Print Console 1.0
Reference Guide

Revised July 2000
Order number: 03-4119A-E

CreoScitex™

Print Console 1.0
Reference Guide

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CreoScitex Inc.,
3700 Gilmore Way,
Burnaby, BC, Canada
V5G 4M1
Tel: (1) (604) 451-2700
Fax: (1) (604) 437-9891
http://www.creoscitex.com

CreoScitex Europe
Waterloo Office Park, Bdlg E-F
Dreve Richelle 161
1410 Waterloo, Belgium
Tel: (32) (2) 352-2511
Fax:(32) (2) 351-0915
http://www.creoscitex.com

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CONTENTS

Using This Manual xix

Who Should Use This Manual xx

Conventions Used in This Manual xx
- Fonts xx
- Terminology xxi
- Attention Symbol xxii
- Tip Symbol xxii

PDF Document xxii

Your Comments xxiii

CreoScitex Online xxiv

1 Print Console Overview 1-1

What is Print Console? 1-2
- How Print Console Fits Into the Print Shop Environment 1-2

Print Console Components 1-4
- Print Console Workstation 1-4
- Print Console Software 1-5
- CRI and RIP Software 1-5
- Creo TIFF Downloader 1-6
- Output Device 1-7

Print Console Terminology 1-8

2 Getting Started 2-1

Overview 2-2

How to Install Print Console Software 2-2

How to Start Print Console Software 2-2

How to Exit Print Console Software 2-4

Print Console Queues 2-5

Print Console Window Components 2-6

Print Console Windows 2-8
- Status Window 2-10
- Queues Window—Pending Tab 2-15
- Queues Window—Processed Tab 2-19
- Attention Window 2-23
- History Window 2-25

Print Console Menus 2-28
- System Menu 2-29
- Job Menu 2-30
- Queue Menu 2-33
- Device Menu 2-34
- Tools Menu 2-36
- Configuration Menu 2-36
- Help Menu 2-39

Keyboard Shortcuts 2-40

3 Print Console Concepts 3-1

Overview 3-2

File Types 3-2

Device Media 3-4
- What are Device Media? 3-4
- How are Device Media Used? 3-5

Output Media 3-6
- What are Output Media? 3-6
- How are Output Media Used? 3-8

Print Setups 3-10
- What are Print Setups? 3-10
- How are Print Setups Used? 3-10
- How Does the File Scan Feature Work? 3-11
- How Does the Ignore RIP Color Name Feature Work? 3-13

Auto Approve Feature 3-14

What is the Auto Approve Feature? 3-14
How is the Auto Approve Feature Used? 3-15

Queue Priority 3-16
What is Queue Priority? 3-16
How is Queue Priority Used? 3-18
Which Queue Priority Should I Use? 3-18

Proof Color Table 3-19
What is a Proof Color Table? 3-19
Why is the Proof Color Table Needed? 3-21
When to Use the Proof Color Table 3-22
Dialog Boxes With Color Options 3-23

Color Separation Lists 3-26
What is a Color Separation List? 3-26
Why are Color Separation Lists Needed? 3-27
How do Different File Types Affect Color Separation Lists? 3-29
How are Color Separation Lists Used? 3-30
Does the Color Separation List Instruct the RIP? 3-31

Jobs 3-32
What Constitutes a Job in Print Console? 3-32
What are Job Properties? 3-32
How are Job Properties Initialized? 3-33

PPD Files 3-35
What are PPD Files? 3-35
How are PPD Files Used? 3-36
When Should I Generate a PPD File? 3-37

Input Queues 3-38
What are Input Queues? 3-38
How are Input Queues Used? 3-39
How do Input Queues Manage Files? 3-39

4 System Configuration Dialog Boxes 4-1

Overview 4-2

Configure Device Media Dialog Box 4-2
Buttons Available 4-7

Configure Output Media Dialog Box 4-8

General Tab 4-8
Optional Tab 4-13
Buttons Available 4-21

Configure Proof Color Mappings Dialog Box 4-23
Buttons Available 4-25

Generate PPD Dialog Box 4-27
General Tab 4-27
Screening Tab 4-30
Spot Functions Tab 4-37
Buttons Available 4-40

Configure Workstation Dialog Box 4-41
Defaults Tab 4-41
Licenses Tab 4-43
Serial I/O Tab 4-45
Buttons Available 4-46

Preferences Dialog Box 4-47
Buttons Available 4-49

5 System Configuration Procedures 5-1

Overview 5-2

How to Configure Device Media 5-3
How to Edit Device Media 5-4
How to Reload Device Media Configurations 5-5
How to Delete Device Media 5-5
How to Change the Default Color Order 5-6

How to Configure Output Media 5-8
How to Create New Output Media 5-8
How to Copy Output Media 5-9
How to Edit Output Media 5-10
How to Reload Output Media Configurations 5-10
How to Delete Output Media 5-11

How to Configure Proof Color Mappings 5-12
How to Create New Proof Color Mappings 5-13
How to Edit Proof Color Mappings 5-14
How to Reload Proof Color Table Configurations 5-14
How to Delete Proof Color Mappings 5-15

How to Configure PPD Files 5-17
How to Generate a PPD File 5-18
How to Select Default PPD Settings 5-18
How to Create New Screening Settings 5-19
How to Edit Screening Settings 5-21
How to Delete Screening Settings 5-21
How to Include a Spot Function 5-22
How to Remove a Spot Function 5-23
How to View Spot Function Code 5-23
How to Add Custom Spot Functions 5-24
How to Delete Custom Spot Functions 5-26
How to Copy PPD and PPX Files to Your Desktop 5-26
How to Find an Output Device Name in a PPD File 5-30

How to Configure the Workstation 5-32
How to Configure Output Medium Matching Tolerances 5-32
How to Configure License Keys 5-33
How to Configure Serial Ports 5-34

How to Configure Preferences 5-36
How to Select the Unit of Measurement 5-36
How to Configure the Status Window 5-37
How to Configure the History Window 5-37
How to Configure the Processed Queue 5-38
How to Select the Language 5-38

How to Configure the Pending Queue 5-39
How to Put the Pending Queue Online or Offline 5-39

6 Job Configuration Dialog Boxes..... 6-1

Overview 6-2

Configure Print Setups Dialog Box 6-2
General Tab 6-3
Separation Setup Tab 6-6
TIFF Downloader Tab 6-11
Buttons Available 6-15

Configure Input Queues Dialog Box 6-18
Buttons Available 6-20

Create New Pipe Input Queue Dialog Box 6-23
Create New LPD Input Queue Dialog Box 6-26
Create New Socket Input Queue Dialog Box 6-30
Create New Hot Folder Input Queue Dialog Box 6-33
Create New AppleTalk Input Queue Dialog Box 6-36

7 Job Configuration Procedures..... 7-1

Overview..... 7-2

How to Configure Print Setups 7-3
How to Create New Print Setups..... 7-4
How to Copy Print Setups 7-5
How to Edit Print Setups 7-5
How to Reload Print Setup Configurations..... 7-6
How to Delete Print Setups 7-7
How to Add Color Mappings to Print Setups 7-7
How to Delete Color Mappings From Print Setups..... 7-9
How to Access the Proof Color Table 7-10
How to Specify the Default Print Setup 7-11
How to Configure Creo TIFF Downloader 7-11

How to Configure Input Queues 7-13
How to Create a Hot Folder Input Queue..... 7-13
How to Edit Input Queue Properties..... 7-17
How to Delete Input Queues 7-17
How to Enable or Disable Input Queues 7-18
How to Attach a Print Setup to an Input Queue 7-18

8 Job Properties Dialog Box 8-1

Overview..... 8-2

How to Display the Job Properties Dialog Box..... 8-3
Using the Job Menu 8-3
Using the Shortcut Menu..... 8-4
Using the Keyboard Shortcut 8-5

Job Properties Dialog Box Tabs..... 8-6
General Tab 8-7
Separations Tab..... 8-10
Messages Tab..... 8-16

Buttons Available 8-17

A Print Console Utility A-1

Overview A-2

Backup Feature A-3

Restore Feature A-5

Glossary G-1

Index I-1

LIST OF FIGURES

Figure	Description	
1-1	Print Console concept	1-2
1-2	Print Console workstation and software location	1-3
1-3	CRI connecting RIP software to Print Console	1-5
1-4	RIP software, CRI, TIFF Downloader and Print Console	1-6
2-1	Status window	2-3
2-2	Print Console title bar.	2-4
2-3	Print Console window components	2-7
2-4	Status window	2-9
2-5	Status window	2-11
2-6	Job information	2-12
2-7	Queues window—Pending tab	2-16
2-8	Queues window—Processed tab	2-20
2-9	Attention window	2-24
2-10	History window	2-26
2-11	Print Console menu bar	2-28
2-12	System menu	2-29
2-13	About Print Console dialog box	2-30
2-14	Job menu	2-31
2-15	Queue menu	2-33
2-16	Device menu	2-34
2-17	Tools menu	2-36
2-18	Configuration menu	2-36
2-19	Help menu	2-39
3-1	File types	3-3

3-2 Device media and output media 3-7
3-3 Processing priority on the Pending tab 3-17
4-1 Configure Device Media dialog box 4-3
4-2 Configure Output Media—General tab 4-8
4-3 Around the drum versus along the drum 4-10
4-4 Configure Output Media—Optional tab 4-13
4-5 Punch on a plate 4-15
4-6 Sideways load and landscape imposition press sheet 4-17
4-7 Upright load and portrait imposition press sheet 4-17
4-8 Upright load and landscape imposition press sheet 4-18
4-9 Configure Proof Color Mappings dialog box 4-23
4-10 Generate PPD dialog box 4-27
4-11 Landscape versus portrait PPD file setting 4-30
4-12 Generate PPD dialog box—Screening tab 4-31
4-13 Preps Color Separations dialog box 4-32
4-14 How nominal frequency displays in Preps 4-33
4-15 Configure Screening Settings dialog box 4-36
4-16 Generate PPD dialog box—Spot Functions tab 4-38
4-17 Configure Workstation dialog box—Defaults tab 4-41
4-18 Around the drum versus along the drum 4-42
4-19 Configure Workstation—Licenses tab 4-43
4-20 Configure Workstation—Serial I/O tab 4-45
4-21 Preferences dialog box 4-47
5-1 Configure Device Media dialog box 5-4
5-2 Configure Proof Color Mappings dialog box 5-13
5-3 Generate PPD dialog box 5-18
5-4 Generate PPD dialog box—Screening tab 5-19
5-5 Configure Screening Settings dialog box 5-20

5-6 Generate PPD dialog box—Spot Functions tab 5-22
5-7 Spot Function dialog box 5-24
5-8 Pick list of available devices in Preps 5-31
5-9 Configure Workstation dialog box—Defaults tab 5-32
5-10 Configure Workstation—Licenses tab 5-33
5-11 Configure Workstation—Serial I/O tab 5-34
5-12 Configure Preferences dialog box 5-36
6-1 Configure Print Setups—General tab 6-3
6-2 Configure Print Setups—Separation Setup tab 6-7
6-3 Configure Print Setups—TIFF Downloader tab 6-12
6-4 Mirroring and Transforming scenarios 6-15
6-5 Configure Input Queues dialog box 6-18
6-6 Create New Pipe Input Queue dialog box 6-23
6-7 Create New LPD Input Queue dialog box 6-26
6-8 Create New LPD Input Queue—TCP/IP tab 6-29
6-9 Create New Socket Input Queue dialog box 6-30
6-10 Create New Socket Input Queue—TCP/IP tab 6-32
6-11 Create New Hot Folder Input Queue dialog box 6-33
6-12 Create New Hot Folder Input Queue—Hot Folder 6-35
6-13 Create New AppleTalk Input Queue dialog box 6-36
7-1 Configure Print Setups dialog box 7-4
7-2 Configure Print Setups—Separation Setup tab 7-8
7-3 Create New Input Queue dialog box 7-14
7-4 Create New Hot Folder Input Queue 7-15
7-5 Hot Folder Input Queue Properties—Hot Folder tab 7-16
8-1 Job property initialization 8-2
8-2 Properties Dialog Box—General tab 8-4
8-3 Shortcut menu for pending jobs 8-5
8-4 Properties dialog box—General tab 8-7
8-5 Job Properties dialog box—Separations tab 8-11

8-6 Job Properties dialog box—Messages tab 8-16
A-1 Print Console Utility dialog box..... A-3
A-2 Save Settings dialog box..... A-4
A-3 Print Console Utility dialog box..... A-4
A-4 Print Console Utility dialog box..... A-5
A-5 Save Settings dialog box..... A-6
A-6 Print Console Utility dialog box..... A-6
A-7 Print Console Utility dialog box..... A-7

LIST OF TABLES

Table	Description	
1-1	Print Console terminology	1-8
2-1	Job queue graphics defined	2-13
2-2	Message window information	2-27
2-3	Keyboard shortcuts	2-40
3-1	How to find information for the proof color table	3-22
3-2	Summary of dialog boxes with color information	3-24
3-3	Summary of color separation lists and file types	3-30
3-4	Job initialization and custom print setups	3-33
3-5	Job initialization and the default print setup	3-34
4-1	Buttons on the Configure Device Media dialog box	4-7
4-2	Press sheet imposition and plate load orientation	4-19
4-3	Buttons on the Configure Output Media dialog box	4-21
4-4	Proof color table buttons	4-25
4-5	Buttons on the Configure Print Setups dialog box	4-26
4-6	Buttons on the Screening tab	4-35
4-7	Buttons on the Spot Functions tab	4-39
4-8	Buttons on the Configure Print Setups dialog box	4-40
4-9	Buttons on the Configure Workstation dialog box	4-46
4-10	Buttons on the Preferences dialog box	4-49
6-1	Buttons on the Separation Setup tab	6-10
6-2	Buttons on the Configure Print Setups dialog box	6-16
6-3	Buttons on the Configure Input Queue dialog box	6-21
6-4	Buttons on the General tab	6-27
8-1	Buttons on the Separation tab	8-14

8-2 Buttons on the Job Properties dialog box..... 8-18

USING THIS MANUAL

Included in This Section:

Who Should Use This Manual xx

Conventions Used in This Manual xx

PDF Document xxii

Your Comments xxiii

CreoScitex Online xxiv

Who Should Use This Manual

This manual is intended for anyone who is involved in configuring and using Print Console 1.0 software. It introduces the software, describes Print Console 1.0 concepts, and describes the options on all the Print Console 1.0 dialog boxes. This guide also describes how to configure Print Console 1.0.

This manual assumes that:

- You have a working knowledge of prepress operations.
- You are familiar with using a personal computer running the Windows NT operating system.
- All the hardware, software, and network components of your Print Console system have been installed and are operating correctly.

Conventions Used in This Manual

This section describes the fonts and terminology used in this manual.

Fonts

Helvetica Bold is used to refer to buttons and other items in a dialog box. It is also used for file names, folders, menu names, and menu commands.

Times Italic is used to refer to other chapters in the manual. It is also used for book titles and titles of other guides.

Helvetica is used for figure and table captions.

`Courier` is used for messages on your computer screen and for information you must type.

SMALL CAPS is used for a key or key combination on your keyboard.

Terminology

Clear	Place the mouse pointer over the check box for the specified option, then click the left mouse button so that the X or check mark is removed from the check box.
Click	Place the mouse pointer over the specified option or button, then press and release the left mouse button.
Double-click	Place the mouse pointer over the specified option or button, then quickly press and release the left mouse button twice.
Drag	Hold down the left mouse button while moving the mouse, then release the button.
Enter	Type the information, then press the ENTER or RETURN key.
Point	Position the mouse pointer over a submenu or menu command. For example, point to the **File** menu.
Press	Press the specified key or key combination on your keyboard. For example, press CTRL+ALT+DEL.

Right-click Place the mouse pointer over an area of the application window, then press and release the right mouse button to display the shortcut menu. For more information about using shortcut menus, see your Windows documentation.

Select Place the mouse pointer over the check box for the specified option, then click the left mouse button so that an X or check mark appears in the check box.

Or:

Place the mouse pointer over the specified box or button, then click the left mouse button.

Attention Symbol



ATTENTION:
This alerts you to things that may cause process delays or loss of data, function, reliability, or quality.

Tip Symbol



TIP: This symbol draws attention to information that can help you perform a task more quickly or easily.

PDF Document

This manual is also provided in PDF (Portable Document Format). The PDF file is located in the **Help** menu in Print Console software.

The PDF document can be used for online viewing and printing using Adobe Acrobat Reader. When printing the manual, please print the manual in its entirety, including the copyright and disclaimer statements.

Your Comments

Every effort has been made to provide you with accurate and useful information in this document. We would like to know if our documentation meets your requirements.

- Can you find the information you are looking for?
- Did this document help you solve any problems that occurred?
- What could be improved?

CreoScitex
Attn: Documentation Group
3700 Gilmore Way
Burnaby, British Columbia
Canada V5G 4M1

Phone: (604) 451-2700
Fax: (604) 437-9891
Email: creodocs@creoscitex.com

CreoScitex Online

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1

Print Console Overview

Included in This Chapter:

What is Print Console? 1-2

Print Console Components 1-4

Print Console Terminology 1-8

What is Print Console?

Print Console is software that controls output devices. It works with raster image processing (RIP) software to deliver RIPed files to an output device for imaging onto media to create digital halftone proofs, thermal digital bluelines, film, or plates.

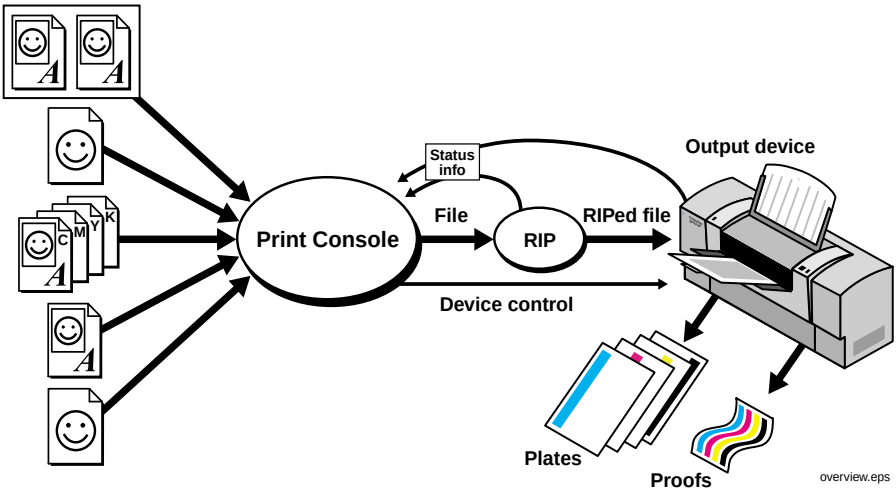


Figure 1-1: Print Console concept

How Print Console Fits Into the Print Shop Environment

Print Console software runs on the Print Console workstation. The Print Console workstation is a bridge between the prepress process and the output device.

During the prepress process, you check files for problems, and you may impose them. Next, you send the files to Print Console, which sends them to the RIP

software, where they are RIPed. The RIP software sends the rasterized files to the output device to be imaged onto media such as plates.

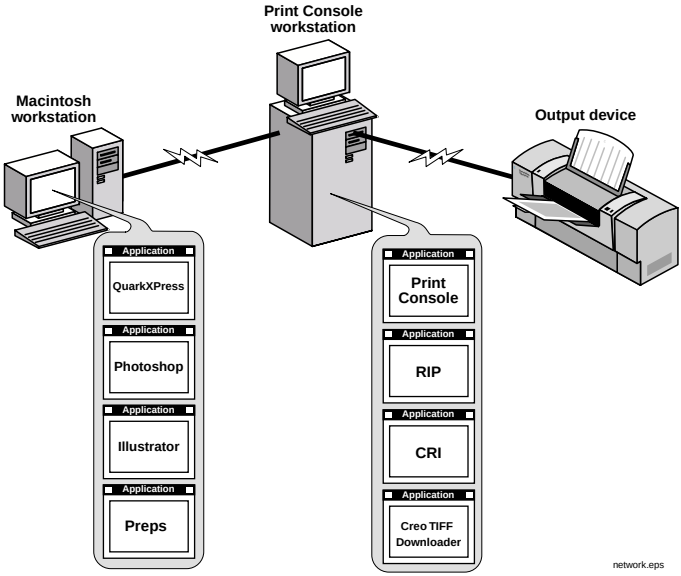


Figure 1-2: Print Console workstation and software location

Print Console Components

The Print Console system has five components:

- Print Console workstation running Windows NT 4.0
- Print Console software
- CRI and RIP software
- Creo TIFF Downloader software
- an output device

This manual contains information about the Print Console software. For information about your Print Console workstation, refer to the documentation you received with the hardware. For information about the RIP, see your RIP software user guide. For information about the output device, see your output device operator manual.

Print Console Workstation

The Print Console workstation is the entry point for digital data coming into the system. It runs on an Intel or DEC Alpha computer connected to a local area network (LAN) over which it receives files.

The Print Console workstation is a high-speed workstation running the Windows NT operating system. To operate the workstation efficiently, you need to have a basic understanding of Windows NT—for example, how to log on, shut down, and start up the system. For information on Windows NT, see the *Microsoft Windows NT Server System Guide*.

Note: For details on turning the workstation on or off, consult your *DEC Alpha Owner's Guide* or Intel documentation.

The Print Console workstation runs Print Console software.

Print Console Software

Print Console software provides queue management, color separation management, connectivity to RIP software, and connectivity to an output device. It runs on the Print Console workstation. Print Console sends the files to the output device for imaging onto media.

IMPORTANT:
For optimum system performance, do not use a screen saver. Set the screen saver to blank in Windows NT.

CRI and RIP Software

Print Console supports Creo Recorder Interface (CRI), which is an application programming interface (API) that connects RIP software applications to Print Console. You do not interact with CRI; it operates in the background.

Print Console supports the RIP software supported by CRI. For a complete list of the RIPs supported by CRI, contact a your service representative.

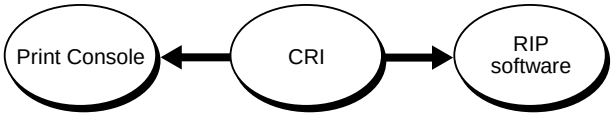


Figure 1-3: CRI connecting RIP software to Print Console

CRI also includes Creo TIFF Downloader.

Creo TIFF Downloader

Creo TIFF Downloader can be used as a diagnostic tool or as a workflow tool.

As a diagnostic tool, Creo TIFF Downloader lets you submit test files to Print Console for imaging on an output device. The results may indicate whether imaging problems are due to the RIP you are using or to the output device.

As a workflow tool, Creo TIFF Downloader software lets you submit 1-bit TIFF files to Print Console. You generate the TIFF files using a RIP of your choice, then submit the TIFF files to Print Console for Creo TIFF Downloader and imaging on an output device.

Note: The TIFF files must contain 1-bit raster data that is already RIPed and screened. Creo TIFF Downloader does not modify or screen data in TIFF files.

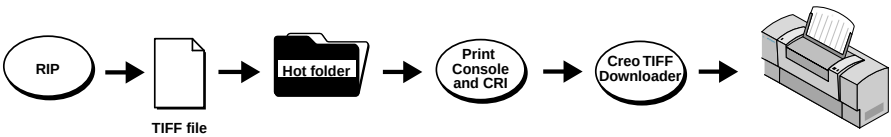


Figure 1-4: RIP software, CRI, TIFF Downloader and Print Console

When Creo TIFF Downloader is registered with Print Console, it is available as a RIP option for your jobs. You do not interact with the software after you've selected it as the RIP for your job; it operates in the background, letting you submit 1-bit TIFF files to Print Console. By default, Creo TIFF Downloader mirrors and rotates TIFF file image data by 90 degrees when

imaging proofs and plates. The image data is rotated by 90 degrees and mirrored along the vertical axis on the drum.

Note: You must obtain a license key for Creo TIFF Downloader to use it as a workflow tool. Without a license key, Creo TIFF Downloader images the words **Creo Diagnostic Tool** on your media.

Output Device

Print Console software supports three output devices:

- Trendsetter Spectrum
- Proofsetter Spectrum
- ThermoFlex

Future releases of Print Console will support additional devices.

For information on your output device, refer to your operator manual.

Print Console Terminology

The table below defines the terms used in this guide.

Table 1-1: Print Console terminology

Term	Definition
Color separation	A color separation contains all the color information for the color it represents. For example, a cyan color separation contains only cyan color information.
Composite files	Colors are not separated and all color information is contained in one file—for example, composite PostScript files or portable document files (PDFs).
Device color name	The name of the colored digital halftone proofing media specified in the Configure Device Media dialog box. RIP color names are mapped to device color names in the Configure Proof Color Mappings dialog box. Color Mappings are used during the digital halftone proofmaking process. See also *What is a Proof Color Table?* on page 3-19.

Term	Definition
File	Files are submitted to Print Console for imaging on an output device. Each file submitted to Print Console displays as a job on the **Pending** tab in the Queues window. You can group two or more jobs together to create a job that contains many files. See also Job.
Job	Each file submitted to Print Console displays as a job on the **Pending** tab in the Queues window. A job can be one file, or several files grouped together.
Pre-separated files	Colors are separated, but all color separation information is contained in a single file; it is coded inside the single file. An example of a pre-separated file is the separated PostScript generated by QuarkXPress.
Process colors	The primary colors used in the printing industry: cyan, magenta, yellow, and black.

Term	Definition
RIP color name	When RIP software processes a file, it reports the names of the colors it finds in the file to Print Console. The color names reported by the RIP software are called RIP color names. RIP color names are mapped to device color names in the Configure Proof Color Mappings dialog box. Color mappings are used during the digital halftone proofmaking process. See also *What is a Proof Color Table?* on page 3-19.
Separated files	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.
Spot colors	A color used in the printing industry that is made of one custom ink color—for example, gold. Spot colors are not made by combining process colors (CMYK).

