Messages** pane only displays when there is a problem that you need to address. |
| **mirrorprint** | In Allegro RIP, an option in the Page Setup dialog box that lets you produce a mirror-image copy of a job. |
| **output** | Data that is transferred to another device, such as a laser printer, a video display, or a platesetter. |
| **output device** | Device that plots data onto media, such as a Trendsetter Spectrum or Proofsetter Spectrum. |
| **output media** | Particular size of a device medium. See also *device media*. |
| **page buffer** | In Allegro RIP, a file on disk that is used to store a page of interpreted output, before it is printed or previewed. Depending on the page buffer mode you run Allegro RIP in, page buffers can be retained on disk to allow reprinting or deleted after printing to save space on your hard disk. Also called an *interpreted raster image of a PostScript flat*. |
| **page setup** | In Allegro RIP, a collection of specifications for a page, including resolution and orientation. |
| **PDF** | Adobe's Portable Document Format. |
| **PDF** | Printer Description File in QuarkXPress™ version 3.32 or earlier. Like a PPD file, a QuarkXPress PDF file contains information about the parameters and options associated with a specific output device. See also PPD file. |
| **pending queue** | Contains all of the jobs waiting to be processed. You can view the jobs in this queue on the **Pending** pane in the Queues window. |

**plate** Physical medium an output device exposes an image onto. A Trendsetter Spectrum output device produces one exposed plate for every image it receives.

**PostScript** Page description language developed by Adobe Systems that is used to describe type and visual elements so that they can be output on devices with PostScript interpreters.

**PostScript file** File written in a page description language created from a native application file.

**PostScript Level 2** Redefinition of the PostScript language that unifies the previous extensions to the original language (Level 1) and introduces new language features, providing new functionality and better performance. Allegro RIP is a PostScript Level 2 RIP.

**PPD file** PostScript Printer Description file. A computer file containing information on the parameters and options associated with a specific output device, such as a Trendsetter Spectrum or Proofsetter Spectrum.

**PPX file** PostScript Printer Extension file. A computer file containing additional options for a PostScript output device that supplement the information in the PPD file. The PPX file is used only by Preps imposition software. In the Kodak workflow, this file contains the virtual punch coordinates used during imposition.

**pre-separated file** Colors are separated, but all color separation information is coded in a single file. An example of a pre-separated file is the separated PostScript generated by QuarkXPress. See also *separated file* and *composite file*.

**Preps** Imposition software.

**PressWise** Imposition software.

**Print Console workstation** High-speed computer running the Windows 2000 or Windows Server 2003 operating system and Print Console. It provides the operator's console, queueing management, and system control. The Print Console workstation is connected to a local area network (LAN) over which it receives files.

**print setup** Used to initialize job properties. A print setup is a group of Print Console configurations, such as device medium name, output medium name, and RIP software name.

**process colors** Used in printing. The subtractive primary colors: cyan, magenta, and yellow. Black is also used in four-color process printing.

**processed queue** Contains the jobs that Print Console has processed. You can view the jobs in this queue on the **Processed** pane in the Queues window.

**Queue window** Contains two panes: **Pending** and **Processed**. The **Pending** pane lists all of the jobs waiting to be processed, and the **Processed** pane lists all of the jobs that Print Console has processed.

**raster** Digitized (bitmapped) images defined pixel by pixel in rows and columns. See also *RIP*.

**recorder** See *output device*.

| | |
|---|---|
| **resolution** | Degree of detail with which an image is reproduced, usually measured in dots per inch (dpi) or lines per inch (lpi). The higher the resolution, the greater the detail in which the image will be reproduced. |
| **RIP** | Raster Image Processor. Software that creates bitmap images from files. Output devices image bitmap images, also called RIPed files. |
| **ruling** | See *line frequency*. |
| **screen angle** | Angle at which a halftone screen is set when making screened images for printing halftones. Proper screen angles are critical to minimizing moiré patterns. |
| **screen frequency** | See *line frequency*. |
| **screen ruling** | See *line frequency*. |
| **separated file** | Colors are separated, and each file contains information for one color separation—that is, one file each for cyan, magenta, yellow, and black, plus any spot colors. An example of a separated file is the separated PostScript generated by Preps. See also *composite file* and *pre-separated file*. |
| **separation list** | Contains color separations for a job. In the case of digital halftone proofing jobs, the color separations contain color mappings. See also *spot color table*. |
| **spool folder** | See *hot folder*. |
| **spot color** | Color that requires a special ink. It cannot be created using process colors. |
| **spot color table** | Part of the Configure Spot Color Mappings dialog box. It lists RIP colors and corresponding device colors to be used for digital halftone proofing. |
| **Status window** | Main Print Console window. It shows the status of the output device, the RIPing progress, and the imaging progress of the current job. |
| **Submit File menu command** | Lets you submit a file to Print Console for processing. |
| **submitting** | Process of sending a file to Print Console for imaging onto media. |
| **suspend condition** | Condition preventing the output device from continuing its current operation—for example, an empty plate cassette. Suspend conditions also occur when there are problems with the system. |
| **thermal imaging head** | Kodak imaging device that uses an infrared laser diode to image IR-sensitive plates and film at high resolutions. |
| **throughput** | Efficiency with which images are interpreted and produced. |
| **workstation** | See *Print Console workstation*. |

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