2 GETTING STARTED

Included in This Chapter:

Overview 2-2

How to Install Print Console Software 2-2

How to Start Print Console Software 2-2

How to Exit Print Console Software 2-4

Print Console Queues 2-5

Print Console Window Components 2-6

Print Console Windows 2-8

Print Console Menus 2-28

Keyboard Shortcuts 2-40

Overview

This chapter describes how Print Console is installed, and how to start and exit the software. It also describes the Print Console queues, windows, menus, and keyboard shortcuts.

How to Install Print Console Software

Print Console can be installed by your service representative, or you can install it yourself. To install Print Console, read the installation PDF from the software CD and follow the on-screen instructions in the Print Console installation program.

How to Start Print Console Software

After Print Console is installed, the application starts automatically when you log onto the Print Console workstation. However, you can start the Print Console application manually by selecting it from the **Start** menu.

To manually start Print Console software:

1. Click **Start**, point to **Programs**, **Print Console**, then select **Print Console**.

   Print Console is started, and the Status window displays.



Figure 2-1: Status window

For a description of the Status window, see *Status Window* on page 2-10; for a description of the menus, see *Print Console Menus* on page 2-28.

How to Exit Print Console Software

You can exit Print Console four ways. Each method is described below.



Figure 2-2: Print Console title bar.

To exit Print Console software:

- From the **System** menu, select **Exit**.

  Print Console software closes.

To exit Print Console software:

- Click the X on the top, right corner of the Print Console title bar.

  Print Console software closes.

To exit Print Console software:

1. Click the Print Console logo on the top-left corner of the Print Console title bar.

   A menu displays.

2. From the menu, select **Close**.

   Print Console software closes.

To exit Print Console software:

- Double-click the Print Console logo on the top-left corner of the Print Console title bar.

  Print Console software closes.

Print Console Queues

Print Console contains three queues:

- pending
- active
- processed

The pending queue contains all the jobs waiting to be processed. The jobs in the pending queue display on the **Pending** tab in the Queues window. See *Queues Window—Pending Tab* on page 2-15.

The active queue contains the job Print Console is currently imaging in the output device. The active job displays on the bottom half of the Status window. See *Status Window* on page 2-10.

The processed queue contains all the processed, failed, and cancelled jobs. The jobs in the processed queue display on the **Processed** tab in the Queues window. See *Queues Window—Processed Tab* on page 2-19.

Print Console Window Components

This section describes the Print Console window features:

- Click the large, round buttons to display different windows. For example, click the **Queues** button to display the Queues window.
- Click the tabs in a window to display more information. For example, click the **Processed** tab in the Queues window to display information about processed jobs.

  Note: The tab that is active when you exit a dialog box or window is the tab displayed when you return to the dialog box or window.
- Drag the corner or edge of the software window to resize it.
- Right-click jobs to display a shortcut menu that contains job management options.

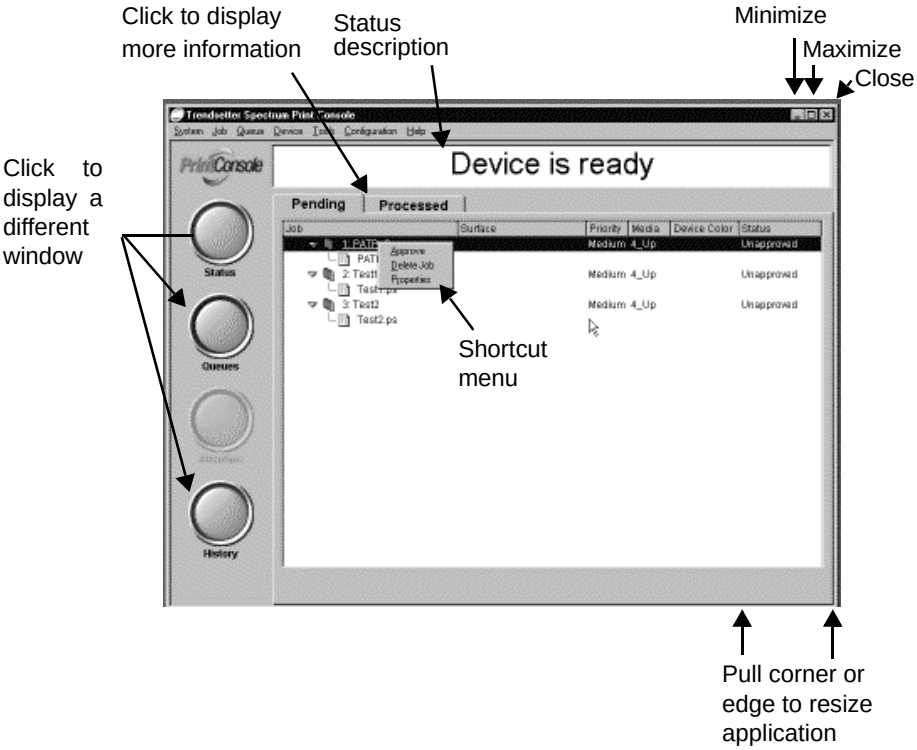


Figure 2-3: Print Console window components

Print Console Windows

The Status window is the window first displayed by Print Console when you start the application. The title of the Status window displays the name of the output device to which Print Console is connected. Below the title bar and menu is a text description of the processing status.

The large, round buttons on the left side of the application are always available to let you access other windows. To access a window, click the respective button:

- **Status** button to display the Status window
- **Queues** button to display the Queues window
- **Attention** button to display the Notification window

  Note: The **Attention** button is only available when the output device requires your attention. When it is available, the **Attention** button turns red and flashes. Otherwise it is grayed out.

- **History** button to display the History window

When a window is active, its button is green; when a window is inactive, its button is blue.

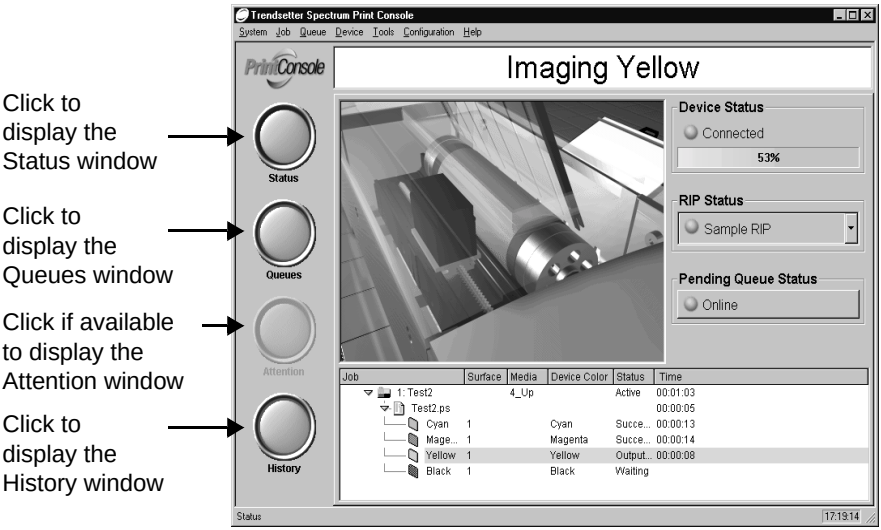


Figure 2-4: Status window

This section describes the Print Console windows:

- Status window—see *Status Window* on page 2-10
- **Pending** tab in the Queues window—see *Queues Window—Pending Tab* on page 2-15
- **Processed** tab in the Queues window—see *Queues Window—Processed Tab* on page 2-19
- Attention window—see *Attention Window* on page 2-23
- History window—see *History Window* on page 2-25

Status Window

The Status window displays information about the Print Console system and the active job—that is, the job Print Console is currently imaging in the output device. The text description below the menu bar informs you of the processing status. The animation indicates the imaging process in the output device.

On the right side of the window are three indicators:

- **Device Status**
- **RIP status**
- **Pending Queue Status**

The **Device Status** displays whether or not the output device is connected.

The **RIP Status** displays the name of the RIP to which Print Console is connected and using for the job it is currently imaging. You can use the pull-down list to see the names of all the RIP software registered with Print Console and the status of each RIP.

Note: You do not use the **RIP Status** indicator to select a RIP for the job Print Console is currently imaging. You specify a RIP for the job using print setups or the Job Properties dialog box. See also *Print Setups* on page 3-10.

The **Pending Queue Status** button lets you toggle the pending queue between offline and online. When the pending queue is online, Print Console processes

approved jobs from the pending queue; when the pending queue is offline, Print Console does not process any jobs from the pending queue.

Note: Putting the pending queue offline only affects the jobs in the pending queue; it doesn't affect the job in the active queue on the Status window.

At the bottom of the Status window is the active queue, which displays the job Print Console is currently imaging.

To view the Status window:

1. Start Print Console.

   See *How to Start Print Console Software* on page 2-2.

   The Status window displays.

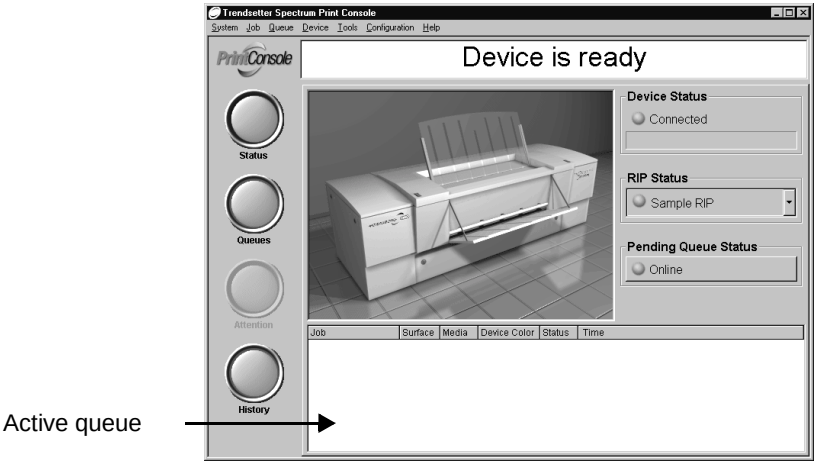


Figure 2-5: Status window

Following are descriptions of the active queue columns on the Status window. You may resize a column by selecting the vertical bar separating two columns and dragging the vertical bar to the left or right.

Job Column

The **Job** column displays information about the job Print Console is currently imaging. It displays three levels of information:

- job name
- file name
- color separation name

Each level of information is identified by a graphic. See also Table 2-1.

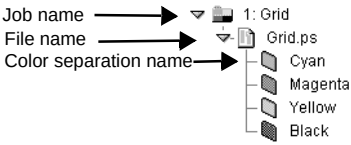


Figure 2-6: Job information

Note: To display or hide job information, click the arrow beside the job name and file name.

The job name is either the file name or a combination of the file name and input queue name, depending on the type of input queue used to submit a file.

The color separation name is the name of the color in the **RIP color** column on the **Separation** tab in the Job Properties dialog box. Print Console populates the **RIP**

color column with information from the print setup it applied to the job when the job entered the system. See *How are Print Setups Used?* on page 3-10.

Note: When Print Console applies a print setup that lacks color separation information to a job, it reads the file extension to determine the color of the file, and it searches the file for process color names. If Print Console cannot determine the color of the file, it leaves the **RIP Color** column empty.

Table 2-1: Job queue graphics defined

Graphic	What it represents
	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 file icon represents a file in the job.
	This icon is either cyan, magenta, yellow, or black, and it represents the color of the color separation in the file and/or job.
	This icon represents a spot color separation in the file and/or job.
	This icon represents an unknown color in the file and/or job.

Surface Column

The **Surface** column displays the surface for which the file is intended, for example, surface 1 or 2.

Media Column

The **Media** column displays the name of the output medium associated with the job, or the name of the default device medium if you have not yet selected an output medium.

Device Color Column

Note: This column is only used for digital halftone proofing jobs.

The **Device Color** column displays the name of the color listed in the **Device color** column on the **Separation** tab in the Job Properties dialog box. See also *Separations Tab* on page 8-10.

Status Column

The **Status** column displays the status of the job. The job will have a status of active, and each color separation in the job will have one of the following statuses: disabled, active, outputting, successfully output, cancelled by user, failed in RIP, failed in device, can't find media, internal error, or pending. Print Console continually updates this column as it processes the job.

Time Column

The **Time** column displays information for three different job levels:

- job
- file
- color separation

At the job level, the **Time** column displays the amount of time taken to process the job so far. At the file level, the **Time** column displays the amount of time the RIP has taken to read the file. At the color separation level, the **Time** column displays the amount of time the RIP has taken to RIP the color separation.

Queues Window—Pending Tab

The Queues window contains two tabs:

- **Pending**
- **Processed**

The **Pending** tab displays the jobs in the pending queue—that is, the jobs waiting to be imaged. Job files are listed in the order in which they will be processed. You can change the processing priority for jobs, and you can edit job properties while jobs are waiting to be processed. When Print Console is imaging a job, it moves the job from the pending queue to the active queue on the Status window.

This section describes the options on the **Pending** tab in the Queues window. For a description of the options on the **Processed** tab, see *Queues Window—Processed Tab* on page 2-19.

To view the Pending tab in the Queues window:

1. Click the **Queues** button.

   The Queues window displays.

2. Click the **Pending** tab.

   The **Pending** tab in the Queues window displays.

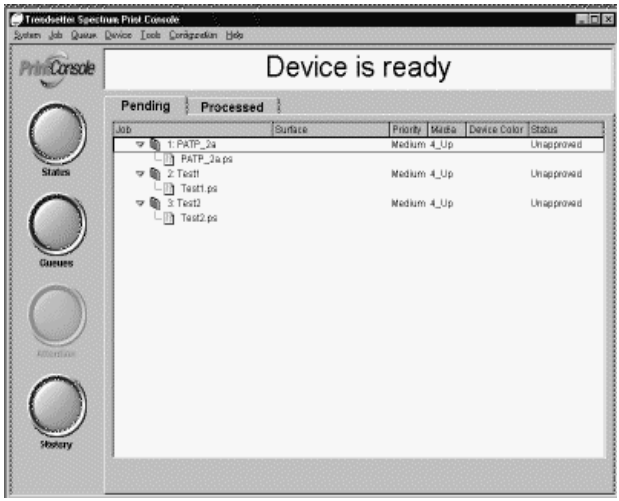


Figure 2-7: Queues window—Pending tab

Following are descriptions of the pending queue columns on the **Pending** tab in the Queues window. You may resize a column by selecting the vertical bar separating two columns and dragging the vertical bar to the left or right.

Job Column

The **Job** column displays information about the job. It can display three levels of information:

- job name
- file name
- RIP color separation name

See *Job Column* on page 2-12 for a detailed description of this column.

Surface Column

The **Surface** column displays the surface for which the file is intended, for example, surface 1 or 2.

Priority Column

The **Priority** column displays the priority of the job, for example, **Low**, **Medium**, or **High**.

Media Column

The **Media** column displays the name of the output medium associated with the job, or the name of the default device medium if you have not yet selected an output medium.

Device Color Column

Note: This column is only used for digital halftone proofing jobs.

The **Device Color** column displays the name of the color listed in the **Device color** column on the **Separation** tab in the Job Properties dialog box. See also *Separations Tab* on page 8-10.

Status Column

The **Status** column displays the status of the job. The job will have one of the following statuses: spooling, unapproved, or approved.

Queues Window—Processed Tab

The Queues window contains two tabs:

- **Pending**
- **Processed**

This section describes the options on the **Processed** tab in the Queues window. For a description of the options on the **Pending** tab, see *Queues Window—Pending Tab* on page 2-15.

The **Processed** tab lists jobs in the processed queue. You can view job properties, including status and error messages; however, the **Processed** tab is for information only. You can't drag a job file from the processed queue to the pending queue to redo processing. (This feature will be added to future releases of Print Console.)

To view the processed queue:

1. Click the **Queues** button.

   The Queues window displays.

2. Click the **Processed** tab.

   The **Processed** tab in the Queues window displays.

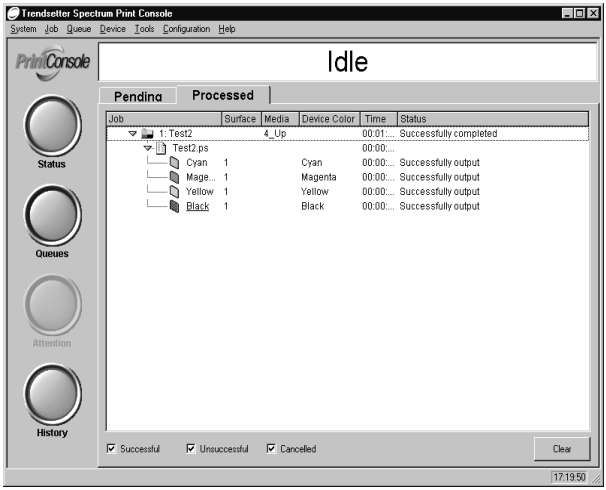


Figure 2-8: Queues window—Processed tab

Following are descriptions of the processed queue columns on the **Processed** tab in the Queues window. You may resize a column by selecting the vertical bar separating two columns and dragging the vertical bar to the left or right.

Job Column

The **Job** column displays information about the job. It can display three levels of information:

- job name
- file name
- RIP color separation name

See *Job Column* on page 2-12 for a detailed description of this column.

Surface Column

The **Surface** column displays the surface for which the file is intended, for example, surface 1 or 2.

Media Column

The **Media** column displays the name of the output medium associated with the job, or the name of the default device medium if you have not yet selected an output medium.

Device Color Column

Note: This column is only used for digital halftone proofing jobs.

The **Device Color** column displays the name of the color listed in the **Device color** column on the **Separation** tab in the Job Properties dialog box. See also *Separations Tab* on page 8-10.

Time Column

The **Time** column displays the amount of time it took Print Console to process the job.

Status Column

The **Status** column displays the status of the job. The job will have one of the following statuses: successfully completed, unsuccessfully completed, or cancelled.

Job Display Filters

Print Console contains three filters for the processed queue:

- **Successful**
- **Unsuccessful**
- **Cancelled**

For example, when you select the **Successful** check box, Print Console displays all the jobs that it successfully processed; when you clear the **Successful** check box, Print Console hides all the jobs that it successfully processed.

Attention Window

Note: When the Attention window is available, the **Attention** button turns red and flashes.

The Attention window is available when your intervention is required. For example, the Attention window displays when Print Console receives a plate load or unload prompt from the output device, or when the RIP reports a mismatch between RIP color name and device color name during digital halftone proofing.

The Attention window is also displayed when a suspend occurs. A suspend condition stops the system from operating because there are errors or problems with the output device. The information in the Attention window shows the type of problem that has occurred and suggests a course of action.

When a suspend condition happens:

- The operation that detected the error stops.
- The Error light on the output device lights.
- A message displays in the History window.
- The Attention window displays in front of the other Print Console windows, and the **Attention** button displays and flashes until you address the situation. You can view other windows, then return to the Attention window to address the problem.

The recovery options available may differ slightly, depending on the error and your output device.

To view the Attention window:

1. Click the **Attention** button.

   The Attention window displays.

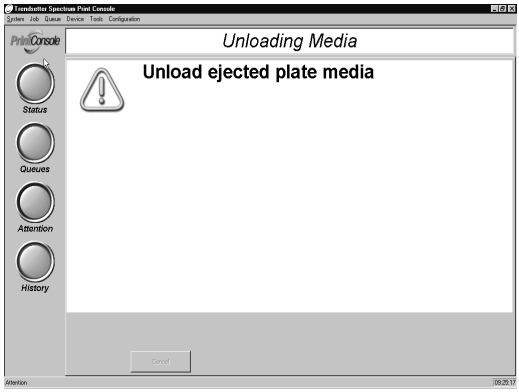


Figure 2-9: Attention window

If you need to look at any other window before dealing with the action request in the Attention window, you may do so. The **Attention** button turns red periodically to remind you that an action requires your attention. To see the action, click the **Attention** button.

History Window

The History window constantly scrolls messages in chronological order. The time-stamped, one-line messages in the History window inform you of Print Console system activity. These messages are helpful, for example, when you try to approve a job, and Print Console won't let you approve it, or when a job fails.

When you want to clear the messages from the History window, click the **Clear** button. All messages currently displayed in the History window are deleted from the system. You can't retrieve the deleted messages; however, the History window begins displaying new messages in chronological order.

Note: Messages pertaining to specific jobs can be found on the **Messages** tab in the Job Properties dialog box.

You can control the number of messages on the History window by setting the **Maximum number of messages** option on the Preferences dialog box. See *Preferences Dialog Box* on page 4-47.

To view the History window:

1. Click the **History** button.

   The History window displays.

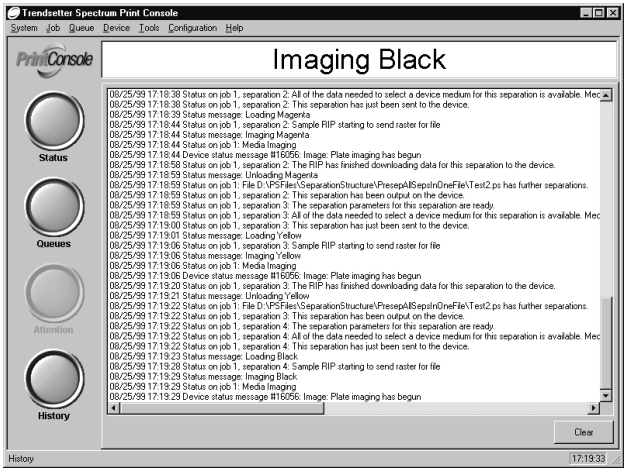


Figure 2-10: History window

Table 2-2 on page 2-27 describes how to read the messages in the History window.

Table 2-2: Message window information

Message Type	Message Content
Information	These messages are logged as part of normal operation of a Print Console system. They indicate, for example, that a file has been queued or that an image has been started.
Warnings	These messages warn you about conditions in the Print Console system that could cause problems later during processing. Though they may not prevent the system from operating, these messages should be addressed as soon as possible. Warning messages include detection of a component that is not performing within expected tolerances, and this is a good indication that servicing is required in the near future.
Errors	When an error occurs in the output device, the Print Console system is usually suspended and it displays the Attention window.
Recovery	These messages inform you that the system has recovered from an error, and that you can continue processing jobs.

Print Console Menus

This section describes the menus and menu commands available in Print Console software.



Figure 2-11: Print Console menu bar

The following menus display on the Print Console menu bar:

System	Contains version information about Print Console and the command to exit Print Console software.
Job	Contains commands for submitting files to Print Console as well as job management commands such as approve, cancel, and delete commands. You can also display the Job Properties dialog box for a selected job by selecting the **Properties** command from this menu.
Queue	Contains the **Refresh** command for the active, pending, and processed queues. It also contains the **Put Online** and **Take Offline** command for the pending queue.
Device	Contains the **Query** and **Reinitialize** commands. It also contains device-specific commands, such as **Load Carrier**.

Tools	Provides access to scripts and other tools.
Configuration	Contains commands for configuring the system, including device media, output media, print setups, proof color tables, PPD files, workstation defaults, workstation preferences, and input queues.
Help	Contains links to PDF files of the Print Console user documentation.

System Menu

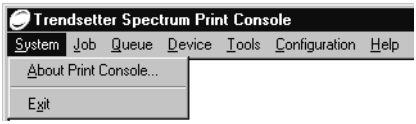


Figure 2-12: System menu

About Print Console

Use the **About Print Console** command to display version and build information for Print Console software.

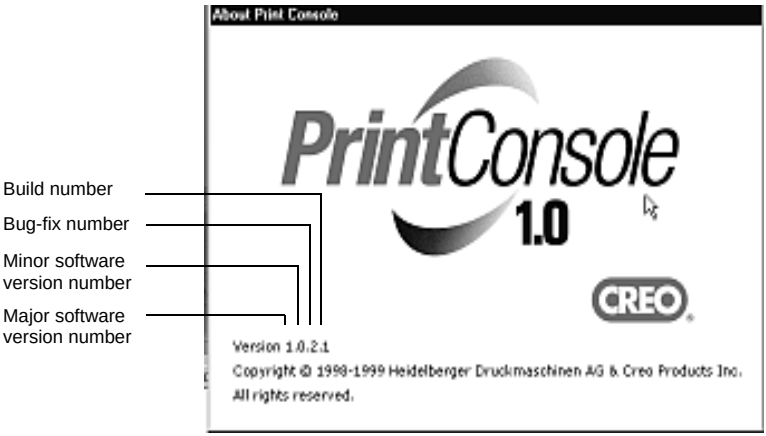


Figure 2-13: About Print Console dialog box

Exit

Use the **Exit** command to exit Print Console software.

Job Menu

The **Job** menu contains commands for managing jobs. The **Submit File** command is always displayed, but the rest of the commands are context sensitive, which means that Print Console only displays commands that are relevant to the task you're performing. Commands that are irrelevant to the task you're performing are hidden. Context sensitivity narrows your choices to help you easily find the job option you need.

This section lists all the possible options on the **Job** menu. The options on the **Job** menu are context sensitive, which means only the relevant options are available at any given time. This section describes all the options on the **Job** menu, even the ones hidden in Figure 2-14.

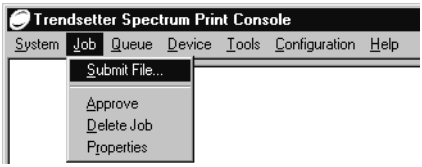


Figure 2-14: Job menu

Submit File

Use the **Submit File** command to submit files to Print Console software.

Note: The **Submit File** command uses the default print setup to initialize job properties. See also *How are Job Properties Initialized?* on page 3-33.

Approve

Use the **Approve** command to approve the selected job on the **Pending** tab in the Queues window for processing. Print Console only processes jobs with a status of approved.

Unapprove

Use the **Unapprove** command to revoke approval status for a selected job on the **Pending** tab in the Queues window. Print Console doesn't process jobs with a status of unapproved.

Cancel

Use the **Cancel** command to cancel processing for the selected job. You can cancel processing for the job on the Status window, that is, the job in the active queue.

Delete

Use the **Delete** command to delete the job record for a selected job from Print Console. You can delete jobs from the **Pending** and **Processed** tabs in the Queues window.

Group

Use the **Group** command to group two or more jobs together on the **Pending** tab in the Queues window to create one job.

Ungroup

Use the **Ungroup** command to break a job into smaller jobs on the **Pending** tab in the Queues window.

Enable Separation

Use the **Enable Separation** command to enable a color separation for processing. When a color separation is enabled, it is processed. This command is available for jobs on the **Pending** tab in the Queues window.

Note: This procedures only works for separated files. It does not work for composite or pre-separated files. For definitions of these file types, see *Print Console Terminology* on page 1-8.

Properties

Use the **Properties** command to display the Job Properties dialog box for a selected job on the **Pending** tab in the Queues window.

Note: You can also display the Job Properties dialog box for jobs in the Status window and the **Processed** tab in the Queues window, but in these cases, the Job Properties dialog box is display only; you can't edit it.

Queue Menu

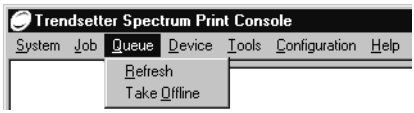


Figure 2-15: Queue menu

Refresh

Use the **Refresh** command to update what displays on the Status and Queues windows.

Put Online

The **Put Online** command is only displayed when the pending queue is offline. Select the **Put Online** command to put the pending queue online. When the

pending queue is online, Print Console passes approved jobs from the pending queue to the active queue for imaging in the output device.

Note: This option is also available on the Status window. On the Status window, you click the **Pending Queue Status** button to put the pending queue online.

Take Offline

The **Take Offline** command is only displayed when the pending queue is online. Select the **Take Offline** command to take the pending queue offline. When the pending queue is offline, Print Console holds jobs in the pending queue until the you put the queue online again. No new jobs are passed to the active queue for imaging in the output device. When the last medium for the job in the active queue is exited from the output device, the pending queue is offline.

Note: This option is also available on the Status window. On the Status window, you click the **Pending Queue Status** button to take the pending queue offline.

Device Menu

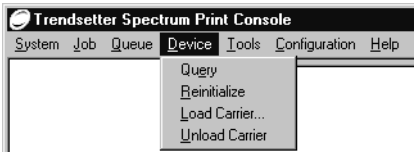


Figure 2-16: Device menu

Query

Use the **Query** command to query the output device. When Print Console queries the output device, it gathers configuration information, such as resolution and device media, which is normally only done when Print Console is started. The **Query** command is used to query the output device without restarting Print Console software.

Reinitialize

Use the **Reinitialize** command to flush the output device. (This command does not reset the output device firmware.)

Load Carrier

Note: The **Load Carrier** command is only available if you have a digital halftone proofing output device.

Use the **Load Carrier** command to load the carrier onto the drum in the output device. When you use this command, Print Console displays a Select Proof Type dialog box to let you choose the proof size.

The carrier is used during digital halftone proofing; it is loaded on the drum, and the media (donors and receptor) are loaded on top of the carrier.

Unload Carrier

Note: The **Unload Carrier** command is only available if you have a digital halftone proofing output device.

Use the **Unload Carrier** command to unload the carrier from the drum in the output device. The carrier is used during proofmaking. When you are no longer using the output device for proofmaking, you must unload the carrier.

Tools Menu



Figure 2-17: Tools menu

Scripts

Use the **Scripts** command to run PERL scripts, which perform maintenance or troubleshooting tasks.

Configuration Menu

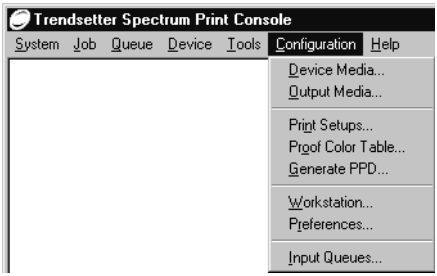


Figure 2-18: Configuration menu

Device Media

Use the **Device Media** command to display the Configure Device Media dialog box, which is used to configure device media. Device media are the media configured in your output device, and the media onto which the output device images data. Examples of output media are polyester plates, aluminum plates, and digital halftone proofing media. See *Configure Device Media Dialog Box* on page 4-2.

Output Media

Use the **Output Media** command to display the Configure Output Media dialog box, which is used to configure output media. Output media specify the following parameters: device media and size of device media. In other words, output media specify device media size. See *Configure Output Media Dialog Box* on page 4-8.

Print Setups

Use the **Print Setups** command to display the Configure Print Setups dialog box. Print setups are used to initialize job properties. Print setups can contain RIP name, output medium name, and other configurable information required to process jobs. See *Configure Print Setups Dialog Box* on page 6-2.

Proof Color Table

Use the **Proof Color Table** command to display the Configure Proof Color Mappings dialog box, which is used to create proof color mappings. The proof color table is only used for digital halftone proofing; it is not

used for platemaking, film-making, or any other process. See *Configure Proof Color Mappings Dialog Box* on page 4-23.

Generate PPD

Use the **Generate PPD** command to display the Generate PPD dialog box, which is used to generate PostScript printer description (PPD) and PPX files. You use the PPD files with desktop applications when creating files for Print Console processing. You use the PPX files with Preps. See *Generate PPD Dialog Box* on page 4-27.

Workstation

Use the **Workstation** command to display the Configure Workstation dialog box, which is used to configure elements of the Print Console workstation, such as the default unit of measurement. See *Configure Workstation Dialog Box* on page 4-41.

Preferences

Use the **Preferences** command to set Print Console preferences, such as the number of messages to keep in the History window at one time or the animation setting for the Status window.

Input Queues

Use the **Input Queues** command to display the Configure Input Queues dialog box, which is used to configure input queues for Print Console, such as hot folders. See *Configure Input Queues Dialog Box* on page 6-18

Help Menu

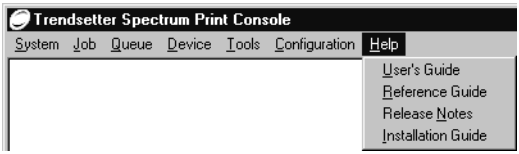


Figure 2-19: Help menu

User's Guide

Use the **User's Guide** command to display a PDF file of the *Print Console User Guide*.

Reference Guide

Use the **Reference Guide** command to display a PDF file of the *Print Console Reference Guide*.

Release Notes

Use the **Release Notes** command to display a PDF file of the *Print Console Release Notes*.

Installation Guide

Use the **Installation Guide** command to display a PDF file of the *Print Console Installation Guide*.

Keyboard Shortcuts

This section describes the Print Console keyboard shortcuts.

Table 2-3: Keyboard shortcuts

Key combination	Result
CTRL + A	Selects all jobs on the **Pending** or **Processed** tab in the Queues window.
-	Contracts all selected jobs.
+	Expands all selected jobs.
Delete	Deletes the selected job(s) from the **Pending** or **Processed** tab.
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 + G	Groups selected jobs together on the **Pending** tab.
CTRL + N	Ungroups a selected job on the **Pending** tab.

Key combination	Result
Enter	Displays the Job Properties dialog box for the selected job.

3

PRINT CONSOLE CONCEPTS

Included in This Chapter:

Overview 3-2

File Types 3-2

Device Media 3-4

Output Media 3-6

Print Setups 3-10

Auto Approve Feature 3-14

Queue Priority 3-16

Proof Color Table 3-19

Color Separation Lists 3-26

Jobs 3-32

PPD Files 3-35

Input Queues 3-38

Overview

This chapter gives you an introduction to the Print Console concepts you need to configure and use the software.

File Types

You can process three types of files using Print Console:

- composite
- pre-separated
- separated

For composite files, colors are not separated, and all color information is contained in one file. Examples of composite files are composite PostScript, PDF, and EPS files.

For pre-separated files, colors are separated, but all color separation information is contained in one file. An example of pre-separated PostScript is the separated PostScript generated by QuarkXPress.

For separated files, colors are separated, and each file contains information for one color separation—that is, one file each for cyan, magenta, yellow, black, or any spot colors. Examples of separated files are separated PostScript (generated by Preps), TIFF, and DCS sets.

See Figure 3-1 for a graphical representation of these concepts.

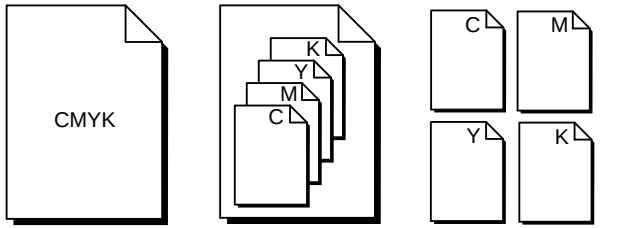


Figure 3-1: File types

Device Media

This section contains two parts:

- What are device media?
- How are device media used?

What are Device Media?

Device media are the media onto which the output device images data. For example, a Trendsetter Spectrum can image onto plates, digital halftone proofing media, and film, all of which are considered device media. See Figure 3-2 on page 3-7 for a graphical representation of this concept.

Device media are configured in the output device firmware your service representative when your system is installed, and this configuration information displays in the Configure Device Media dialog box in Print Console. See *Configure Device Media Dialog Box* on page 4-2. You can modify some of the device media options in the Configure Device Media dialog box, but not all of them.

Device media that are used for digital halftone proofing have color names and a default color order—that is, the order in which the colors are loaded in the cassette and imaged by the output device. You define the default color order for the device medium in the Configure Device Media dialog box. See also Table 3-2 on page 3-24.

How are Device Media Used?

You use device media when you're configuring the following:

- output media
- color mappings
- print setups (You must specify either a device medium or an output medium for each print setup.)

Output media are based on device media. Output media refer to the device medium name, size, and other parameters. When you're creating output media, you must first specify a device medium on which to base your configurations. See *Output Media* on page 3-6.

Color mappings are based on device media. They map RIP color names to device color names. When you're creating color mappings, you must first select a digital halftone proofing device medium on which to base your color mappings. See *Proof Color Table* on page 3-19.

Print setups can specify either a device medium or an output medium. When you're creating print setups, you must specify either a device medium name or an output medium name. Your selection is used to initialize job properties when Print Console applies the print setup to a job. See *Print Setups* on page 3-10.

Output Media

This section contains two parts:

- What are output media?
- How are output media used?

What are Output Media?

Output media are specific sizes of device media.

Output media information is transferred to the PPD and PPX files that Print Console generates. PPD files contain device-specific information that is required when creating files with desktop publishing software such as QuarkXPress. PPD files are also used by imposition software such as Preps, Impostrip, and PressWise. PPX files, which are created automatically when you generate PPD files, are Preps-specific and contain virtual punch coordinate information. See *Generate PPD Dialog Box* on page 4-27.

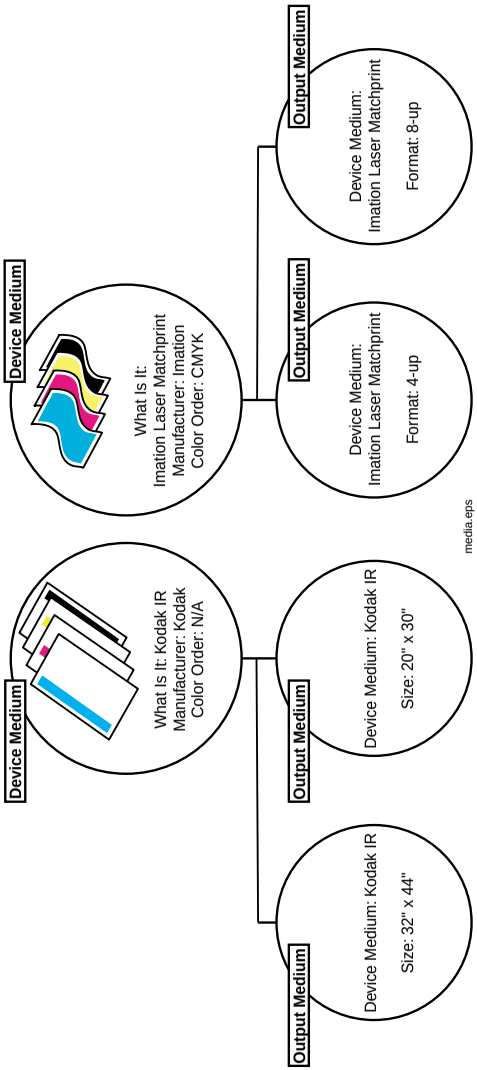


Figure 3-2: Device media and output media

How are Output Media Used?

Print Console uses output media names to tell the output device which media to load.

You can specify an output medium for a job five ways:

- When you're using the PPD file generated by Print Console with your imposition software, you can select an output medium name in the imposition package, and the output medium name is included in the file. When the file is submitted to Print Console and the **Scan for output medium name** check box is selected on the **General** tab in the Configure Print Setups dialog box for the print setup you're using, the system scans the file to find the output medium name. See *PPD Files* on page 3-35 and *How Does the File Scan Feature Work?* on page 3-11.
- When you're using the PPD file generated by Print Console with your imposition software, you can select a print setup name—the print setup must include an output medium name to be available for selection—in the imposition package, and the print setup name is included in the file. When the file is submitted to Print Console and the **Scan for output medium name** check box is selected on the **General** tab in the Configure Print Setups dialog box for the print setup you're using, the system scans the file to find the print setup name and output medium name contained in the print setup. See *PPD Files* on page 3-35 and *How Does the File Scan Feature Work?* on page 3-11.
- You can specify output medium names in print setups, then associate the print setup with an input channel. Print Console uses the configurations in

the print setup—including the output medium name—to initialize the job properties for each file you submit to Print Console via the input channel.

Including output medium names in the print setup and associating the print setup with an input queue creates a job-specific workflow. You can submit the same file types to the hot folder, and Print Console initializes the job properties for all the incoming files the same way. You can, however, edit job properties as desired. See *Print Setups* on page 3-10.

- You can edit the job properties for a selected job and specify a different output medium name.
- You can let Print Console automatically select an output medium for you by selecting a device medium rather than an output medium in the job properties or print setup. For automatic output medium selection, the RIP software must RIP the job files; then Print Console automatically selects an output medium based on the size of the RIPed file and the output media of appropriate size that are configured in Print Console. This is an inefficient workflow, because the output device is idle while the job files are RIPed. Print Console can't instruct the output device to load media until it determines an output medium for the job files, and it can't determine an output medium until it has the size of the RIPed files.

Print Setups

This section contains three parts:

- What are print setups?
- How are print setups used?
- How does the file scan feature work?
- How does the **Ignore RIP Color Name** feature work?

What are Print Setups?

Print setups are a named collection of job-specific configurations. A print setup can contain the following configurations:

- output medium name or device medium name
- RIP name
- input data format
- auto approve setting
- queue priority
- color mappings and color order

You can create as many print setups as desired.

How are Print Setups Used?

Print setups are used to initialize job properties. When you submit a file to Print Console, it applies the configurations from a print setup to the file, and those configurations become the file's job properties. You can view and edit job properties using the Job Properties dialog box. See *Job Configuration Dialog Boxes* on page 6-1.

Print Console requires you to specify a default print setup. The default print setup is used when you submit a file to Print Console via the **Submit File** command or the drag-and-drop method—that is, dragging a file from one application such as Windows Explorer, and dropping it onto Print Console.

The default print setup is also used when a job submission mechanism, called an input queue, lacks a print setup. See also *Input Queues* on page 3-38.

You can also associate a print setup with each input queue. When you submit a file to Print Console via an input queue, it uses the configurations from the print setup associated with the input queue to initialize job properties for the incoming file.



Important:
When you enable the file scanning feature in a print setup, Print Console scans for output medium and print setup names. When it finds this information, Print Console uses a combination of the file scan results and a print setup to initialize job properties for an incoming file.

How Does the File Scan Feature Work?

When the file scan feature is enabled in a print setup, and the print setup is applied to an incoming file, Print Console scans the incoming file for print setup and/or output medium names. When Print Console finds a print setup or output medium name in the incoming file, it uses a combination of the file scan results and the applied print setup to initialize job properties for the file.

Note: The file scan feature increases the amount of time it takes to submit a file to Print Console.

The file scan feature is enabled by selecting the **Scan for output medium name** check box on the Configure Print Setups dialog box. See *Configure Print Setups Dialog Box* on page 6-2. Enable the file scan feature when you're processing files that contain print setup and/or output medium names. Disable the feature when you're processing files that don't contain these names.

You must use imposition software to add print setup and/or output medium names to a file for Print Console to find the names using the file scan feature.

For example, you can add print setup or output medium names to a file using a desktop application such as Preps that utilizes PPD file information. When a desktop application utilizes PPD file information, you can select a print setup or an output medium name when you're using the software to process the file. The desktop software includes the selected print setup or output medium name in the file.

Note: For the desktop application to utilize PPD file information, you must make the PPD file available to the desktop application. See *How to Copy PPD and PPX Files to Your Desktop* on page 5-26.

Print Console PPD files contain output medium names. They also contain print setup names when the print setup includes an output medium name. Print setups that include a device medium name are not included in the Print Console PPD file. For more information on PPD files, see *PPD Files* on page 3-35.

How Does the Ignore RIP Color Name Feature Work?

Note: The **Ignore RIP color names when matching** feature is used for digital halftone proofing; it is not used for film-making, platemaking, or any other process.

The **Ignore RIP color names when matching** feature is used to enable or disable error messages due to color name matching during digital halftone proofing. When you're imaging digital halftone proofs, the RIP software reports to Print Console the names of the colors it finds in the file it's processing, and Print Console matches those color names to the color names listed in the **RIP Color** column on the **Separations** tab in the Job Properties dialog box for the job you're processing. When the color names match, Print Console continues processing the job; when the color names do not match, Print Console displays an error message, and you must resolve the color names to continue processing the job.

You select the **Ignore RIP color names when matching** check box to avoid error messages due to color name mismatches. In this case, Print Console does not warn you when the color name reported by the RIP does not match the color name in the **RIP Color** column on the **Separations** tab in the Job Properties dialog box. Instead, Print Console continues processing the job, using the default imaging order specified in the Configure Device Media dialog box. See *Configure Device Media Dialog Box* on page 4-2.

You clear the **Ignore RIP color names when matching** check box to view error messages due to color name mismatches, so you can resolve mismatched color names at the last minute.

Auto Approve Feature

This section contains two parts:

- What is the auto approve feature?
- How is the auto approve feature used?

What is the Auto Approve Feature?

The auto approve feature instructs Print Console to either automatically approve a job for processing or hold the job until you manually approve it for processing.

The auto approve feature is set using the **Auto approve** check box on the Configure Print Setups dialog box. See *Configure Print Setups Dialog Box* on page 6-2.

When the auto approve feature is enabled in a print setup, and the print setup is applied to an incoming file, Print Console automatically approves the file for processing. If this is the only file in the system, it is immediately sent to the output device for imaging. If Print Console is already imaging a job, the approved job is queued on the **Pending** tab in the Queues window.

When the auto approve feature is disabled in a print setup, and the print setup is applied to an incoming file, Print Console holds the file on the **Pending** tab in the Queues window by priority until you manually approve it for processing.

See also *Queue Priority* on page 3-16.

How is the Auto Approve Feature Used?

The auto approve feature is used when you want minimal interaction with Print Console. The auto approve feature requires careful Print Console configuration, so you can submit files to the system, leave their job properties as is, and know the files will be processed correctly.

When you want to edit job properties before approving jobs for processing, disable the auto approve feature.

It is recommended that you enable the auto approve feature for film and platemaking jobs and disable the auto approve feature for digital halftone proofmaking jobs.

For film and platemaking, once the files enter Print Console via the appropriate input queue, the files are ready for output device imaging. They don't usually require any tweaking as long as the applied print setup is configured correctly.

For digital halftone proofmaking, once the files enter Print Console, they may require some tweaking. For example, if you're processing separated files, you need to group the files together into one job. You may also need to verify color mapping accuracy and color order. For this reason, it is recommended you disable the auto approve feature for digital halftone proofing jobs, so you can verify job property information before approving the job for processing.

Queue Priority

This section contains three parts:

- What is queue priority?
- How is queue priority used?
- Which queue priority should I use?

What is Queue Priority?

Queue priority specifies where on the **Pending** tab in the Queues window a job is placed. Print Console contains three priority settings:

- **High**
- **Medium**
- **Low**

The **Queue priority** option is configured on the Configure Print Setups dialog box. See *Configure Print Setups Dialog Box* on page 6-2. When Print Console applies a print setup to an incoming file, it gives the incoming file the queue priority specified in the print setup.

The submitted file displays on the **Pending** tab in the Queues window. The **Pending** tab displays jobs in the following order:

- approved jobs
  - approved jobs with a status of high
  - approved jobs with a status of medium
  - approved jobs with a status of low
- unapproved jobs
  - unapproved jobs with a status of high
  - unapproved jobs with a status of medium
  - unapproved jobs with a status of low
- spooling jobs—that is, incoming jobs that Print Console is adding to the pending queue

Jobs are listed in each category by the date and time you submitted them to Print Console.

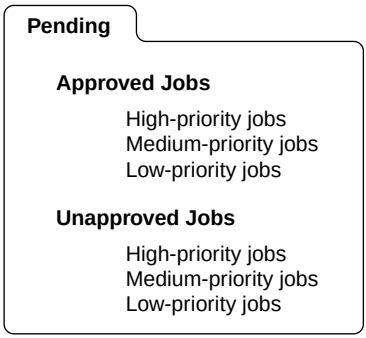


Figure 3-3: Processing priority on the Pending tab

How is Queue Priority Used?

Queue priority is used to prioritize jobs on the **Pending** tab in the Queues window.

Queue priority is established during job initialization. In other words, it is established when Print Console applies the configurations from a print setup to an incoming file.

Two options from the print setup establish the priority of the job on the **Pending** tab in the Queues window:

- the setting of the **Auto approve** option
- the setting of the **Queue priority** option

When you change the approval or priority settings, the jobs on the **Pending** tab in the Queues window change position as follows:

- according to the approval setting
- according to priority

For example, a job with a status of approved and a priority of medium is listed at the top half of the **Pending** tab in the Queues window with the other approved jobs, and it is listed with the other approved jobs with medium priority status. If you change the status of the job to unapproved, the job moves to the bottom of the **Pending** tab with the other unapproved jobs, and it is listed with the other unapproved jobs that have a status of medium.

Which Queue Priority Should I Use?

Of the three priority settings, **High**, **Medium**, and **Low**, use **Medium** for your regular workflow. Reserve **High** priority for emergencies, and use **Low** priority for jobs that can be imaged when the output device is idle.

Proof Color Table

Note: The proof color table is only used when you're creating digital halftone proofs.

This section contains four parts:

- What is a proof color table?
- Why is the proof color table needed?
- When to use the proof color table
- Dialog boxes with color options

What is a Proof Color Table?

The proof color table is part of the Configure Proof Color Mappings dialog box. It contains two columns:

- **RIP color**
- **Maps to device color**

The **RIP color** column lists the names of the colors that the RIP software will find in the input file it RIPs. The **Maps to device color** column lists the names of the proof colors configured in the output device. (You can also view these colors on the Configure Device Media dialog box.)



TIP:

The color names for digital halftone proofing media are configured in the output device. When started, Print Console software queries the output device for its configuration information. The color names for the digital halftone proofing media configured in the output device display on the Configure Device Media dialog box. These color names are the default colors in the Configure Proof Color Mappings dialog box.

The name in the **RIP color** column is mapped to the name in the **Maps to device color** column, and together the color names create a color mapping. You select color mappings when you're configuring the **Separation Setup** tab in the Configure Print Setup dialog box or editing the **Separation** tab in the Job Properties dialog box. See also *Color Separation Lists* on page 3-26.

The proof color table contains two types of color mappings:

- default
- custom

Default color mappings are the names of the device media configured in the output device at your site. Default color mappings have the same name in both the **RIP color** and **Maps to device color** columns.

Custom color mappings are created by you. You add the names of the colors in the files you are processing to the proof color table and map them to default color names.

Custom color mappings have two criteria:

- Each name in the **RIP color** column must be unique.
- Each name in the **RIP color** column must exactly match the name of the color in the file the RIP processes.

The custom color mapping criteria are a result of how the RIP and Print Console process files for digital halftone proofing. During digital halftone proofing, the RIP reports to Print Console the names of the colors it finds in the files it is processing. Print Console takes the color names and searches the **RIP color** column in the proof color table for an exact match to the color names the RIP software reported. When it finds a

match, Print Console uses the **Maps to device color** name in the color mapping to instruct the output device which imaging setup to use for the color. Because of this process, each color name in the **RIP color** column must be unique and exactly match the name of the color in the file you're processing.

Because Print Console matches the color name reported by the RIP to the color names listed in the **RIP color** column, you must know the names of the colors in the file you're processing and ensure they are in the **RIP color** column. See also *How Does the Ignore RIP Color Name Feature Work?* on page 3-13.

Why is the Proof Color Table Needed?

The proof color table is needed to create digital halftone proofs. It resolves color names for the RIP software and the output device: it maps the names of the colors the RIP software finds in the file it is processing to the color names of the device media the output device uses to image the digital halftone proof.

Table 3-1: How to find information for the proof color table

Color Name	Where to Find the Color Name
RIP color name	To find the name of the spot color as defined in the RIP software, open the file you want to process in an imposition package such as Preps, and locate the names of the colors. Refer to the documentation you received with your imposition package for more information.
Device color name	To find a device color name, open the Configure Device Media dialog box, and select the device medium for which you want a list of default colors. The color names display in the **Colors and default order** box. See *Configure Device Media Dialog Box* on page 4-2. **Note:** Only device media used for digital halftone proofing have default colors. All other device media have no default colors. You can also open the Configure Proof Color Mappings dialog box and select the device medium for which you want a list of colors. See *Configure Proof Color Mappings Dialog Box* on page 4-23.

When to Use the Proof Color Table

You use the proof color table during three procedures:

- creating custom color mappings in the proof color table
- configuring the **Separation Setup** tab in the Configure Print Setups dialog box
- editing the **Separation** tab in the Job Properties dialog box

When you create custom color mappings, you are adding the name of the custom color the RIP software recognizes and mapping it to a default color Print Console can use to instruct the output device.

When you're configuring a print setup that will be used to initialize job properties for digital halftone proofing jobs, you can add color mappings to the **Separation Setup** tab in the Configure Print Setups dialog box. When you add color mappings to the Separation Setup, you're choosing them from the proof color table.

When you submit files to Print Console, Print Console applies a print setup to them. The print setup configurations initialize job properties, which you can edit using the Job Properties dialog box. You can edit the color mappings for a job using the **Separation** tab in the Job Properties dialog. When you add color mappings to the **Separation** tab, you're choosing them from the proof color table.

The color mappings in the proof color table are global. In other words, you can select color mappings from the proof color table for any job. The color mappings in the proof color table are not job-specific.

Dialog Boxes With Color Options

You can configure color information in four dialog boxes in Print Console:

- Configure Device Media
- Configure Proof Color Mappings
- Configure Print Setup
- Job Properties

Table 3-2 on page 3-24 summarizes how the color options on the dialog boxes relate to each other and how you use the proof color table with the different dialog boxes.

Table 3-2: Summary of dialog boxes with color information

Print Console dialog box with color options	Purpose of dialog box
Configure Device Media	The Configure Device Media dialog box specifies the default color order for the device media used for digital halftone proofing. You can change the default color order as desired. You can't access the proof color table from the Configure Device Media dialog box: it is not relevant to configuring device media.
Configure Proof Color Mappings	The Configure Proof Color Mappings dialog box contains the proof color table, which lists the default color mappings for each device medium. You can create custom color mappings for each device medium. When you're creating print setups or changing job properties, you are using the color mappings from the proof color table.

Print Console dialog box with color options	Purpose of dialog box
Configure Print Setups	The Configure Print Setups dialog box lets you choose job-specific color mappings from the proof color table and order the color mappings. You can access the Configure Proof Color Mappings dialog box from the Configure Print Setups dialog box to add and edit color mappings in the proof color table. See *How to Configure Print Setups* on page 7-3.
Job Properties	The Job Properties dialog box lets you choose job-specific color mappings from the proof color table and order the color mappings. You can access the Configure Proof Color Mappings dialog box from the Job Properties dialog box to add and edit color mappings in the proof color table.

Color Separation Lists

Note: Color separation lists are only used when you're creating digital halftone proofs.

This section contains five parts:

- What is a color separation list?
- Why are color separation lists needed?
- How do different file types affect color separation lists?
- How are color separation lists used?
- Does the color separation list instruct the RIP?

What is a Color Separation List?

In Print Console, a color separation list contains a list of color separations. When the color separations are for a digital halftone proofing job, they contain color mappings of RIP color names and device color names. Two dialog boxes contain color separation lists:

- Configure Print Setups dialog box—see the **Separation Setup** tab
- Job Properties dialog box—see the **Separation** tab

The **Separation Setup** tab in the Configure Print Setups dialog box is used to add color mappings to the print setup and order them. It is a tool you use to tell Print Console what is in the incoming file(s).

Note: The color separation list only contains color mappings—that is, a list of RIP color names mapped to device color names—when you're creating digital halftone proofs. For all other processes, the color separation list only contains RIP color names.



Important:
When Print Console applies the print setup to job files as they enter the system, it adds the color separation information from the print setup to the Separation tab in the Job Properties dialog box, regardless of whether or not the incoming job files contain the color separations specified. You can edit the Separation tab in the Job Properties dialog box as needed.

Why are Color Separation Lists Needed?

Color separation lists are needed when you're creating digital halftone proofs. You need to use them for two reasons:

- to map RIP color names to device color names
- to order color mappings to match the color order of the media in the cassette on the output device

Color separation lists are used to map RIP colors to device colors. The result is a list of the color mappings Print Console requires to create a digital halftone proof for a job.

The names in a color map are listed in two columns: the **RIP color** column and the **Device color** column. The RIP software reports the names of the colors in the files it is processing to Print Console, and Print Console matches those color names to the names in the **RIP color** column in the color separation list. When it finds a match, it uses the color in the **Device color** column of the color separation list to instruct the output device which imaging setup to use for the color.

Color separation lists also specify color mapping order. The order of the color mappings in the color separation list must match:

- the order in which the RIP software generates color separation files for the job
- the order of the colored media in the proofing cassette inserted in the output device

The file type has some bearing on how the RIP software generates color separations for a job. For a definition of these files types, see *File Types* on page 3-2. Files can be divided into three categories:

- composite
- pre-separated
- separated

For composite files, the RIP software determines the order of the color separations. The order in which the RIP software generates color separations must match the color mapping order in the color separation list and the color order of the media in the proofing cassette.

For pre-separated files, the color order is coded inside the file. You cannot change the color order of the file, not in the RIP and not in Print Console. Therefore, the color mapping order in the color separation list and the color order of the media in the proofing cassette must match the order in which the color separations are coded inside the pre-separated file—that is, the order in which the RIP software will generate them.

For separated files, you can specify color order in Print Console, because each file represents one color. First you group the separated files together into one job; then you can create a color map for each color

separation. You then order the color separations to match the order of the colored media in the proofing cassette.

How do Different File Types Affect Color Separation Lists?

Color separation files can be divided into three categories:

- composite
- pre-separated
- separated

For definitions, see *File Types* on page 3-2.

The color separation list is designed for use with composite and pre-separated files. You must add all the color mappings and the order of those mappings to the color separation list for the file you are processing. If you don't specify the color mappings and color mapping order for composite files, Print Console is unable to give the output device information for the device media colors.

When you're using separated files, Print Console can automatically populate the color separation list with the names of the color separations, based on the file name extension and/or file scan results. For example, Print Console determines that a file name with an extension of **.C** or **.Cyan** is a cyan color separation file. Print Console then populates the color separation list with its findings and initializes the job properties for the file. You can edit the job properties as needed.

Note: Print Console is unable to determine spot color names from file name extensions; however, it compares the file extension to the list of RIP color names in the proof color table. If Print Console finds a color match, it uses that color.

Table 3-3: Summary of color separation lists and file types

File type	What to do and what happens
Composite and pre-separated files	Complete the **Separation Setup** tab in the print setup. No job grouping is required on the **Pending** tab. Information from the color separation list in print setup populates the Job Properties dialog box. You can edit job properties.
Separated files (for example, TIFF files)	Leave the **Separation Setup** tab blank in the print setup. Print Console determines color separation name for process colors by reading the file name extension, then populates the Job Properties dialog box. Group the job files together on the **Pending** tab and reorder the colors if required. **Note:** If you cleared the **Ignore RIP color names when matching** check box in the applied print setup, you must manually add color mappings to the Job Properties dialog box. See *How Does the Ignore RIP Color Name Feature Work?* on page 3-13.

How are Color Separation Lists Used?

Color separation lists are used to bridge the gap between the RIP software and the output device by mapping the RIP color name to the device color name.

Does the Color Separation List Instruct the RIP?

No, the color separation lists does not instruct the RIP; it bridges the gap between the RIP software and the output device by mapping the RIP color name to the device color name.

Jobs

This section contains three parts:

- What constitutes a job in Print Console?
- What are job properties?
- How are job properties initialized?

What Constitutes a Job in Print Console?

When you submit a file to Print Console, it displays on the **Pending** tab in the Queues window as a job. You can group two or more jobs together to create one large job that contains many files, and you can edit job properties. See the *Print Console User Guide* for information on job management.

What are Job Properties?

Job properties contain the information Print Console uses to process the job. They are derived from print setups. When you submit a file to Print Console, it applies a print setup to the incoming file. Print Console uses the configurations in the print setup to initialize the job properties for the incoming file.

You can view job properties using the Job Properties dialog box, and you can edit job properties as desired.

How are Job Properties Initialized?

Note: This section requires an understanding of device media, output media, print setups, and the file-scan feature.

Table 3-4 on page 3-33 summarizes job property initialization for input queues that have a print setup associated with them.

Table 3-5 on page 3-34 summarizes job property initialization for job submission mechanisms that use the default print setup, such as the **Submit File** command, the drag-and-drop method, or an input queue that lacks a print setup.

Table 3-4: Job initialization and custom print setups

Job initialization for files submitted to Print Console via an input queue with a print setup.			
Print setup included in file?	**File scan feature on or off?**	**File scan results: output medium or print setup?**	**Job initialization result**
Yes	Off	None	Print Console initializes the job properties from the input queue's print setup.
No	Off	None	Print Console initializes the job properties from the input queue's print setup. No output medium is specified. The job is RIPed, then Print Console automatically selects an output medium.

Table 3-5: Job initialization and the default print setup

Job initialization for files submitted to Print Console via the Submit File command, the drag-and-drop method, or an input queue that lacks a print setup.		
File scan feature on or off?	**File scan results**	**Job initialization result**
On	Output medium found.	Print Console uses the output medium specified in the file and initializes the rest of the job properties from the default print setup.
On	Print setup found. It contains an output medium.	Print Console initializes the job properties from the print setup in the file, which includes an output medium.
Off	None	Print Console applies the default print setup to the PostScript file. If the print setup lacks an output medium name, the job is RIPed, then Print Console automatically selects an output medium name.

PPD Files

This section contains three parts:

- What are PPD files?
- How are PPD files used?
- When should I generate PPD files?

What are PPD Files?

A PostScript printer description (PPD) file defines the capabilities of the output device to which Print Console is connected. It contains specific information about the features supported by the output device and the options available for each feature.

Print Console also automatically creates PPX files when it generates PPD files. PPX files are Preps-specific and contain virtual punch coordinate information.

PPD files include the output media and print setups you configured in Print Console. PPD files also include output device names. You can select output media, print setups, and output device names in imposition software, and the software inserts the selected option into the file it generates. Print Console can scan incoming files to find the option you selected in your imposition software, and Print Console uses this information to instruct the output device during file processing.

Note: Print Console only includes print setups that specify an output medium in the PPD file. Print setups that specify a device medium are not included in the PPD file.

PPD files contain the following media-independent information:

- image resolution
- recommended spot functions
- screening angles

The output media in the PPD files specify:

- image orientation
- media size
- area of the media to be imaged
- dot gain calibration curves

How are PPD Files Used?

PPD and PPX files are used by imposition software to present you with the options supported by the output device, such as output medium, print setup, and output device names. You can select these options in your imposition software, and the software inserts the selected options into the file it generates.

For the PPD and PPX files to be available to your imposition workstation, you must copy these files to the workstation via a network or using floppy disks. If you are using Preps, you must copy the PPX file to the Preps **\ppd** folder. See *How to Copy PPD and PPX Files to Your Desktop* on page 5-26.

Note: When using Prinergy with Print Console, you use the PPD file that Prinergy installed on your Macintosh with your desktop applications, and you use the PPD and PPX files generated by Print Console with Preps.

If your shop has more than one output device, you must generate a PPD file for each output device. If two output devices share the same default PPD file name, two PPD files will be generated with the same name. You should give at least one of the PPD files a unique name to differentiate between the PPD files.

Before doing this, you should determine what file naming conventions are required by your imposition software and by the operating system on your imposition workstation. Some imposition software applications and operating systems require an 8-character file name with a 3-character extension. To confirm the file naming conventions you should use, refer to your imposition software user guide and your operating system user guide.

When Should I Generate a PPD File?

Print Console automatically generates PPD and PPX files when you:

- start Print Console software
- exit the Configure Device Media, Configure Output Media, Configure Print Setups, and Configure Proof Color Mappings dialog boxes

By default, PPD and PPX files are stored in the **\PrintConsole\bin** folder on the drive where Print Console software is installed. You may change the default storage folder if desired.

After new PPD and PPX files are generated, you must make them available to your imposition software, so the new PPD and PPX file information is available for selection in the imposition software.

Input Queues

This section contains three parts:

- What are input queues?
- How are input queues used?
- How do input queues manage files?

What are Input Queues?

Input queues are job submission mechanisms. They let you submit files to Print Console for imaging on an output device.

Print Console supports five types of input queues:

- AppleTalk
- hot folders
- sockets
- line printer daemons (LPDs)
- NT named pipes

Note: Print Console 1.0 only supports hot folder input queues. Future releases of the software will support all types of input queues.

How are Input Queues Used?

You can use input queues three ways:

- You can connect your front-end systems to Print Console via an input queue, then submit files to Print Console.
- You can use input queues to manage failed and done job files.
- You can attach a print setup to an input queue. Print Console uses the print setup to initialize job properties for the files you submit to it via the input queue.

To connect your front-end system to Print Console, create an input queue, then configure your system to send files to the input queue.

To manage failed and done job files using an input queue, select the **Use done directory** and **Use failed directory** check boxes when creating the input queue.

To attach a print setup to an input queue, select a print setup from the **Use print setup** box.

For details, see *Configure Input Queues Dialog Box* on page 6-18.

How do Input Queues Manage Files?

Print Console input queues can manage done and failed job files, but you must configure them to do so. To enable these features, select the **Use done directory** and **Use failed directory** check boxes, then specify a directory for the files.

When you submit files to Print Console via the input queue, Print Console manages the job files according to the directories you specified. When the job is done,

Print Console places the job files in the done directory. If the job fails, Print Console places the failed files in the failed directory.

When you clear the **Use done directory** and **Use failed directory** check boxes, Print Console doesn't manage your job files. When Print Console is finished processing a job file—regardless of whether the file was completed or failed—it deletes the file from the Print Console system. Only the job record remains in the Print Console system, not the job file(s). In this case, you must use your front-end system to manage the job files.

4 System Configuration Dialog Boxes

Included in This Chapter:

Overview 4-2

Configure Device Media Dialog Box 4-2

Configure Output Media Dialog Box 4-8

Configure Proof Color Mappings Dialog Box 4-23

Generate PPD Dialog Box 4-27

Configure Workstation Dialog Box 4-41

Preferences Dialog Box 4-47

Overview

This chapter describes options on the dialog boxes used to configure the Print Console system. Use this chapter to understand the options on the configuration dialog boxes, and use the instructions in *Chapter 5, System Configuration Procedures*, to configure your Print Console system. After you've configured your system, you're ready to create job-specific configurations. See *Chapter 6, Job Configuration Dialog Boxes*.

For information on Print Console concepts, refer to *Chapter 3, Print Console Concepts*.

Note: All system configuration dialog boxes are accessed from the **Configuration** menu in Print Console.

Configure Device Media Dialog Box

Device media are the media onto which the output device images data. For example, a Trendsetter Spectrum can image onto plates, film, or digital halftone proofing media, all of which are considered device media. See also *Device Media* on page 3-4.

Device media information is added to the firmware on the output device by your service representative when your output device is installed. You do not add device media information yourself; however, you can

configure the following options for device media on the Configure Device Media dialog box in Print Console software:

- manufacturer
- tinting scheme
- medium material
- default color order

The Configure Device Media dialog box displays by selecting **Device Media** from the **Configuration** menu.

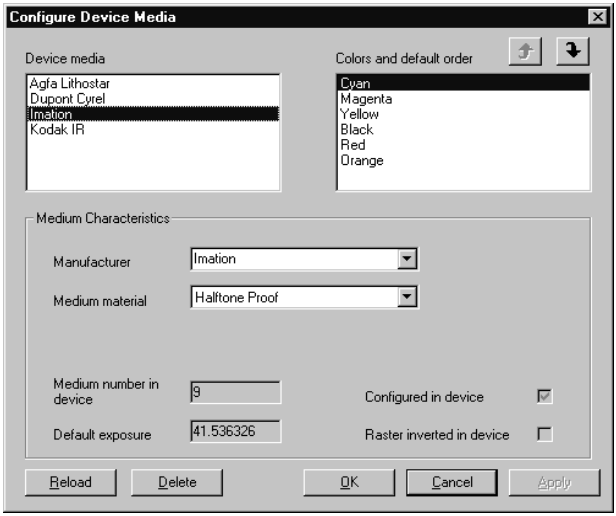


Figure 4-1: Configure Device Media dialog box

Device Media Box

The **Device media** box displays the names of the device media that your service representative has configured in the output device firmware.

When your service representative deletes device media from the output device, the device media are not automatically deleted from the **Device media** box. The **Configured in device** check box indicates whether or not the selected device medium is configured in the output device. When the check box is selected, the device medium is configured in the output device. When the check box is cleared, the device medium is no longer configured in the output device, and you can manually delete it from the **Device media** box. See the *Medium Characteristics Section* on page 4-5.

Colors and Default Order Box

If the device medium you selected in the **Device media** box is used for digital halftone proofing, the **Colors and default order** box displays the colors available for the selected device medium, as well as the default color order.

Note: If the device medium is used for plating, the **Colors and default order** box is empty.

This box displays all the colored device media that have ever been configured in the output device for the selected device medium. When a device media color is deleted from the output device firmware by your service representative, the color is not automatically deleted from the **Colors and default order** box. You must manually delete the color from this box.



You can use the up and down arrow buttons to set color order in the **Colors and default order** box. The up arrow button moves the selected color up; the down arrow button moves the selected color down.

The color separation order you define in the **Colors and default order** box is the default color order. It is used when you don't define a separation order in the Job Properties dialog box for a selected job. See *Separations Tab* on page 8-10.

Medium Characteristics Section

In the **Medium Characteristics** section, you can configure four options for the device medium you selected in the **Device media** box:

- **Manufacturer**
- **Medium material**
- **Tinting scheme**

Use the **Manufacturer** drop-down list to select a manufacturer for the device medium you selected in the **Device media** box. You may also type the name of the manufacturer in this box. The **Manufacturer** option simply provides information about the device medium.

Use the **Medium material** drop-down list to select the type of material of which the device medium you selected in the **Device media** box is made.

Use the **Tinting scheme** drop-down list to select a tinting scheme for Volcano film. The RIP uses the selecting tinting scheme during RIPing.

Note: The **Tinting scheme** option is only used with media that is imaged on a ThermoFlex output device and that your service representative has configured for tinting. This option displays when you select a thermoflex medium in the **Device media** box. Otherwise the **Tinting scheme** option is not displayed.

The remaining options are display only; you cannot modify them:

- **Medium number in device**
- **Default exposure**
- **Configured in device**
- **Raster inverted in device**

The **Medium number in device** option displays the number of the slot in the output device firmware that holds the information for the device medium you selected in the **Device media** box.

The **Default exposure** option displays the default exposure setting for the device medium you selected in the **Device media** box.

The **Configured in device** option displays whether or not the medium you selected in the **Device media** box is still configured in the output device firmware. When the check box is selected, the device medium is configured in the output device firmware; when the check box is cleared, the device medium is no longer configured in the output device firmware.

When a device medium is no longer configured in the output device, you can't use it. You must manually remove the device medium from the Configure Device Media dialog box. See *How to Delete Device Media* on page 5-5.

The **Raster inverted in device** option displays whether or not the device medium you selected in the **Device media** box is negative working. When the check box is selected the device medium is negative working; when the check box is cleared, the device medium is positive working.

Buttons Available

This section describes the buttons on the Configure Device Media dialog box.

Table 4-1: Buttons on the Configure Device Media dialog box

Button	Description
Reload	Click **Reload** during an editing session to reload the configurations from the registry for the selected device medium. This button reloads the configurations that were saved the last time you clicked the **Apply** or **OK** button.
Delete	Click **Delete** to delete a selected device medium from the Configure Device Media dialog box. Click **Apply** or **OK** to confirm the deletion; click **Cancel** to cancel the deletion.
OK	Click **OK** to save all the changes you've made in the Configure Device Media dialog box and close the dialog box.
Cancel	Click **Cancel** to discard all changes you've made in the Configure Device Media dialog box and close the dialog box.
Apply	Click **Apply** to save the changes you've made in the Configure Device Media dialog box without closing the dialog box. Click **OK** to close the dialog box.

Configure Output Media Dialog Box

Output media are specific sizes of device media.

You configure output media using the Configure Output Media dialog box. The Configure Output Media dialog box displays by selecting **Output Media** from the **Configuration** menu.

The Configure Output Media dialog box has two tabs:

- **General**
- **Optional**

Note: Output media information is written to the PPD file for use in desktop applications. See also *Generate PPD Dialog Box* on page 4-27.

General Tab

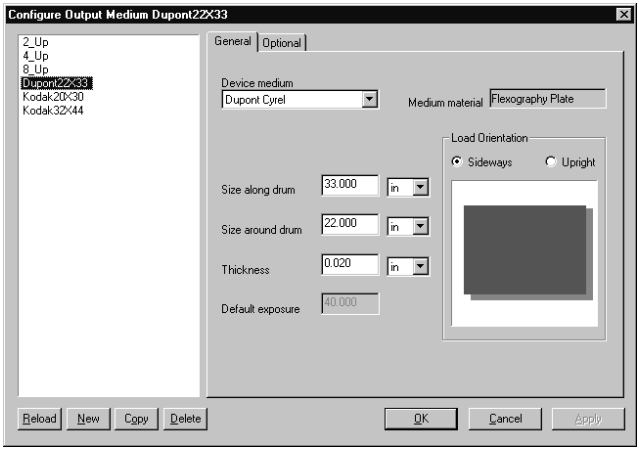


Figure 4-2: Configure Output Media—General tab

The following options are available in the Configure Output Media dialog box on the **General** tab.

Note: All the options on the Configure Output Media dialog box are grayed out when no output media exist. To create an output medium, see *How to Create New Output Media* on page 5-8.

Output Media List Box

The output media list box is unlabeled. It lists all the output media configured in the system.

The selected output medium is also displayed in the title bar of the Configure Output Media dialog box.

Device Medium Box

From the **Device Medium** drop-down list, select the device medium name on which you're going to base the output medium. The device medium name is the same name that displays in the **Device Media** box on the Configure Device Media dialog box.

Device Proof Format Box

Note: This option is only available when you select a digital halftone proofing device medium.

From the **Device Proof Format** drop-down list, select a proof size for the output medium, for example, four-up or eight-up. Device proof formats are preset by your service representative in the output device firmware when your system is installed. You cannot change them in the Configure Output Media dialog box.

Size Along Drum Box

Note: When you select a digital halftone proofing device medium, this option is display only, and you cannot change the measurements.

Use the **Size along drum** option to specify the dimension of the medium when it is loaded under the leading edge clamp: along the drum. This could be either the width or length of the medium, depending on the load orientation of the medium. For example, when a 32" x 44" plate is sideways loaded, 44" is the dimension loaded along the drum.

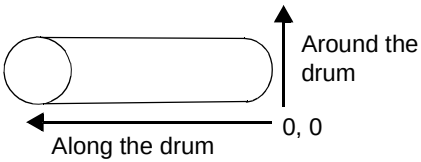


Figure 4-3: Around the drum versus along the drum

You can use fractions and decimal points when specifying media dimensions. You can also specify the measurement type by selecting **mm** or **inches** from the drop-down list. The unit of measurement you select is used for all the tabs in the Configure Output Media dialog box for the selected output medium.

When you change the dimensions of the output medium on this tab, Print Console updates the dimensions on all the tabs in the Configure Output Media dialog box for the selected output medium.

Size Around Drum Box

Note: When you select a digital halftone proofing device medium, this option is display only, and you cannot change the measurements.

Use the **Size around drum** option to specify the dimension of the medium when it is loaded around the drum. This could be either the width or length of the medium, depending on the load orientation of the medium. For example, when a 32" x 44" plate is sideways loaded, 32" is the dimension that will be loaded around the drum. See Figure 4-3 on page 4-10.

You can use fractions and decimal points when specifying media dimensions. You can also specify the measurement type by selecting **mm** or **inches** from the drop-down list. The unit of measurement you select is used for all the tabs in the Configure Output Media dialog box for the selected output media.

When you change the dimensions of the output medium on this tab, Print Console updates the dimensions on all the tabs in the Configure Output Media dialog box for the selected output medium.

Thickness Box

In the **Thickness** box, type the thickness of the output media, then select a unit of measurement, either inches or millimeters. The unit of measurement you select is used for all the tabs in the Configure Output Media dialog box for the selected output media.

Note: You can enter fractions and decimal points in the **Thickness** box.

For output media used for digital halftone proofing, Print Console automatically adds the output media thickness to the **Thickness** box. It pulls this value from the output device. You can't edit the thickness in this case.

Default Exposure Box

In the **Default exposure** box, type the default exposure level for the selected device medium. This option only applies to output devices with green imaging heads. Do not use this option if your output device has a thermal imaging head.

Note: Trendsetter Spectrum and Proofsetter Spectrum have thermal imaging heads.

Medium Material Box

The **Medium Material** box displays the material of which the device medium you selected in the **Device Medium** box is made, for example, halftone proof.

Load Orientation

Note: When you select a digital halftone proofing device medium, this option is display only; you cannot change the load orientation.

You can choose one of two load orientation options for the output medium:

- **Sideways**
- **Upright**

The graphic on the dialog box shows how your selection affects the load orientation. If you change the orientation, the dimensions in the **Size Along Drum** and **Size Around Drum** boxes are automatically changed to match the load orientation.

Optional Tab

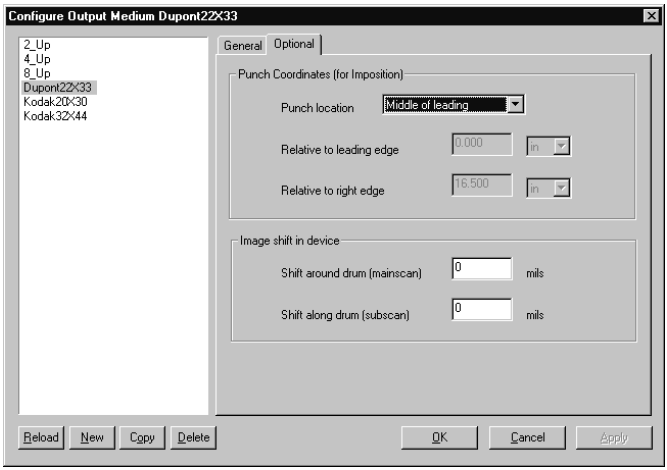


Figure 4-4: Configure Output Media—Optional tab

The following options are available in the Configure Output Media dialog box on the **Optional** tab.

Output Media List Box

The output media list box is unlabeled. It lists all the output media configured in the system.

The selected output medium is also displayed in the title bar of the Configure Output Media dialog box.

Punch Coordinates (for Imposition) Section

Note: The punch location you specify is included in the PPX file Print Console generates. PPX files are automatically generated when a PPD file is generated. See also *Generate PPD Dialog Box* on page 4-27.

This section contains three options:

- **Punch location**
- **Relative to leading edge**
- **Relative to right edge**

The **Punch location** option is used to instruct imposition software where to specify punch coordinates. The punch coordinate automatically locks the center of the press sheet to the center of the media or to the defined location of the punch.

Note: The punch is generally not imaged on the plate.

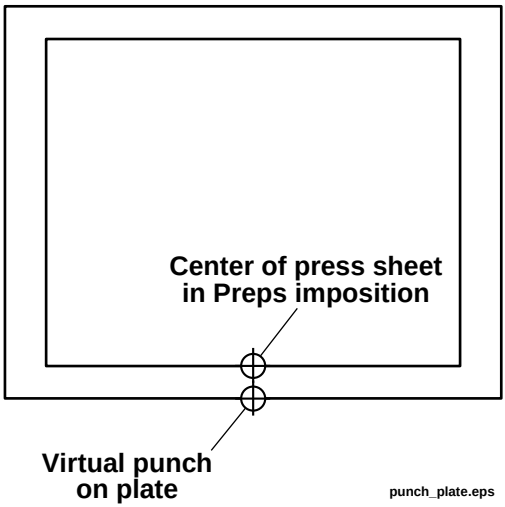


Figure 4-5: Punch on a plate

The default punch location is centered on the leading edge, relative to the right edge. If you want to change the default, select one of the following options from the **Punch location** drop-down list:

- **Custom**
- **Left**
- **Middle of leading**
- **Right**
- **Trailing**

The **Relative to leading edge** box displays the leading edge coordinate of the punch location you selected, that is, the distance of the punch relative to the leading edge. See Figure 4-7 on page 4-17.

The **Relative to right edge** box displays the right edge coordinates of the punch location you selected—that is, the distance of punch relative to the right edge.

Print Console populates the values in these options using information from the **Size along drum** and **Size around drum** options on the **General** tab in the Configure Output Media dialog box.

Note: The only time you can specify the coordinates for the punch location is when you select **Custom** from the **Punch location** drop-down box.

Figure 4-6 on page 4-17, Figure 4-7 on page 4-17, and Figure 4-8 on page 4-18 illustrate the relationship between the punch, the imposition, and the load orientation. The default punch location for a plate loaded sideways or upright is halfway across the leading edge (along drum) dimension, relative to the right edge of the plate.

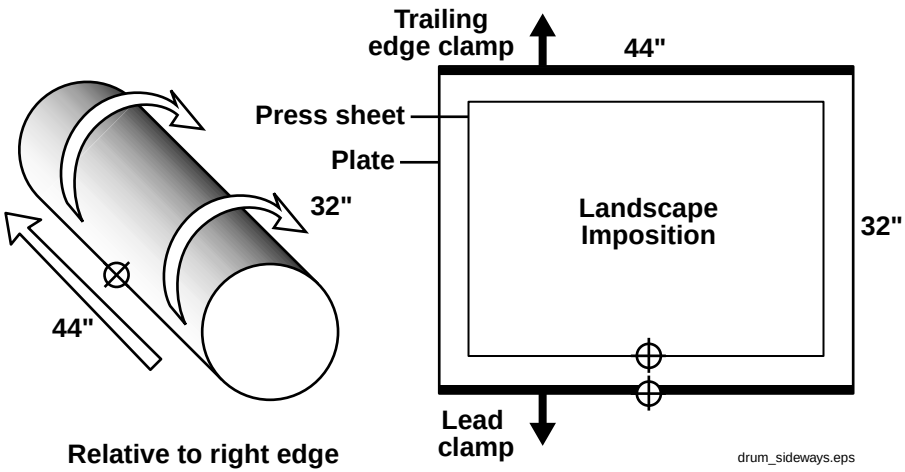


Figure 4-6: Sideways load and landscape imposition press sheet

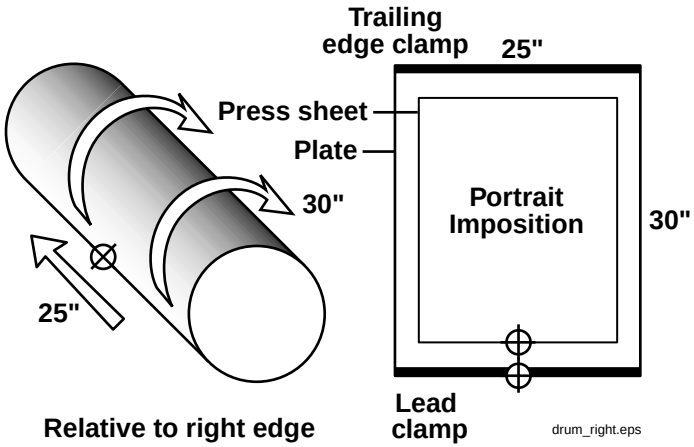


Figure 4-7: Upright load and portrait imposition press sheet

If a plate is loaded upright and with landscape imposition, the virtual punch is usually centered on the right edge of the plate, relative to the leading edge.

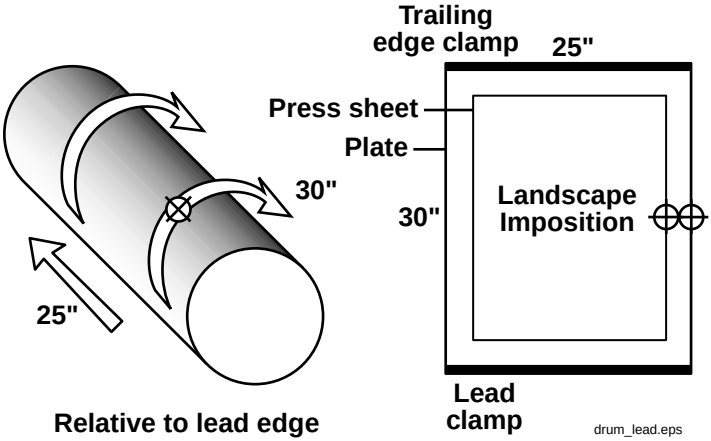


Figure 4-8: Upright load and landscape imposition press sheet

Table 4-2 on page 4-19 illustrates virtual punch coordinates on:

- 32" x 44" plates with landscape imposition and a sideways load
- 25" x 30" plates with portrait imposition and an upright load
- 25" x 30" plates with landscape imposition and an upright load

Table 4-2: Press sheet imposition and plate load orientation

Plate Size	32" x 44"	25" x 30"	25" x 30"
Along Drum (Lead Edge Clamp)	44"	25"	25"
Around Drum	32"	30"	30"
Press Sheet Imposition Orientation	Landscape	Portrait	Landscape
Plate Load Orientation	Sideways	Upright	Upright
Virtual Punch Location Setting	Center of leading edge	Center of leading edge	Center of right edge
Virtual Punch Location	22" relative to right edge	12.5" relative to right edge	15" relative to leading edge
Illustration of Plate Load and Imposition Press Sheet	See Figure 4-6 on page 4-17	See Figure 4-7 on page 4-17	See Figure 4-8 on page 4-18

Image Shift in Device Section

This section contains two options:

- **Shift around drum (mainscan)**
- **Shift along drum (subscan)**

When you set these options, the output device shifts the RIPed files before imaging them—that is, the output device shifts the image rather than the RIP software.

These options are useful when you want to use the same imposed files for digital halftone proofing and plating. You can impose the files for the smaller output media size, then set these options for the larger output media size. As a result, when you use the same imposed files for digital halftone proofing and plating, Print Console images each RIPed file on the smaller output medium size as is, then the output device shifts each RIPed file when it images it on a larger output media size.

In the **Shift around drum (mainscan)** box, type the amount you want the output device to shift the RIPed file around the drum before imaging it.

In the **Shift along drum (subscan)** box, type the amount you want the output device to shift the RIPed file along the drum before imaging it.

Buttons Available

This section describes the buttons on the Configure Output Media dialog box.

Table 4-3: Buttons on the Configure Output Media dialog box

Button	Description
Reload	Click **Reload** during an editing session to reload the configurations from the registry for the selected output medium. This button reloads the configurations that were saved the last time you clicked **Apply** or **OK**.
New	Click **New** to create a new output medium.
Copy	Click **Copy** to create a copy of a selected output medium, then save it with a new name.
Delete	Click **Delete** to delete a selected output medium from the Configure Output Media dialog box. Click **Apply** or **OK** to confirm the deletion; click **Cancel** to cancel the deletion.
OK	Click **OK** to save all the changes you've made in the Configure Output Media dialog box and close the dialog box.

Button	Description
Cancel	Click **Cancel** to discard all changes you've made in the Configure Output Media dialog box and close the dialog box.
Apply	Click **Apply** to apply the changes you made in the Configure Output Media dialog box without closing the dialog box. Click **OK** to close the dialog box.

Configure Proof Color Mappings Dialog Box

Note: The proof color table is only used for digital halftone proofing; it is not used for any other process.

The Configure Proof Color Mappings dialog box is used to create color mappings for device media. Color mappings consist of two names:

- the name of the color reported by the RIP software
- the name of the device color

You use color mappings when you configure print setups or when you change job properties. See also *Proof Color Table* on page 3-19.

The Configure Proof Color Mappings dialog box displays by selecting **Proof Color Table** from the **Configuration** menu.

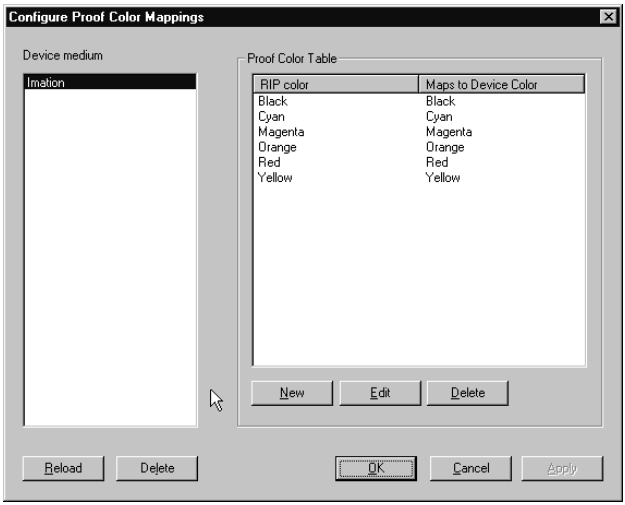


Figure 4-9: Configure Proof Color Mappings dialog box

The following options are available in the Configure Proof Color Mappings dialog box.

Device Medium List

From the **Device medium** box, select a device medium. Only device media used for digital halftone proofing display in the Configure Proof Color Mappings dialog box. The proof color table box displays the color mappings configured for the selected device medium.

Proof Color Table

The proof color table contains two columns:

- **RIP color**
- **Maps to Device Color**

The **RIP color** column lists the names of the colors that the RIP software will find in the file it RIPs. The **Maps to Device Color** column lists the names of the colored device media.

The name in the **RIP color** column is mapped to the name in the **Maps to Device Color** column, and together the color names create a color mapping. You select color mappings when you're configuring the **Separation Setup** tab for a print setup or changing the **Separation** tab in the Job Properties dialog box for a job.

See also *Proof Color Table* on page 3-19.

Proof Color Table Buttons

Table 4-4: Proof color table buttons

Button	Description
New	Click **New** to create a new color mapping.
Edit	Click **Edit** to edit a selected color mapping.
Delete	Click **Delete** to delete a selected color mapping from the Configure Proof Color Mappings dialog box. Click **OK** to confirm the deletion; click **Cancel** to cancel the deletion.

Buttons Available

This section describes the buttons on the Configure Color Mappings dialog box.

Table 4-5: Buttons on the Configure Print Setups dialog box

Button	Description
Reload	Click **Reload** during an editing session to reload the color mapping configurations from the registry for the selected device medium. This button reloads the configurations that were saved the last time you clicked **Apply** or **OK**.
Delete	Click **Delete** to delete a selected color mapping from the Configure Proof Color Mappings dialog box. Click **Apply** or **OK** to confirm the deletion; click **Cancel** to cancel the deletion.
OK	Click **OK** to save all the changes you've made in the Configure Proof Color Mappings dialog box and close the dialog box.
Cancel	Click **Cancel** to discard all changes you've made in the Configure Proof Color Mappings dialog box and close the dialog box.
Apply	Click **Apply** to apply the changes you made in the Configure Proof Color Mappings dialog box without closing the dialog box. Click **OK** to close the dialog box.

Generate PPD Dialog Box

The Generate PPD dialog box displays by selecting **Generate PPD** from the **Configuration** menu. The Generate PPD dialog box has three tabs:

- **General**
- **Screening**
- **Spot Functions**

See also *PPD Files* on page 3-35.

General Tab

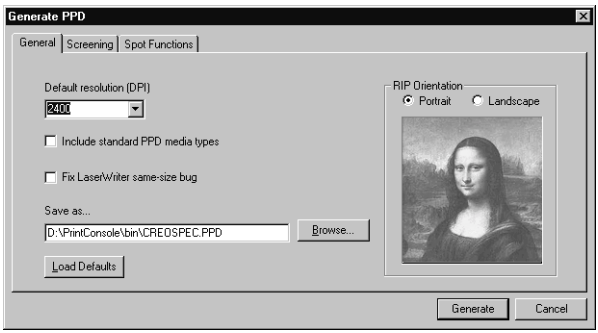


Figure 4-10: Generate PPD dialog box

The following options are available in the **General** tab in the Generate PPD dialog box.

Default Resolution (DPI) Box

From the **Default resolution (DPI)** drop-down list, select the default resolution for the output device. This information is used to build a profile of the output device for desktop software such as Preps that use information from the PPD file when they create files.

Include Standard PPD Media Types Check Box

Select the **Include standard PPD media types** check box to include standard PPD media types in the PPD file. Some examples of standard media types are: letter, legal, tabloid, and A4. These standard media types are used by desktop publishing applications such as QuarkXPress when writing PostScript files.

Fix LaserWriter Same-Size Bug Check Box

Use the **Fix LaserWriter same-size bug** option to address a problem with Macintosh LaserWriter drivers.

When a Macintosh LaserWriter driver encounters media of the same size, it picks the first medium with the correct size that it encounters, even if you select a different medium.

Select the **Fix LaserWriter same-size bug** option for Print Console to add a very small number to each output medium size in the system, so no two output media are exactly the same size. This option ensures the Macintosh LaserWriter doesn't encounter output media of the same size.

Note: This output medium size deviation is very small, less than 1/10,000 of a point. Imposition accuracy is not sacrificed when you enable this feature.

Clear the **Fix LaserWriter same-size bug** option to disable this feature.

Save As Box and Browse Button

Use the **Save as** box to specify where you want Print Console to save the PPD file and what you want Print Console to name the file. Click **Browse** to browse for a location.

Load Defaults Button

Click **Load Defaults** to load all the default screening settings. This button loads the defaults for all the options on all three of the tabs on the Generate PPD dialog box. For example, if you've added new spot functions to the **Spot Functions** tab, then you return to the **General** tab and click **Load Defaults**, Print Console loads the defaults, which deletes the spot functions you previously added.

RIP Orientation

The **RIP Orientation** option specifies the orientation of the output device in relationship to the coordinate space of the RIP software you're using.

Choose either a **Landscape** or a **Portrait** RIP orientation. Your selection is included in the PPD file and used by your imposition software to show the correct orientation for output media. The orientation selected in this option must match the orientation of your RIP.

For example, Prinergy uses a RIP with landscape orientation. For Prinergy systems, you set the option to **Landscape**. When you fail to correctly set this option, you must use Prinergy to rotate the files.

Note: The imposition software also places the virtual punch coordinate using the **RIP Orientation** setting from the PPD file. For landscape orientation, the virtual punch is placed on the x dimension along the drum. For portrait orientation, the virtual punch is placed on the y

dimension along the drum. (For plates, the virtual punch location defaults to the middle of leading.)

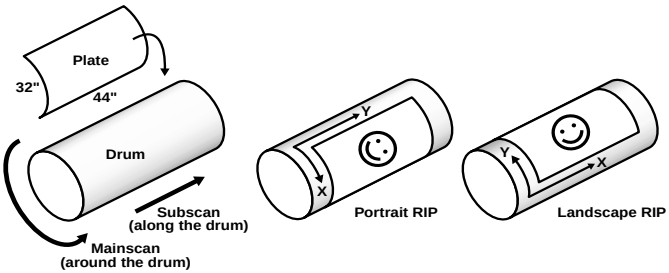


Figure 4-11: Landscape versus portrait PPD file setting

Screening Tab

The **Screening** tab displays the screening settings that are supported by Allegro RIP and recommended for the output device to which Print Console is connected.

When you make the PPD file available to your desktop software, you can select these screening settings in imposition software and other desktop applications such as QuarkXPress.

Note: Desktop software does not limit you to these screening settings.

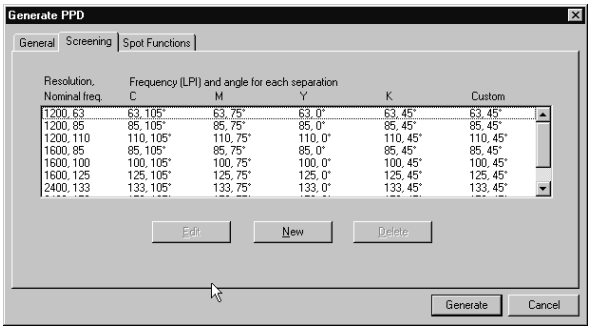


Figure 4-12: Generate PPD dialog box—Screening tab

The following options are available in the **Screening** tab in the Generate PPD dialog box.

Resolution, Nominal Frequency

The **Resolution, Nominal freq.** column displays the resolution (dpi) and nominal frequency (lpi) that the output device supports. Desktop software such as Preps uses the screening information in the PPD file when creating PostScript files.

PPD files let you define line frequencies, also called screen frequencies, for each color separation. However, due to a PPD file limitation, some imposition software applications that use the PPD file can only

display one line frequency for all color separations. The software cannot display a line frequency for each color separation.

Figure 4-13 shows the correct line frequencies that will be output from Preps.

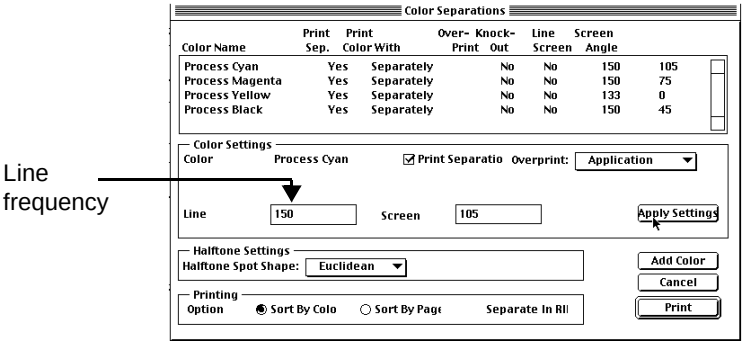


Figure 4-13: Preps Color Separations dialog box

The **Frequency (LPI) and angle for each separation** option in the Generate PPD dialog box is used to address this PPD file limitation. The nominal frequency defines the line frequency that will appear in imposition software such as Preps. For example, Figure 4-14 on page 4-33 shows the Preps Device Configuration dialog box, where the **Line** box shows the nominal frequency.

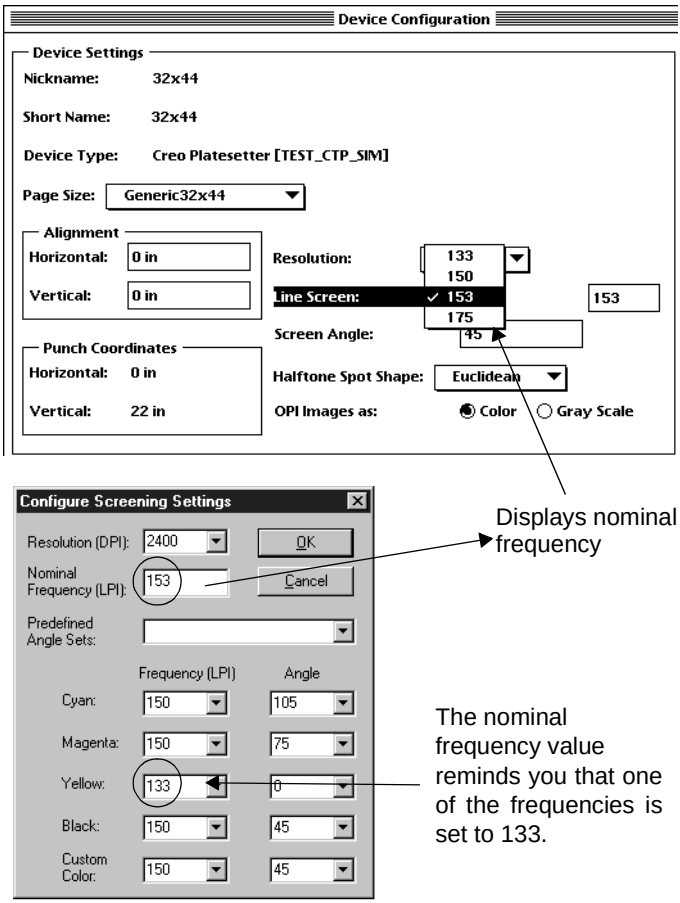


Figure 4-14: How nominal frequency displays in Preps

If you are using a different line frequency for one of your color separations, you should make the nominal frequency a number that reflects the different line frequency. For example, as shown in Figure 4-14, the nominal line frequency is 153. In this case, it is meant

to remind you that this screening selection has line frequencies of 150 for all separations EXCEPT one, which is set to 133.

Frequency (LPI) And Angle For Each Separation

The **Frequency (LPI) and angle for each separation** column displays the lines per inch (lpi) and angles recommended for Creo-supported RIP software. Desktop software such as Preps uses the frequency and angle information in the PPD file when creating PostScript files.

Custom screening angles include all screening angle sets that are different from the predefined sets in the Configure Screening Settings dialog box (see Figure 4-15 on page 4-36).

If you set up custom screening angles in the Configure Screening Settings dialog box you must set up your RIP software accordingly. Refer to your RIP software documentation for more information.

If you want to use multiple angle sets, please contact your service representative.

Buttons on the Screening Tab

Table 4-6: Buttons on the Screening tab

Button	Description
Edit	Select a screening setting, then click **Edit** to display the Configure Screening Settings dialog box and edit the screening setting. See *Configure Screening Settings Dialog Box* on page 4-36.
New	Click **New** to display the Configure Screening Settings dialog box and define a new set of screening parameters.
Delete	Click **Delete** to delete a selected screening setting from the **Screening** tab. Click **Generate** to confirm the deletion; click **Cancel** to cancel the deletion.

Configure Screening Settings Dialog Box

The Configure Screening Settings dialog box displays by clicking **New** or **Edit** on the **Screening** tab in the Generate PPD dialog box.

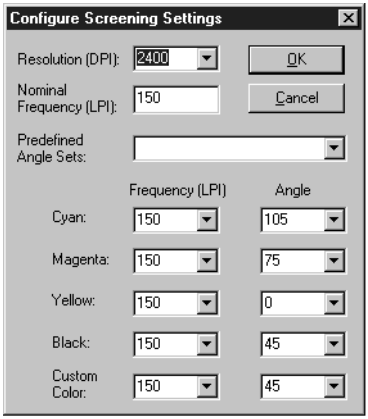


Figure 4-15: Configure Screening Settings dialog box

Note: The custom color line frequency and screening angle values are used for all spot colors.

The Configure Screening Settings dialog box contains five options:

- **Resolution (DPI)**
- **Nominal Frequency (LPI)**
- **Predefined Angle Sets**
- **Frequency (LPI)**
- **Angle**

Use the **Resolution (DPI)** option to select the resolution (dpi) for which the screening set will be applied.

Use the **Nominal Frequency (LPI)** option to type the frequency value that will appear in the imposition software when the PPD file is used. See also *Resolution, Nominal Frequency* on page 4-31.

Use the **Predefined Angle Sets** option to select predefined angle sets. If you set this option, don't set the **Angle** option.

Use the **Frequency (LPI)** option to type or select the line frequency for each separation color (**Cyan**, **Magenta**, **Yellow**, **Black**, and **Custom Color**). You may use decimal values for line frequencies.

Use the **Angle** option to type the angle for each separation color (**Cyan**, **Magenta**, **Yellow**, **Black**, and **Custom Color**). If you set this option, don't set the **Predefined Angle Sets** option.

Spot Functions Tab

Spot functions are dot shapes that can influence the quality of print reproduction. To compliment the type of images you are printing, choose the spot function carefully.

By default, the PPD file includes four spot functions; however, you can add additional spot functions to the PPD file when you configure it.

When you add a custom spot function, you must do two things:

- Add the custom spot function to the PPD file, so you can use it in desktop applications.
- Register the custom spot function with your RIP software, so you can select it in the RIP screening controls and create calibration curves for it.

For more information on spot functions, see the documentation provided with your RIP software.

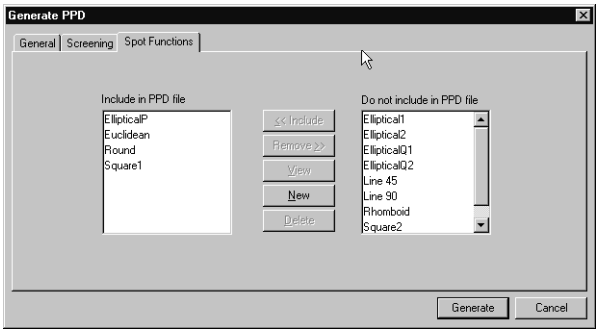


Figure 4-16: Generate PPD dialog box—Spot Functions tab

The following options are available in the **Spot Functions** tab in the Generate PPD dialog box.

Include in PPD File

The **Include in PPD file** box lists the spot functions that will be included in the PPD file.

Do Not Include in PPD File

The **Do not include in PPD file** box lists the spot functions that will be omitted from the PPD file.

Buttons on the Spot Functions Tab

Table 4-7: Buttons on the Spot Functions tab

Button	Description
Include	Select a spot function in the **Do not include in PPD file** box, then click **Include** to move the selected spot function to the **Include in PPD file** box.
Remove	Select a spot function in the **Include in PPD file** box, then click **Remove** to move the selected spot function to the **Do not include in PPD file** box.
View	Click **View** to display the Spot Function dialog box and look at the code for the selected spot function.
New	Click **New** to display the Spot Function dialog box and add a custom spot function to the PPD file.
Delete	Click **Delete** to delete selected spot functions from the PPD file. Click **Generate** to confirm the deletion; click **Cancel** to cancel the deletion. **Note:** You can't delete a default spot function.

Buttons Available

This section describes the buttons on the Generate PPD dialog box.

Table 4-8: Buttons on the Configure Print Setups dialog box

Button	Description
Generate	Click **Generate** to generate a PPD file for the settings you have specified in the Generate PPD dialog box.
Cancel	Click **Cancel** to discard all changes you've made in the Generate PPD dialog box and close the dialog box.

Configure Workstation Dialog Box

The Configure Workstation dialog box is used to configure workstation defaults. It displays by selecting **Workstation** from the **Configuration** menu. The Configure Workstation dialog box has three tabs:

- **Defaults**
- **Licenses**
- **Serial I/O**

Defaults Tab

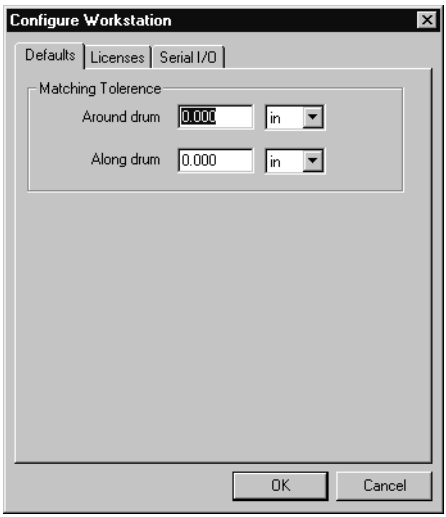


Figure 4-17: Configure Workstation dialog box—Defaults tab

The following options are available in the **Defaults** tab in the Configure Workstation dialog box.

Matching Tolerances Section

This section contains two options:

- **Around drum**
- **Along drum**

Use the **Around drum** and **Along drum** options to specify a tolerance measurement for Print Console to use when it automatically selects an output medium for a RIP raster size.

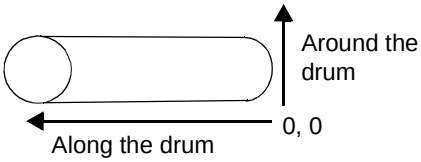


Figure 4-18: Around the drum versus along the drum

Print Console automatically selects an output medium when you fail to select one in the print setup, in the Job Properties dialog box, or in a desktop application. Print Console matches the raster to an output medium that is bigger than the raster size, but no bigger than the tolerances specified in this section.

Licenses Tab

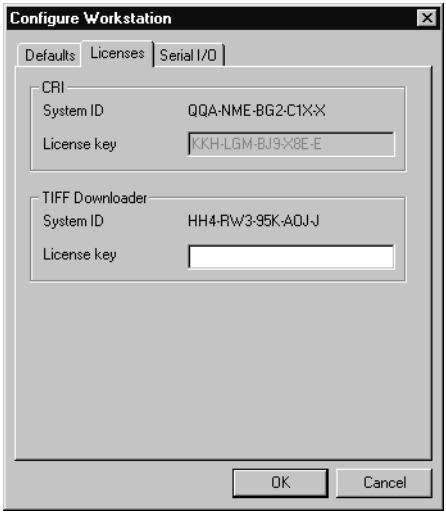


Figure 4-19: Configure Workstation—Licenses tab

The following options are available in the **Licenses** tab in the Configure Workstation dialog box.

CRI Section

Two numbers display in the Creo Recorder Interface (CRI) section:

- **System ID**
- **License key**

The **System ID** option displays the system ID number on which the CRI key is based. For example, if you install CRI after the Print Console installation, you must report the **System ID** number to your service representative to get your CRI license key number.

Type the CRI license key number into the **License key** box when you're installing CRI with Print Console.

TIFF Downloader Section

Two numbers display in the TIFF Downloader section:

- **System ID**
- **License key**

The **System ID** option displays the system ID number on which the Creo TIFF Downloader key is based.

The license key number is based on the **System ID** number. Contact your service representative with your system ID number to get your Creo TIFF Downloader license key number. Type your license key in the **License key** box. .

Note: The licence key is case sensitive and must be entered in all upper case characters.

You can use Creo TIFF Downloader as a diagnostic tool without a license key; however, when it's used as a diagnostic tool, Creo TIFF Downloader adds the words **Creo Diagnostic Tool** to each image you plot and outputs a message to the History window that the TIFF Downloader has started and is under a diagnostic licence. When Creo TIFF Downloader is licensed, it no longer adds the words **Creo Diagnostic Tool** to each image you plot, and it will output a status message in the History window stating that the TIFF Downloader has started and is fully licenced.

Serial I/O Tab

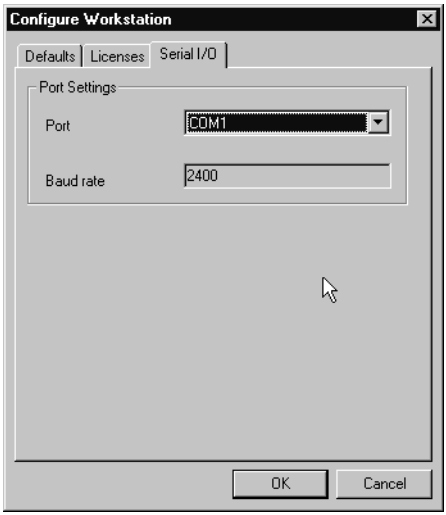


Figure 4-20: Configure Workstation—Serial I/O tab

The following options are available in the **Communications Ports** tab in the Configure Workstation dialog box.

Port Settings Section

This section contains two options:

- **Port**
- **Baud rate**

These options configure serial port communication between Print Console and the output device. The serial port is used to control the output device and receive feedback from the output device.

Note: The SCSI port is used to transfer RIPed files from the Print Console system to the output device.

Use the **Port** option to select a serial port. The serial port is used to connect the serial cable from the Print Console workstation to the output device.

When you change the **Port** setting, you must change the serial cable connection to match the setting in the software. You do not need to change the diagnostic cable.

Use the **Baud rate** option to specify the communication rate between Print Console and the output device. The baud rate for Print Console is always 2400.

Buttons Available

This section describes the buttons on the Configure Workstation dialog box.

Table 4-9: Buttons on the Configure Workstation dialog box

Button	Description
OK	Click **OK** to save the settings you have specified in the Configure Workstation dialog box.
Cancel	Click **Cancel** to discard all changes you've made in the Configure Workstation dialog box and close the dialog box.

Preferences Dialog Box

The Preferences dialog box is used to specify Print Console workstation preferences. The Preferences dialog box displays by selecting **Preferences** from the **Configuration** menu.

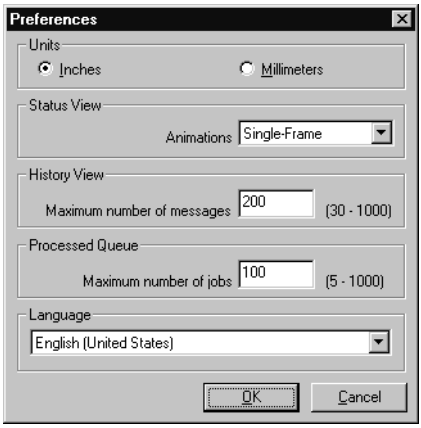


Figure 4-21: Preferences dialog box

The following options are available on the Preferences dialog box.

Units Section

The Units section contains two options:

- **Inches**
- **Millimeters**

This option sets the default unit of measurement for all dialog boxes in Print Console. However, you can override the default measurement type on the

Configure Output Media dialog box for individual output media. For example, you may specify one output medium in inches and another in millimeters.

Status View Section

Use the **Animations** drop-down list to control the animation on the Status window. You can choose between three states:

- **Off**
- **Single-Frame**
- **Full**

The **Off** option turns the animation off. In its place, Print Console displays a graphic of the output device to which it is connected. The **Single-Frame** option displays the first frame of each animation sequence, instead of the whole sequence. The **Full** option turns the full animation on: you can watch an animation of the output device imaging the active job.

For Alpha workstations, we recommend you select the **Single-Frame** or **Off** setting, because the full animation negatively affects the performance of Alpha workstations.

For Intel workstations, you may use full animation without any negative effects on performance.

History View Section

Use the **Maximum number of messages** option to specify how many messages to keep in the History window at one time.

Processed Queue Section

Use the **Maximum number of jobs** option to specify how many processed jobs to keep in the **Processed** tab in the Queues window at one time.

Language Section

Use the **Language** option to select a language for Print Console.

Buttons Available

This section describes the buttons on the Preferences dialog box.

Table 4-10: Buttons on the Preferences dialog box

Button	Description
OK	Click the **OK** button to save the settings you have specified in the Preferences dialog box.
Cancel	Click the **Cancel** button to discard all changes you've made in the Preferences dialog box and close the dialog box.

5 System Configuration Procedures

Included in This Chapter:

Overview 5-2

How to Configure Device Media 5-3

How to Configure Output Media 5-8

How to Configure Proof Color Mappings 5-12

How to Configure PPD Files 5-17

How to Configure the Workstation 5-32

How to Configure Preferences 5-36

How to Configure the Pending Queue 5-39

Overview

This chapter describes Print Console system configuration procedures. Use this chapter to configure your Print Console system. For definitions of the options on the configuration dialog boxes, refer to *Chapter 4, System Configuration Dialog Boxes*. For information on Print Console concepts, refer to *Chapter 3, Print Console Concepts*.

Print Console system configuration includes:

- device media
- output media
- proof color table
- PPD file
- Print Console workstation
- Print Console software preferences

After you've configured your Print Console system, you are ready to create job-specific configurations. See *Chapter 7, Job Configuration Procedures*.

Note: All configuration dialog boxes display using the commands in the **Configuration** menu.

How to Configure Device Media

Device media information is added to the firmware on the output device by your service representative when your output device is installed. You do not add device media yourself; however, you can edit the existing device media as desired. If you want to add an additional device medium, please contact your service representative.

You can use the Configure Device Media dialog box to do four tasks:

- edit device media
- reload device media defaults
- delete device media
- change the default imaging order for digital halftone proofing media

For more information on device media, see *Device Media* on page 3-4 and *Configure Device Media Dialog Box* on page 4-2.

Note: Print Console automatically generates PPD and PPX files when you exit the Configure Device Media dialog box. See *PPD Files* on page 3-35.

How to Edit Device Media

To edit device media:

1. From the **Configuration** menu, select **Device Media**.

   The Configure Device Media dialog box displays.

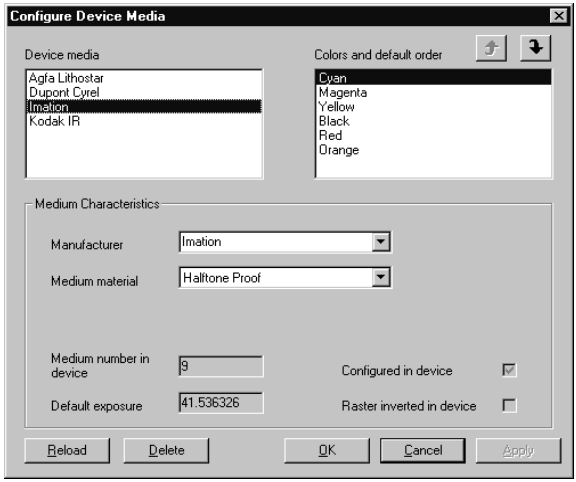


Figure 5-1: Configure Device Media dialog box

2. Select a device medium from the **Device media** box.

   Print Console displays the configuration settings for the selected device medium. If the device medium is used for digital halftone proofing, the **Colors and default order** box displays the default color order.

3. Edit the options as desired.

   For definitions of the options, see *Configure Device Media Dialog Box* on page 4-2.

4. Click **OK**.

   Print Console saves the changes.

How to Reload Device Media Configurations

The **Reload** button is used when you're editing a device medium. When you click **Reload** during an editing session, Print Console displays the configuration information that was saved to the registry the last time you dealt with the selected device medium. In other words, **Reload** lets you erase the changes you've made between opening the Configure Device Media dialog box and clicking **OK**.

To reload device media configuration:

1. Edit a device medium, but do not click **OK**.

   See *How to Edit Device Media* on page 5-4.

2. Click **Reload**.

   Print Console erases the changes you've made so far and displays the configuration settings from the registry. These are the configurations displayed when you first opened the Configure Device Media dialog box or the last time you clicked **Apply** for the current editing session.

3. Continue editing the device medium.

4. Click **OK**.

   Print Console saves the changes.

How to Delete Device Media

Print Console displays all device media ever registered with the system—even when they are no longer configured in the output device firmware—until you

manually delete the device medium from the Configure Device Media dialog box. If a device medium is no longer configured in the output device firmware, the **Configured in device** check box on the Configure Device Media dialog box is cleared for the selected device medium. When this check box is cleared, you can delete the device medium from the Configure Device Media dialog box.

To delete device media:

1. From the **Configuration** menu, select **Device Media**.

   The Configure Device Media dialog box displays.

2. From the **Device media** box, select the device medium you want to delete.

   When the **Configured in device** check box is cleared, the selected device medium is no longer configured in the output device firmware, and you can delete it.

   When the check box is selected, the selected device medium is configured in the output device firmware. Do not delete it.

3. Click **Delete**.

   Print Console deletes the device medium from the Configure Device Media dialog box.

4. Click **OK**.

   Print Console saves the change.

How to Change the Default Color Order

To change the default color order:

1. From the **Configuration** menu, select **Device Media**.

   The Configure Device Media dialog box displays.

2. From the **Device media** box, select the digital halftone proofing device medium for which you want to change the default color order.

   Print Console displays the configuration settings for the selected device media, and the **Colors and default order** box displays the default color order.

3. In the **Colors and default order** box, select the color you want to re-order, then click the up or down arrow button to move the color to the desired position.

4. Click **OK**.

   Print Console saves the change.

How to Configure Output Media

You can use the Configure Output Media dialog box to do five tasks:

- create new output media
- copy output media to create new output media
- edit output media
- reload output media configurations
- delete output media

For more information on output media, see *Output Media* on page 3-6 and *Configure Output Media Dialog Box* on page 4-8.

Note: Print Console automatically generates PPD and PPX files when you exit the Configure Output Media dialog box. See *PPD Files* on page 3-35.

How to Create New Output Media

To create new output media:

1. From the **Configuration** menu, select **Output Media**.

   The Configure Output Media dialog box displays.

2. Click **New**.

   The Enter Output Medium Name dialog box displays.

3. In the **Enter output medium** box, type a name for the new output medium.

4. From the **Select a device medium** box, select a device medium.

5. Click **OK**.

   The Enter Output Medium Name dialog box closes, and the Configure Output Media dialog box displays. The new output medium displays at the top of the output medium list.

6. Set options on each tab as desired.

   For definitions of the options on each tab, see *Configure Output Media Dialog Box* on page 4-8.

7. Click **OK**.

   Print Console saves the new output medium.

How to Copy Output Media

To copy output media:

1. From the **Configuration** menu, select **Output Media**.

   The Configure Output Media dialog box displays.

2. Select the output medium you want to copy.

3. Click **Copy**.

   Print Console copies the selected output medium, and displays **copy_of_<name of original output medium>** in alphabetical order in the output media list.

4. Highlight **copy_of_<name of original output medium>** and type a name for the new output medium.

5. Edit options on each tab as desired.

   For definitions of the options on each tab, see *Configure Output Media Dialog Box* on page 4-8.

6. Click **OK**.

   Print Console saves the new output medium.

How to Edit Output Media

To edit output media:

1. From the **Configuration** menu, select **Output Media**.

   The Configure Output Media dialog box displays.

2. Select the output medium you want to edit.
3. Change options on each tab as desired.

   For definitions of the options on each tab, see *Configure Output Media Dialog Box* on page 4-8.

4. Click **OK**.

   Print Console saves the change.

How to Reload Output Media Configurations

The **Reload** button is used when you're editing an output medium. When you click **Reload** during an editing session, Print Console displays the configuration information that was saved to the registry the last time you dealt with the selected output medium. In other words, the **Reload** button lets you erase the changes you've made between opening the Configure Output Media dialog box and clicking **Apply** or **OK**.

To reload output media configuration:

1. Edit an output medium, but do not click **Apply** or **OK**.

   See *How to Edit Output Media* on page 5-10.

2. Click **Reload**.

   Print Console erases the changes you've made so far and displays the configuration settings from the registry. These are the configurations

displayed when you first opened the Configure Output Media dialog box for the current editing session.

3. Continue editing the output medium.
4. Click **OK**.

   Print Console saves the change.

How to Delete Output Media

To delete output media:

1. From the **Configuration** menu, select **Output Media**.

   The Configure Output Media dialog box displays.

2. Select the output medium you want to delete.
3. Click **Delete**.

   Print Console deletes the selected output medium from the Configure Output Media dialog box.

4. Click **OK**.

   Print Console saves the change.

How to Configure Proof Color Mappings

You can use the Configure Proof Color Mappings dialog box to do four tasks:

- create new proof color mappings
- edit proof color mappings
- reload proof color table configurations
- delete proof color mappings

For more information on the proof color table, see *Proof Color Table* on page 3-19 and *Configure Proof Color Mappings Dialog Box* on page 4-23.

Note: Print Console automatically generates PPD and PPX files when you exit the Configure Proof Color Mappings dialog box. See *PPD Files* on page 3-35.

How to Create New Proof Color Mappings

To create new proof color mappings:

1. From the **Configuration** menu, select **Proof Color Table**.

   The Configure Proof Color Mappings dialog box displays.

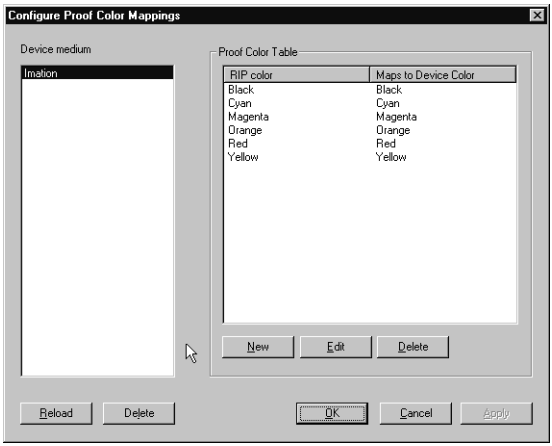


Figure 5-2: Configure Proof Color Mappings dialog box

2. From the **Device Medium** box, select the device medium for which you want to create color mappings.
3. Click **New**.

   The New Proof Color Table Entry dialog box displays.

4. In the **Enter output RIP color** box, type the name of the RIP color.
5. From the **Select device color** box, select a device color name.

6. Click **OK**.

   Print Console closes the New Proof Color Table Entry dialog box and adds the color mapping to the proof color table for the device medium.

How to Edit Proof Color Mappings

To edit proof color mappings:

1. From the **Configuration** menu, select **Proof Color Table**.

   The Configure Proof Color Mappings dialog box displays.

2. From the **Device Medium** box, select the device medium for which you want to edit color mappings.

3. In the **Proof Color Table** box, select the color mapping you want to edit.

4. Click **Edit**.

   The Proof Color Table Entry dialog box displays.

5. Edit the options as desired.

6. Click **OK**.

   Print Console closes the Proof Color Table Entry dialog box and updates the color mapping in the proof color table for the device medium.

How to Reload Proof Color Table Configurations

The **Reload** button is used when you're editing the proof color table. When you click **Reload** during an editing session, Print Console displays the configuration information that was saved to the registry the last time you dealt with the proof color

table. In other words, the **Reload** button lets you erase the changes you've made between opening the Configure Proof Color Mappings dialog box and clicking **Apply** or **OK**.

To reload proof color table configuration:

1. Edit the proof color table, but do not click **Apply** or **OK**.

   See *How to Edit Proof Color Mappings* on page 5-14.

2. Click **Reload**.

   Print Console erases the changes you've made so far and displays the configuration settings from the registry. These are the configurations displayed when you first opened the Configure Proof Color Mappings dialog box for the current editing session.

3. Continue editing the output medium.

4. Click **OK**.

   Print Console saves the change.

How to Delete Proof Color Mappings

To delete proof color mappings:

1. From the **Configuration** menu, select **Proof Color Table**.

   The Configure Proof Color Mappings dialog box displays.

2. From the **Device Medium** box, select the device medium for which you want to delete color mappings.

3. In the **Proof Color Table** box, select the color mapping you want to delete.

4. Click **Delete**.

   Print Console deletes the color mapping from the **Proof Color Table** box.

5. Click **OK**.

   Print Console saves the change.

How to Configure PPD Files

You can use the Generate PPD dialog box to do ten tasks:

- generate a PPD file
- select default PPD file settings
- create new screening settings
- edit screening settings
- delete screening settings
- include a spot function in the PPD file
- remove a spot function from a PPD file
- view spot function code
- add custom spot functions to the PPD file
- delete custom spot functions from the PPD file

This section also includes a set of procedures for copying PPD and PPX files to your desktop. It also describes how to find an output device name in a PPD file.

For more information on PPD files, see *PPD Files* on page 3-35 and *Generate PPD Dialog Box* on page 4-27.

How to Generate a PPD File

To generate a PPD:

1. From the **Configuration** menu, select **Generate PPD**.

   The Generate PPD dialog box displays.

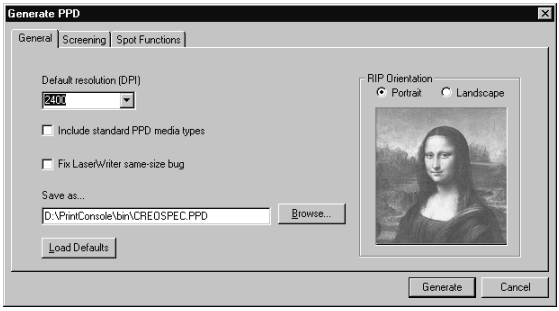


Figure 5-3: Generate PPD dialog box

2. Set the options on each tab as desired.

   For definitions of the options, see *Generate PPD Dialog Box* on page 4-27.

3. Click **Generate**.

   Print Console generates a PPD file and saves it to the directory you specified.

How to Select Default PPD Settings

To select default PPD settings:

1. From the **Configuration** menu, select **Generate PPD**.

   The Generate PPD dialog box displays.

2. Click the **General** tab.

   The options on the **General** tab display.

3. Click **Load Defaults**.

   Print Console loads the PPD defaults.

4. Click **Generate**.

   Print Console generates a PPD file using the defaults and saves it to the directory you specified.

How to Create New Screening Settings

To create new screening settings:

1. From the **Configuration** menu, select **Generate PPD**.

   The Generate PPD dialog box displays.

2. Click the **Screening** tab.

   The options on the **Screening** tab display.

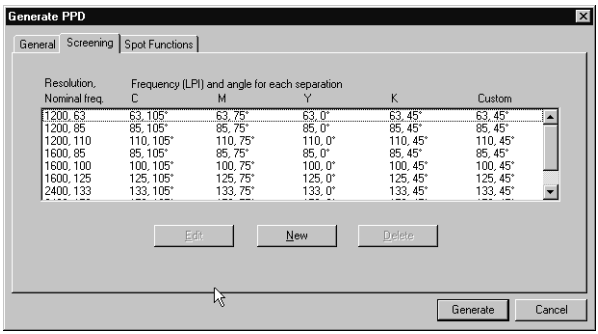


Figure 5-4: Generate PPD dialog box—Screening tab

3. Click **New**.

   The Configure Screening Settings dialog box displays.

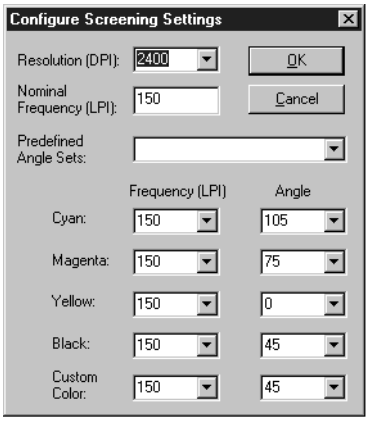


Figure 5-5: Configure Screening Settings dialog box

Note: The custom color line frequency and screening angle values are used for all spot colors.

4. Set the options as desired.

   For definitions of the options, see *Screening Tab* on page 4-30.

5. Click **OK**.

   The Configure Screening Settings dialog box closes, and the **Screening** tab displays.

6. Click **Generate**.

   Print Console generates a PPD file using the new screening settings and saves it to the directory you specified.

How to Edit Screening Settings

To edit screening settings:

1. From the **Configuration** menu, select **Generate PPD**.

   The Generate PPD dialog box displays.

2. Click the **Screening** tab.

   The options on the **Screening** tab display.

3. Select a screening setting.

4. Click **Edit**.

   The Configure Screening Settings dialog box displays.

   Note: The custom color line frequency and screening angle values are used for all spot colors.

5. Edit the options as desired.

   For definitions of the options, see *Screening Tab* on page 4-30.

6. Click **OK**.

   The Configure Screening Settings dialog box closes, and the **Screening** tab displays.

7. Click **Generate**.

   Print Console generates a PPD file using the new screening settings and saves it to the directory you specified.

How to Delete Screening Settings

To delete screening settings:

1. From the **Configuration** menu, select **Generate PPD**.

   The Generate PPD dialog box displays.

2. Click the **Screening** tab.

   The options on the **Screening** tab display.

3. Select the screening setting you want to delete.

4. Click **Delete**.

   Print Console deletes the selected screening setting from the Generate PPD dialog box.

5. Click **Generate**.

   Print Console generates a PPD file and saves it to the directory you specified.

How to Include a Spot Function

To include spot functions:

1. From the **Configuration** menu, select **Generate PPD**.

   The Generate PPD dialog box displays.

2. Click the **Spot Functions** tab.

   The options on the **Spot Functions** tab display.

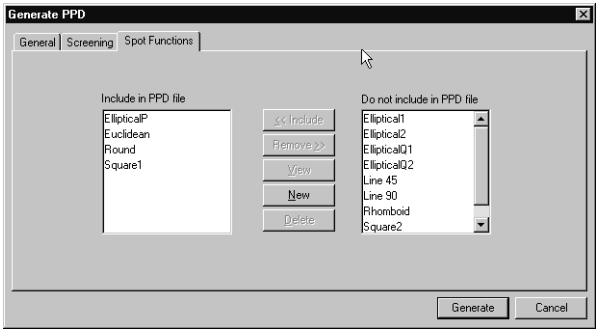


Figure 5-6: Generate PPD dialog box—Spot Functions tab

3. Select a spot function from the **Do not include in PPD file** box.
4. Click **Include**.

   Print Console moves the spot function to the **Include in PPD file** box.
5. Click **Generate**.

   Print Console generates a PPD file that includes the spot functions in the **Include in PPD file** box.

How to Remove a Spot Function

To remove spot functions:

1. From the **Configuration** menu, select **Generate PPD**.

   The Generate PPD dialog box displays.
2. Click the **Spot Functions** tab.

   The options on the **Spot Functions** tab display.
3. Select a spot function from the **Include in PPD file** box.
4. Click **Remove**.

   Print Console moves the spot function to the **Do not include in PPD file** box.
5. Click **Generate**.

   Print Console generates a PPD file that includes the spot functions in the **Include in PPD file** box.

How to View Spot Function Code

To view spot function code:

1. From the **Configuration** menu, select **Generate PPD**.

   The Generate PPD dialog box displays.

2. Click the **Spot Functions** tab.

   The options on the **Spot Functions** tab display.

3. Select a spot function from either the **Include in PPD file** box or the **Do not include in PPD file** box.

4. Click **View**.

   The Spot Function dialog box displays, and you can view the spot function code in the **Spot function code** box.

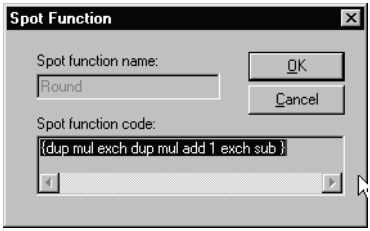


Figure 5-7: Spot Function dialog box

5. Click **OK**.

   The Spot Function dialog box closes, and the **Spot Function** tab displays.

6. Click **Cancel**.

   The Generate PPD dialog box closes.

How to Add Custom Spot Functions

To add custom spot functions:

1. From the **Configuration** menu, select **Generate PPD**.

   The Generate PPD dialog box displays.

2. Click the **Spot Functions** tab.

   The options on the **Spot Functions** tab display.

3. Click **New**.

   The Spot Function dialog box displays.

4. In the **Spot function name** box, type a name for the custom spot function.

5. In the **Spot function code** box, type the code for the custom spot function.

6. Click **OK**.

   The Spot Function dialog box closes, and the **Spot Function** tab displays, showing the custom spot function in the **Include in PPD file** box.

7. Click **Generate**.

   Print Console generates a PPD file that includes the spot functions in the **Include in PPD file** box.

How to Delete Custom Spot Functions

Note: You may not delete default spot functions.

To delete custom spot functions:

1. From the **Configuration** menu, select **Generate PPD**.

   The Generate PPD dialog box displays.

2. Click the **Spot Functions** tab.

   The options on the **Spot Functions** tab display.

3. Select the custom spot function you want to delete.

4. Click **Delete**.

   Print Console deletes the custom spot function.

5. Click **Generate**.

   Print Console generates a PPD file that includes the spot functions in the **Include in PPD file** box.

How to Copy PPD and PPX Files to Your Desktop

Note: When using Prinergy with Print Console, you use the PPD file that Prinergy installed on your Macintosh with your desktop applications, and you use the PPD and PPX files generated by Print Console with Preps.

PPD and PPX files must be available to your imposition workstation and to your imposition software. The procedure for making these files available differs, depending on which operating system your imposition

software is running. This section explains the procedure for making the PPD file, and PPX file where applicable, available for the following:

- Preps on a Macintosh workstation
- desktop publishing software, such as QuarkXPress, Adobe PageMaker, etc., on a Macintosh workstation
- desktop publishing software, such as QuarkXPress, Adobe PageMaker, etc., on a Windows 95 workstation

  Note: The Adobe PostScript Driver must be installed on your Windows 95 or Windows NT (service pack 4) workstation before you can install the PPD file to that system.

- Preps 3.1e or earlier on a Windows 3.1, Windows 95, or Windows NT workstation
- Preps 3.5 or later on a Windows 95 or Windows NT workstation

  Note: By default, the PPD and PPX files you generate are stored in the **\PrintConsole\bin** folder on the drive where Print Console software is installed.

Making PPD and PPX Files Available to Preps (Mac)

This section describes how to make PPD and PPX files available to Preps that is running on a Macintosh computer.

To make the PPD and PPX files available to Preps:

- Copy the PPD *and* PPX files to the **preps\printers\ppd** folder on your Macintosh workstation.

  The PPD and PPX files are available to Preps on your Macintosh workstation.

By copying the PPX file to the Preps **\ppd** folder, you make the virtual punch coordinate information in this file available to Preps.

Making a PPD File Available to Desktop Publishing Software (Mac)

This section describes how to make a PPD file available to desktop publishing software that is running on a Macintosh computer.

To make the PPD file available to DTP software:

- Copy the PPD file to the **system\printers** folder on your Macintosh workstation.

  The PPD file is available to desktop publishing software on your Macintosh workstation.

Making a PPD File Available to Desktop Publishing Software (PC)

This section describes how to make a PPD file available to desktop publishing software that is running on Windows 95 on a PC computer.

To make the PPD file available to desktop publishing:

1. Ensure the Adobe PostScript Driver is installed on your Windows 95 workstation.

   The Adobe PostScript Driver lets you install the PPD file to the Windows 95 system, making it available to desktop publishing software on that system. See your Windows 95 system documentation for details.

2. Follow the Adobe PostScript Driver instructions for installing the PPD file.

   Refer to the Adobe PostScript Driver documentation for the instructions.

   Note: You cannot install the PPD file to a Windows 95 workstation without the Adobe PostScript Driver.

Making a PPD File Available to Preps 3.1e (PC)

This section describes how to make PPD and PPX files available to Preps 3.1e or earlier that is running on Windows 3.1, Windows 95, Windows NT workstation.

To make the PPD and PPX files available to Preps 3.1e:

- Copy the PPD *and* PPX files to the **scenic\printers\ppd** folder on your Windows 3.1, Windows 95, or Windows NT workstation.

  The PPD and PPX files are available to Preps 3.1e or earlier on your Windows 3.1, Windows 95, or Windows NT workstation.

By copying the PPX file to the Preps **\ppd** folder, you make the virtual punch coordinate information in this file available to Preps.

Making a PPD File Available to Preps 3.5 (PC) or Later

This section describes how to make PPD and PPX files available to Preps 3.5 that is running on Windows 95 or a Windows NT workstation.

To make the PPD and PPX files available to Preps 3.5:

- Copy the PPD *and* PPX files to the **program files\scenicsoft\preps 3.5\printers\ppd** folder—or wherever Preps 3.5 is installed—on your Windows 95 or Windows NT workstation.

  The PPD and PPX files are available to Preps 3.5 on your Windows 95 or Windows NT workstation.

By copying the PPX file to the Preps **\ppd** folder, you make the virtual punch coordinate information in this file available to Preps.

How to Find an Output Device Name in a PPD File

To find an output device name in a PPD file:

1. Using a text editor, such as Notepad, open the PPD file.
2. In the PPD file, under `*% General Information`, the name of the output device is listed on the `ModelName` line.

   For example:

   ```
   *ModelName: "Creo Trendsetter [<computer
   name>]"
   ```

You can find the <computer name> in the pick list of available devices in:

- desktop publishing software, such as QuarkXPress, on a Macintosh
- Preps' available device list—for example:

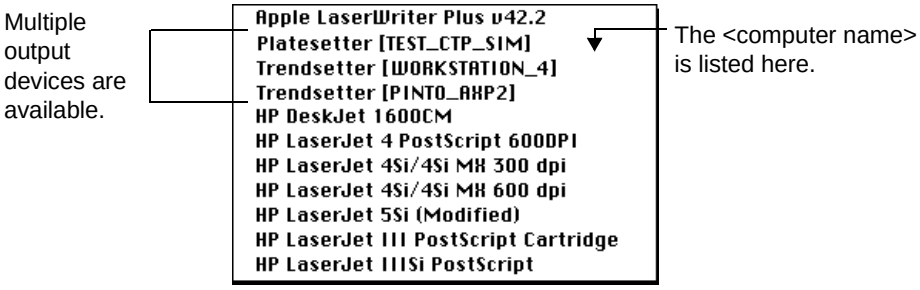


Figure 5-8: Pick list of available devices in Preps

Note: Preps reads the <computer name> from the **preps\printers\ppd** folder.

How to Configure the Workstation

You can use the Configure Workstation dialog box to do three tasks:

- configure output medium matching tolerances
- configure license keys
- configure serial ports

See also *Configure Workstation Dialog Box* on page 4-41.

How to Configure Output Medium Matching Tolerances

To configure output medium matching tolerances:

1. From the **Configuration** menu, select **Workstation**.

   The Configure Workstation dialog box displays.

2. Click the **Defaults** tab.

   The options on the **Defaults** tab display.

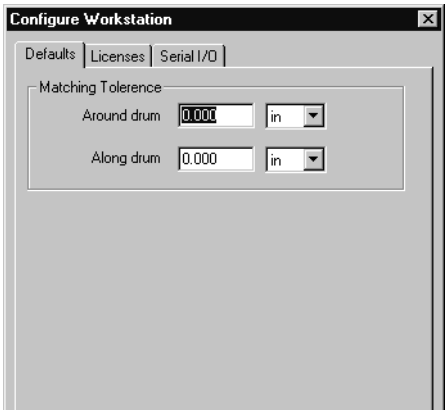


Figure 5-9: Configure Workstation dialog box—Defaults tab

3. Set the matching tolerances option.

   For definitions of the options, see *Configure Workstation Dialog Box* on page 4-41.

4. Click **OK**.

   The Configure Workstation dialog box closes.

How to Configure License Keys

To configure license keys:

1. From the **Configuration** menu, select **Workstation**.

   The Configure Workstation dialog box displays.

2. Click the **Licenses** tab.

   The options on the **Licenses** tab display.

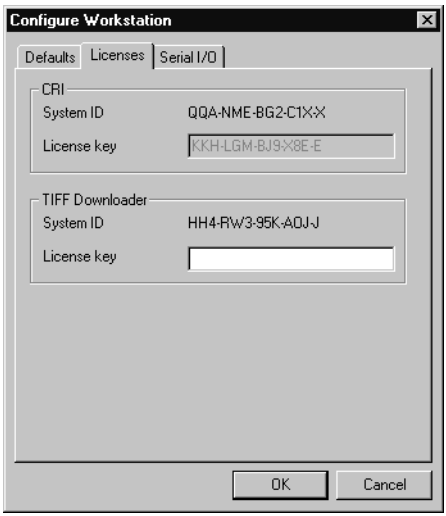


Figure 5-10: Configure Workstation—Licenses tab

3. Set the options as needed.

   For definitions of the options, see *Configure Workstation Dialog Box* on page 4-41.

4. Click **OK**.

   The Configure Workstation dialog box closes.

How to Configure Serial Ports

To configure serial ports:

1. From the **Configuration** menu, select **Workstation**.

   The Configure Workstation dialog box displays.

2. Click the **Serial I/O** tab.

   The options on the **Serial I/O** tab display.

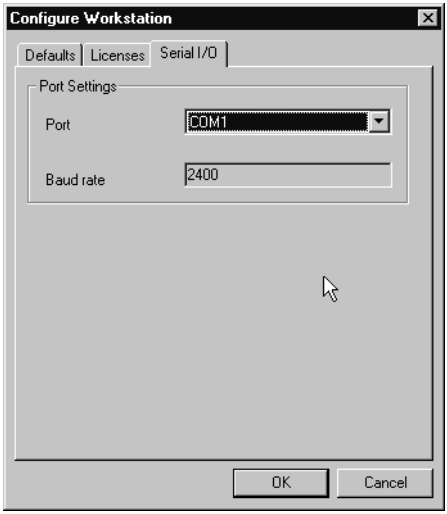


Figure 5-11: Configure Workstation—Serial I/O tab

3. Set the options as desired.

   For definitions of the options, see *Configure Workstation Dialog Box* on page 4-41.

4. Click **OK**.

   The Configure Workstation dialog box closes.

How to Configure Preferences

You can use the Configure Preferences dialog box to do five tasks:

- select a unit of measurement
- configure the Status window
- configure the History window
- configure the processed queue
- select the language

See also *Preferences Dialog Box* on page 4-47.

How to Select the Unit of Measurement

To select the unit of measurement:

1. From the **Configuration** menu, select **Preferences**.

   The Preferences dialog box displays.

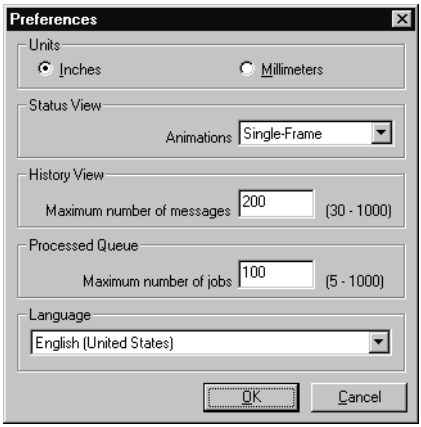


Figure 5-12: Configure Preferences dialog box

2. Select either **Inches** or **Millimeters**.

3. Click **OK**.

   The unit of measurement is set, and the Preferences dialog box closes.

How to Configure the Status Window

To configure the status view:

1. From the **Configuration** menu, select **Preferences**.

   The Preferences dialog box displays.

2. Select a setting from the **Animations** drop-down box.

   For definitions of the options, see *Preferences Dialog Box* on page 4-47.

3. Click **OK**.

   The animations preference is set, and the Preferences dialog box closes.

How to Configure the History Window

To configure the History view:

1. From the **Configuration** menu, select **Preferences**.

   The Preferences dialog box displays.

2. In the **Maximum number of messages** box, type the number of messages you want the History window to display.

   For definitions of the options, see *Preferences Dialog Box* on page 4-47.

3. Click **OK**.

   The History view preference is set, and the Preferences dialog box closes.

How to Configure the Processed Queue

To configure the Processed queue:

1. From the **Configuration** menu, select **Preferences**.

   The Preferences dialog box displays.

2. In the **Maximum number of jobs** box, type the number of jobs you want the **Processed** tab in the Queues window to display.

   For definitions of the options, see *Preferences Dialog Box* on page 4-47.

3. Click **OK**.

   The processed queue preference is set, and the Preferences dialog box closes.

How to Select the Language

To configure the language:

1. From the **Configuration** menu, select **Preferences**.

   The Preferences dialog box displays.

2. From the **Language** box, select a language.

3. Click **OK**.

   The Print Console software is configured to display the language you selected, and the Preferences dialog box closes.

How to Configure the Pending Queue

This section describes how to configure the pending queue, which displays on the **Pending** tab in the Queues window.

When the pending queue is online, Print Console images jobs with a status of approved. When the pending queue is offline, Print Console doesn't image any jobs. The pending queue must be online for Print Console to image jobs.

How to Put the Pending Queue Online or Offline

To put the pending queue online or offline:

1. Click **Status**.

   The Status window displays.

2. Click **Online** or **Offline** in the **Pending Queue Status** box.

   When the button reads **Online**, the pending queue is offline; when the button reads **Offline**, the pending queue is online.

To put the pending queue online or offline:

- From the **Queues** menu, select **Put Online** or **Take Offline**.

  When the command reads **Put Online**, the pending queue is offline; when the button reads **Take Offline**, the pending queue is online.

6

JOB CONFIGURATION DIALOG BOXES

Included in This Chapter:

Overview..... 6-2

Configure Print Setups Dialog Box..... 6-2

Configure Input Queues Dialog Box..... 6-18

Overview

This chapter describes options on the dialog boxes used to configure Print Console for specific job types. Use this chapter to understand the options on the job-specific configuration dialog boxes, and use the instructions in *Chapter 7, Job Configuration Procedures*, to configure Print Console for specific job types.

Note: All configuration dialog boxes are accessed from the **Configuration** menu in Print Console.

For information on system configuration, see *System Configuration Dialog Boxes* on page 4-1 and *System Configuration Procedures* on page 5-1.

For information on Print Console concepts, refer to *Chapter 3, Print Console Concepts*.

Configure Print Setups Dialog Box

Print setups are a named collection of job-specific configurations. See also *Print Setups* on page 3-10.

The Configure Print Setups dialog box displays by selecting **Print Setups** from the **Configuration** menu. The Configure Print Setups dialog box has three tabs:

- General
- Separation Setup
- TIFF Downloader (if appropriate)

General Tab

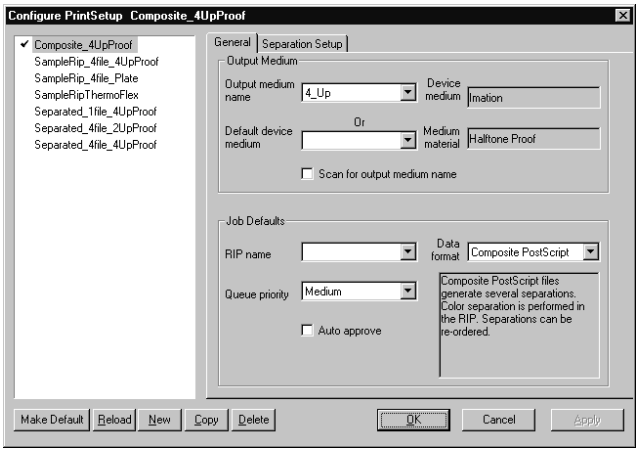


Figure 6-1: Configure Print Setups—General tab

The following options are available in the Configure Print Setups dialog box on the **General** tab.

Note: All the options on the Configure Print Setups dialog box are grayed out when no print setups exist. To create a print setup, see *How to Create New Print Setups* on page 7-4.

Print Setup List Box

The print setup list box is unlabeled. It lists all the print setups configured in the system. The print setup with the check mark beside it is the default print setup.

The selected print setup is also displayed in the title bar of the Configure Print Setup dialog box.

Output Medium Section

This section contains three options:

- **Output medium name**
- **Default device medium**
- **Scan for output medium name**

Use the **Output medium name** drop-down list to select an output medium. The **Device medium** option displays the device medium with which the output medium you selected is associated.

Or:

Use the **Default device medium** drop-down list to select a device medium. The **Medium material** option displays the material of which the device medium you selected is made.



Important:
You must select either a device medium or an output medium when creating a print setup.

Select the **Scan for output medium name** check box to instruct Print Console to scan incoming files for output medium names; clear the **Scan for output medium name** check box to disable this feature.

Ensure you disable the file scan feature when you're processing files that don't contain output medium names, especially if the files are large, so Print Console doesn't spend time scanning files for information that isn't there.

See also *Print Setups* on page 3-10.

When you select an output medium for a print setup, you can use the print setup for a specific printing case. The print setup informs Print Console which output medium you want to use for the job, and Print Console

instructs the output device to load the output medium while the RIP is RIPing the job files. As a result, the output device is loading the output medium while the RIP software is RIPing the job files for the output device.

When you select a device medium for a print setup, you can use the print setup for more than one purpose. That is, you can submit jobs destined for imaging on different output media to Print Console via the input channel. Print Console can scan the file for the output medium name, or you can manually specify an output medium in the Job Properties dialog box.

Note: For file scanning to work, you must use a Print Console PPD file with your imposition software and select the output medium or print setup you want to use when creating the file you submit to Print Console.

When Print Console can't find any output medium information for a job, it waits for the RIP software to RIP the file. Print Console then uses the raster size to automatically select an output medium from its database, based on the default device medium. As a result, the output device can't load the output medium until after the RIP has RIPed the file.

Job Defaults Section

This section contains four options:

- **RIP name**
- **Data format**
- **Queue priority**
- **Auto approve**

From the drop-down list in the **RIP name** box, select a RIP for the print setup.

From the drop-down list in the **Data format** box, select a language such as PostScript. The box below the **Data format** option displays information about the data format you selected. You can't edit this information; it's read only.

From the drop-down list in the **Queue priority** box, select one of the following priorities for the print setup: **High**, **Medium**, or **Low**. This option specifies the priority for the job when it is in the pending queue.

When you submit jobs to Print Console, they are queued in the pending queue by approval status, then priority, then the order in which they arrive in the pending queue.

The **Auto approve** check box is used to set job approval. When the check box is selected, jobs are automatically approved and imaging can begin; when the check box is cleared, jobs are held in the pending queue until you manually approve them.

Separation Setup Tab

The **Separation Setup** tab is used to specify color mappings and the order of those color mappings. Information from the **Separation Setup** tab is used to populate the **Separation** tab in the Job Properties dialog box. When you submit a file to Print Console, it applies a print setup to the job, including the information from the **Separation Setup** tab. After Print Console applies color information to a job, you can edit it in the Job Properties dialog box.

Print Console uses information from the color mappings in the **Separations** tab in the Job Properties dialog box to instruct the output device. Print Console

uses the device color name and the order of those names to instruct the output device which imaging setup to use for which color.

Print Console does not use the information in the **Separation** tab in the Job Properties dialog box to instruct the RIP how to generate color separations.

See also *Color Separation Lists* on page 3-26.

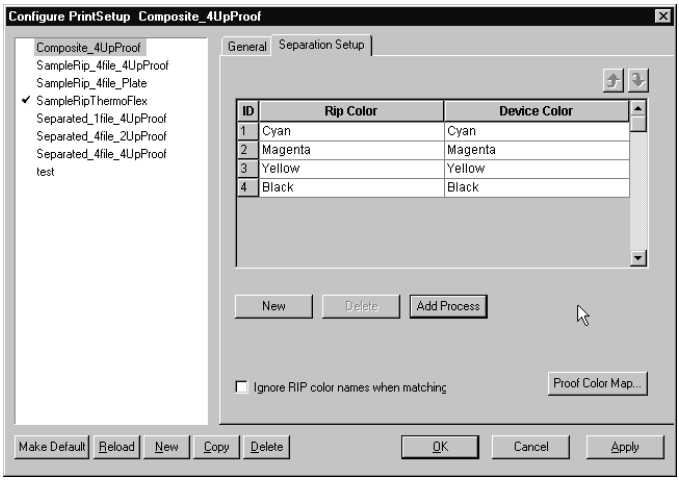


Figure 6-2: Configure Print Setups—Separation Setup tab

Note: The **Device Color** column is only displayed when you select a device medium or output medium on the **General** tab that is used for digital halftone proofing.

The following options are available in the Configure Print Setups dialog box on the **Separation Setup** tab.

Print Setup List Box

The print setup list box is unlabeled. It lists all the print setups configured in the system. The print setup with the check mark beside it is the default print setup.

The selected print setup is also displayed in the title bar of the Configure Print Setup dialog box.

ID Column

Each color separation is identified by an ID number in the **ID** column. You cannot change this number.

RIP Color Column

The **RIP Color** column lists the name of the color as defined in the proof color table. When you select the color, an arrow displays that lets you access a drop-down list of RIP colors. In brackets, beside each RIP color name in the drop-down list is the device color to which the RIP color is mapped. You use the **RIP Color** column to select a mapping of a RIP color and device color.

You can click **Proof Color Map** to create a new spot color mapping. You can then select the new color mapping in the **RIP Color** column.



You can use the up and down arrow buttons to rearrange the color mapping order. To rearrange color mapping order, select the color map, then use the up and down arrow buttons to move it to the desired position. You can also drag and drop the color mappings in the order you desire.

Device Color Column

The **Device Color** column is only displayed when you are configuring a print setup for a device medium used for digital halftone proofing. The **Device Color** column lists the name of the device color as defined in the proof color table.

You can edit color mappings to select a different device color. To select a different device color, click the **Device Color** cell in a color mapping, and select a different device color. This custom color mapping is not saved to the proof color table; it is only used in the print setup.



You can use the up and down arrow buttons to rearrange the color mapping order. To rearrange color mapping order, select the color map, then use the up and down arrow buttons to move it to the desired position. You can also drag and drop the color mappings in the order you desire.

Ignore RIP Color Names When Matching

The **Ignore RIP color names when matching** check box is used to enable or disable error messages due to color name matching during digital halftone proofing. When you're imaging digital halftone proofs, the RIP software reports to Print Console the names of the colors it finds in the file it's processing, and Print Console matches those color names to the color names listed in the **RIP Color** column on the **Separations** tab in the Job Properties dialog box for the job you're processing. When the color names match, Print Console continues processing the job; when the color names do not match, Print Console displays an error message, and you must resolve the color names to continue processing the job.

You select the **Ignore RIP color names when matching** check box to avoid error messages due to color name mismatches. In this case, Print Console does not warn you when the color name reported by the RIP does not match the color name in the **RIP Color** column on the **Separations** tab in the Job Properties dialog box. Instead, Print Console continues processing the job, using the default imaging order specified in the Configure Device Media dialog box. See *Configure Device Media Dialog Box* on page 4-2.

You clear the **Ignore RIP color names when matching** check box to view error messages due to color name mismatches, so you can resolve mismatched color names at the last minute.

Separation Setup Tab Buttons

Table 6-1: Buttons on the Separation Setup tab

Button	Description
New	Click **New** to add a new color mapping to the separation setup list.
Delete	Click **Delete** to remove a selected color mapping from the separation setup list. Click **OK** to confirm the deletion; click **Cancel** to cancel the deletion.

Button	Description
Add Process	Click **Add Process** to add the process color mappings (CMYK) to the separation setup list. The process color mappings display in default color order, that is, the order you specified for the device media in the **Colors and default order** box on the Configure Device Media dialog box. See the *Configure Device Media Dialog Box* on page 4-2. You can use the up and down arrow buttons to rearrange the color mapping order. You can also drag and drop the color mappings in the order you desire.
Proof Color Map	Click **Proof Color Map** to display the Configure Proof Color Mappings dialog box, which lets you create new spot color mappings. See *How to Create New Proof Color Mappings* on page 5-13. The contents of the proof color table are used to populate the **RIP Color** pull-down list in the **Separation Setup** tab in the Configure Print Setups dialog box. This button is only available when you select a device medium that is used for digital halftone proofing.

TIFF Downloader Tab

The **TIFF Downloader** tab is used to configure Creo TIFF Downloader. The **TIFF Downloader** tab is only displayed when **Creo TIFF Downloader** is selected in the **RIP name** box on the **General** tab in the Configure Print Setup dialog box.

The **TIFF Downloader** tab is used to mirror and transform existing images that have not been oriented properly through your RIP software.

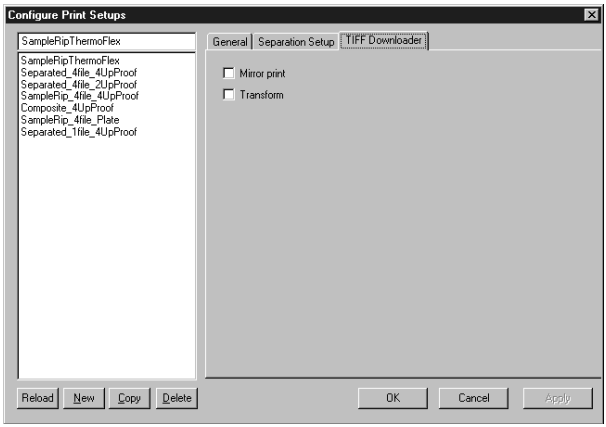


Figure 6-3: Configure Print Setups—TIFF Downloader tab

The following options are available in the Configure Print Setups dialog box on the **TIFF Downloader** tab.

Print Setup List Box

The print setup list box is unlabeled. It lists all the print setups configured in the system. The print setup with the check mark beside it is the default print setup.

The selected print setup is also displayed in the title bar of the Configure Print Setup dialog box.

Mirror print

Select the **Mirror print** check box to turn mirrorprinting on. The image data for the proof or plate is mirrored about the drum axis. Clear this check box to turn mirror printing off. Mirror printing is useful when

imaging transparent media. See *Mirroring and Transforming scenarios* on page 6-15 for more information on mirroring.

It is recommended that the RIP setup for mirroring and rotating always be the same, regardless of whether you are making proofs or plates. If you are creating proofs only, it is recommended that you select the **Mirror print** check box to turn on mirrorprinting.



TIP:
For faster throughput, it is recommended that you use your RIP software to mirrorprint TIFF files.

Transform

Transforming is a 90 degree rotation and then mirror of the image data along the drum axis. The **Transform** check box controls Creo TIFF Downloader rotation. It is useful if the image file has not been pre-rotated by the RIP. See *Mirroring and Transforming scenarios* on page 6-15 for more information on mirroring and transforming.

When you select the **Transform** check box, Creo TIFF Downloader rotates the TIFF files. When you clear this check box, Creo TIFF Downloader does not rotate TIFF files. It is recommended that, through your RIP software, you pre-rotate and pre-mirror the image data in the TIFF file. This will ensure that the images are properly oriented on any proofs or plates.

Selecting the **Transform** option noticeably slows your throughput. It is recommended that you only select the **Transform** check box if absolutely necessary. For example, if it is impractical to RIP a file again with the correct rotation and settings.

Tiled files acheive the best transformation performance - an approximate two to three times longer output time for transformed files over untransformed files. However, a stripped file can take over 10 times longer to output if it has to be transformed.

Some Windows NT Registry settings must be changed before you can successfully use the **Transform** option. Contact your authorized service representative for details.



TIP:
For faster throughput, it is recommended that you use your RIP software to rotate TIFF files.

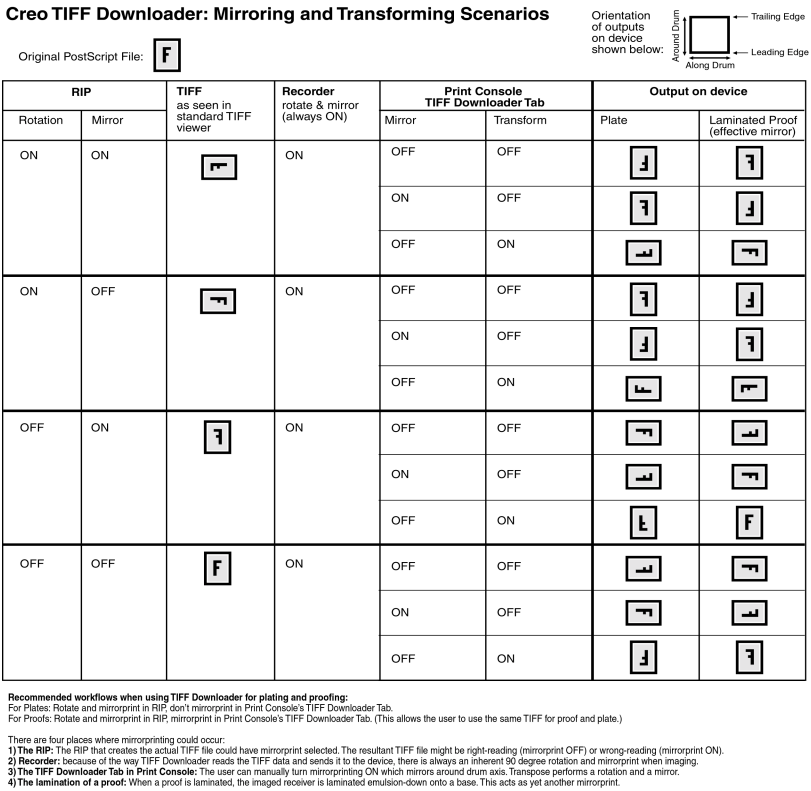


Figure 6-4: Mirroring and Transforming scenarios

Buttons Available

This section describes the buttons on the Configure Print Setups dialog box.

Table 6-2: Buttons on the Configure Print Setups dialog box

Button	Description
Make Default	Click **Make Default** to make the selected print setup the default print setup. An arrow beside the print setup name indicates the default print setup.
Reload	Click **Reload** during an editing session to reload the configurations from the registry for the selected print setup. This button reloads the configurations that were saved the last time you clicked **Apply** or **OK**.
New	Click **New** to create a new print setup.
Copy	Click **Copy** to create a copy of a selected print setup, then save it with a new name.
Delete	Click **Delete** to delete a selected print setup from the Configure Print Setups dialog box. Click **Apply** or **OK** to confirm the deletion; click **Cancel** to cancel the deletion.
OK	Click **OK** to save all the changes you've made in the Configure Print Setups dialog box and close the dialog box.

Button	Description
Cancel	Click **Cancel** to discard all changes you've made in the Configure Print Setups dialog box and close the dialog box.
Apply	Click **Apply** to apply the changes you made in the Configure Print Setups dialog box without closing the dialog box. Click **OK** to close the dialog box.

Configure Input Queues Dialog Box

Input queues are used to submit files to Print Console.

Note: Print Console 1.0 only lets you create hot folder input queues. Future releases of the software will support all types of input queues.

The Configure Input Queues dialog box displays by selecting **Input Queues** from the **Configuration** menu.

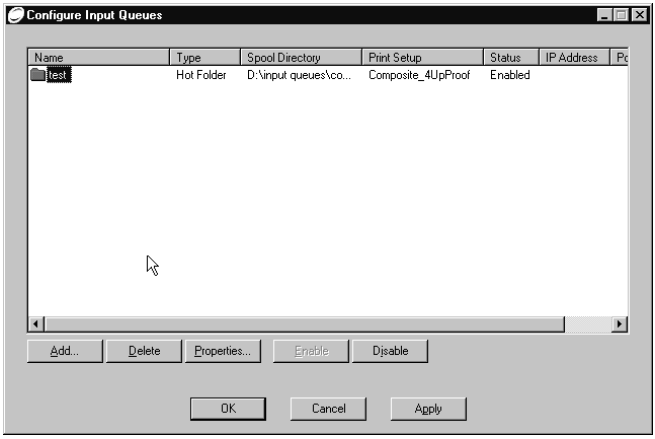


Figure 6-5: Configure Input Queues dialog box

The following options are available on the Configure Input Queues dialog box.

Name

The **Name** column displays the name of the input queue. Some names are incorporated into the input queue, and some names are merely used to distinguish between several input queues of the same type.

Type

The **Type** column displays the type of input queue, for example, an AppleTalk input queue.

Spool Directory

The **Spool Directory** column displays the location of the spool directory, that is, where Print Console looks for files.

Print Setup

The **Print Setup** column displays the name of the print setup attached to the input queue.

Status

The **Status** column displays whether the input queue is enabled or disabled.

IP Address

The **IP Address** column displays the IP address for the input queue. Only LPD and socket input queues use TCP/IP network protocols. In the TCP/IP protocol, each network adapter card in a computer is assigned an IP address, which is a unique network identifier for that card; that is, it is an address for that card on the network, used for recognizing which network traffic is intended for that computer.

Port

The **Port** column displays the port number for the input queue if applicable. Only LPD and socket input queues require port numbers. See *Create New LPD Input Queue Dialog Box* on page 6-26 and *Create New Socket Input Queue Dialog Box* on page 6-30.

Buttons Available

This section describes the buttons on the Configure Input Queue dialog box.

Table 6-3: Buttons on the Configure Input Queue dialog box

Button	Description
Add	Click **Add** to display the Create New Input Queue dialog box and add a new input queue. From the Create New Input Queue dialog box, select the type of input queue you want to add, then click **OK**. Print Console displays one of the following five dialog boxes: • Create New Pipe Input Queue dialog box—see *Create New Pipe Input Queue Dialog Box* on page 6-23 • Line Printer Daemon Input Queue Properties dialog box—see *Create New LPD Input Queue Dialog Box* on page 6-26 • Create New Socket Input Queue dialog box—see *Create New Socket Input Queue Dialog Box* on page 6-30 • Create New Hot Folder Input Queue dialog box—see *Create New Hot Folder Input Queue Dialog Box* on page 6-33 • Create New AppleTalk Input Queue dialog box—*Create New AppleTalk Input Queue Dialog Box* on page 6-36

Button	Description
Delete	Select an input queue, then click **Delete** to remove it from the Configure Input Queue dialog box. Click **Apply** or **OK** to confirm the deletion; click **Cancel** to cancel the deletion.
Properties	Select an input queue, then click **Properties** to display the properties dialog box for the type of input queue you selected. Print Console displays one of five dialog boxes. For a list of dialog boxes, refer to the list in this table for the **Add** button.
Enable	Select an input queue, then click **Enable** to enable it.
Disable	Select an input queue, then click **Disable** to disable it.
OK	Click **OK** to save the settings you specified in the Configure Input Queues dialog boxes and close the dialog box.
Cancel	Click **Cancel** to discard all changes you've made in the Configure Input Queues dialog boxes and close the dialog box.
Apply	Click **Apply** to apply the changes you made in the Configure Input Queues dialog box without closing the dialog box. Click **OK** to close the dialog box.

Create New Pipe Input Queue Dialog Box

The Create New Pipe Input Queue dialog box displays two ways:

- Select an input queue in the Configure Input Queues dialog box, then click **Properties**.
- Click **Add** on the Configure Input Queues dialog box, select **Pipe** from the Create New Input Queue dialog box, then click **OK**.

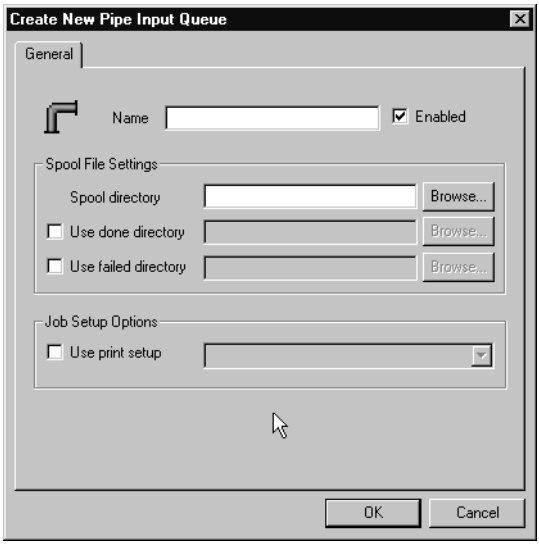


Figure 6-6: Create New Pipe Input Queue dialog box

The following options are available on the **General** tab in the Create New Pipe Input Queue dialog box.

Name Box and Enabled Check Box

The **Name** option consists of two parts:

- **Name** box
- **Enabled** check box

In the **Name** box, type a name for the input queue. This name displays in the **Name** column on the Configure Input Queues dialog box.

Select the **Enable** check box to enable the input queue, that is, make the input queue active.

Spool File Settings

This section contains three options:

- **Spool directory**
- **Use done directory**
- **Use failed directory**

Specify a spool directory location in the **Spool directory** box—that is, specify where Print Console is to look for incoming files. Click **Browse** to browse for a location.

Select the **Use done directory** check box to set up a done folder; then click **Browse** to browse for a location. When you set up a done folder, the file submitted to the input queue is moved to the done folder after it is processed. If you don't select a done folder, the file is deleted when Print Console has successfully finished the job.

Select the **Use failed Directory** check box to set up a failed folder; then click **Browse** to browse for a location. When you set up a failed folder, the file submitted to the input queue is moved to the failed

folder if it fails processing. If you don't select a failed folder, the file is deleted when Print Console fails the job.

Job Setup Options

This section contains one option: **Use print setup**. Use this option to attach a print setup to the input queue. Select the desired print setup from the **Use print setup** drop-down list.

Print Console uses the selected print setup to initialize job properties for files submitted to Print Console via this input channel.

It is recommended that you select a print setup that specifies a RIP name, processing priority, and file type. The **Scan for output medium name** check box should also be selected in the print setup. An input queue with this type of print setup attached to it is more versatile: you can submit a file to the input queue and Print Console applies the RIP information and processing priority information from the print setup to the file, and it scans the file for the output medium name. See also *How are Print Setups Used?* on page 3-10.

Create New LPD Input Queue Dialog Box

The Create New LPD Input Queue dialog box displays two ways:

- Select an input queue in the Configure Input Queues dialog box, then click **Properties**.
- Click **Add** on the Configure Input Queues dialog box, select **LPD** from the Create New Input Queue dialog box, then click **OK**.

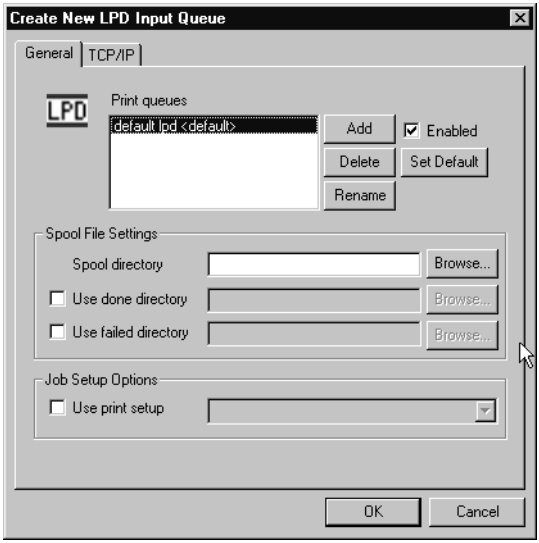


Figure 6-7: Create New LPD Input Queue dialog box

The following options are available on the **General** tab in the Create New LPD Input Queue dialog box.

Print Queues

An LPD monitoring a specific port number at a computer's address(es) can have a number of named queues. The **Print Queues** box lists the print queues that are part of the LPD. Whenever you select or edit any one of the LPD queues, all of the LPD queues with the same IP Port number display in the LPD Configuration dialog box.

Enabled Check Box

Select the **Enabled** check box to enable the selected print queue. Clear the **Enabled** check box to disable the selected print queue.

Table 6-4: Buttons on the General tab

Button	Description
Add	Click **Add** to add a new print queue to the **Print Queues** box, then select the **Enabled** check box to enable the selected print queue.
Delete	Click **Delete** to remove the selected print queue from the **Print Queues** box. Click **OK** to confirm the deletion; click **Cancel** to cancel the deletion.

Button	Description
Set Default	Click **Set Default** to designate the selected print queue the default print queue. Print Console uses the designated default print queue when the system feeding data to the LPD fails to specify one of the print queue names.
Rename	Click **Rename** to rename the selected print queue.

Spool File Settings

This section contains three options:

- **Spool directory**
- **Use done directory**
- **Use failed directory**

For a description of these options, see *Spool File Settings* on page 6-24.

Job Setup Options

This section contains one option: **Use print setup**. For a description of this option, see *Job Setup Options* on page 6-25.

TCP/IP Tab Options

Click the **TCP/IP** tab to display the options on this tab.

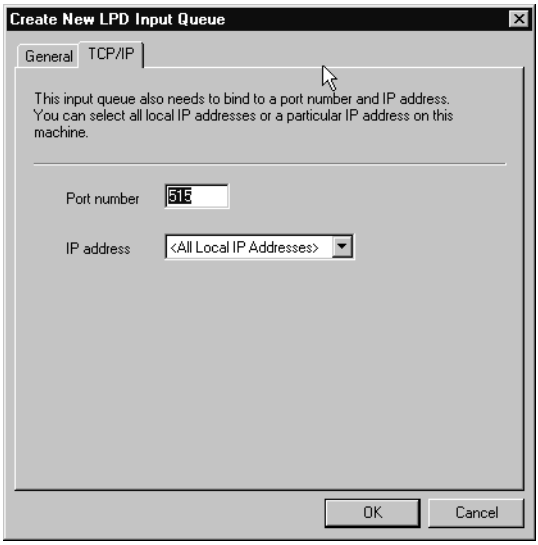


Figure 6-8: Create New LPD Input Queue—TCP/IP tab

The **TCP/IP** tab contains two options:

- **Port number**
- **IP address**

Use the **Port number** box to type the port number. It is recommended tht you always use 515 for the LPD port number, because 515 is the standard port number for the LPD protocol.

Use the **IP address** drop-down box to select an IP address. It is recommended that you always use **<All Local IP Addresses>** option.

However, if you have multiple network adapter cards in your server, you can use this option to isolate the LPD to a specific subnet.

Create New Socket Input Queue Dialog Box

The Create New Socket Input Queue dialog box displays two ways:

- Select an input queue in the Configure Input Queues dialog box, then click **Properties**.
- Click **Add** on the Configure Input Queues dialog box, select **Socket** from the Create New Input Queue dialog box, then click **OK**.

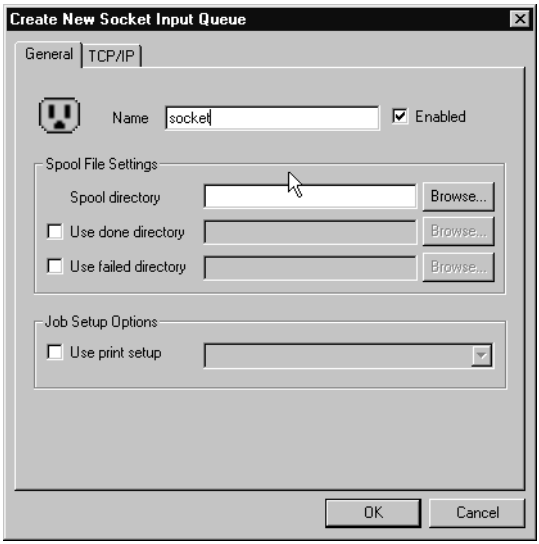


Figure 6-9: Create New Socket Input Queue dialog box

The following options are available on the **General** tab in the Create New Socket Input Queue dialog box.

Name Box and Enabled Check Box

The **Name** option consists of two parts:

- **Name** box
- **Enabled** check box

In the **Name** box, type a name for the input queue. This name displays in the **Name** column on the Configure Input Queues dialog box.

Select the **Enable** check box to enable the input queue, that is, make the input queue active.

Spool File Settings

This section contains three options:

- **Spool directory**
- **Use done directory**
- **Use failed directory**

For a description of these options, see *Spool File Settings* on page 6-24.

Job Setup Options

This section contains one option: **Use print setup**. For a description of this option, see *Job Setup Options* on page 6-25.

TCP/IP Tab Options

Click the **TCP/IP** tab to display the options on this tab.

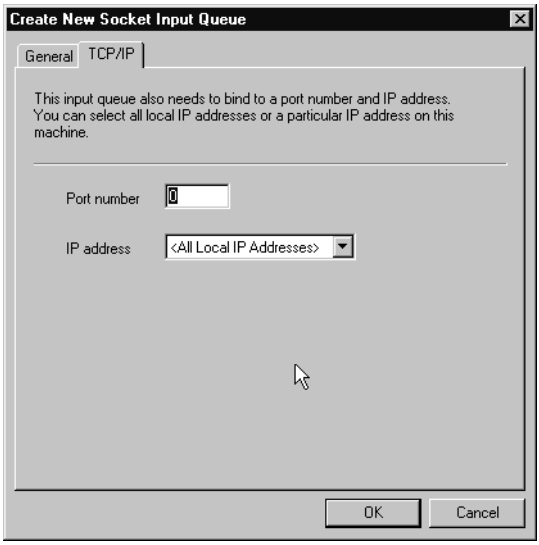


Figure 6-10: Create New Socket Input Queue—TCP/IP tab

The **TCP/IP** tab contains two options:

- **Port number**
- **IP address**

Use the **Port number** box to type the port number. It is recommended that you always use 065535 for the socket port number, because that is the standard port number for the socket protocol.

Use the **IP address** drop-down box to select an IP address. It is recommended that you always use **<All Local IP Addresses>** option.

However, if you have multiple network adapter cards in your server, you can use this option to isolate the socket to a specific subnet.

Create New Hot Folder Input Queue Dialog Box

The Create New Hot Folder Input Queue dialog box displays two ways:

- Select an input queue in the Configure Input Queues dialog box, then click **Properties**.
- Click **Add** on the Configure Input Queues dialog box, select **Hot Folder** from the Create New Input Queue dialog box, then click **OK**.

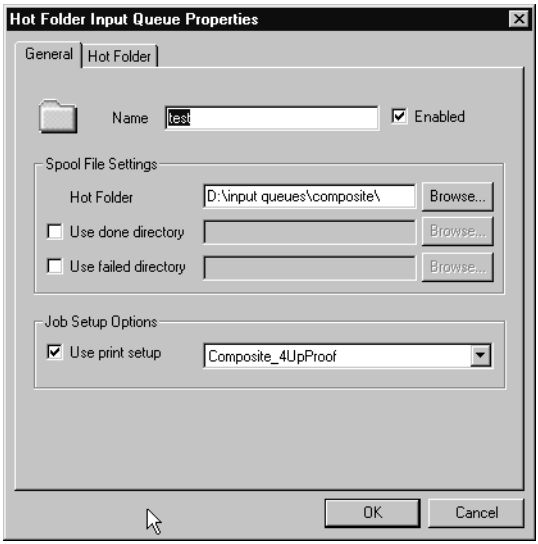


Figure 6-11: Create New Hot Folder Input Queue dialog box

The following options are available on the **General** tab in the Create New Hot Folder Input Queue dialog box.

Name Box and Enabled Check Box

The **Name** option consists of two parts:

- **Name** box
- **Enabled** check box

In the **Name** box, type a name for the input queue. This name displays in the **Name** column on the Configure Input Queues dialog box.

Select the **Enable** check box to enable the input queue, that is, make the input queue active.

Spool File Settings

This section contains three options:

- **Spool directory**
- **Use done directory**
- **Use failed directory**

For a description of these options, see *Spool File Settings* on page 6-24.

Job Setup Options

This section contains one option: **Use print setup**. For a description of this option, see *Job Setup Options* on page 6-25.

Hot Folder Tab Options

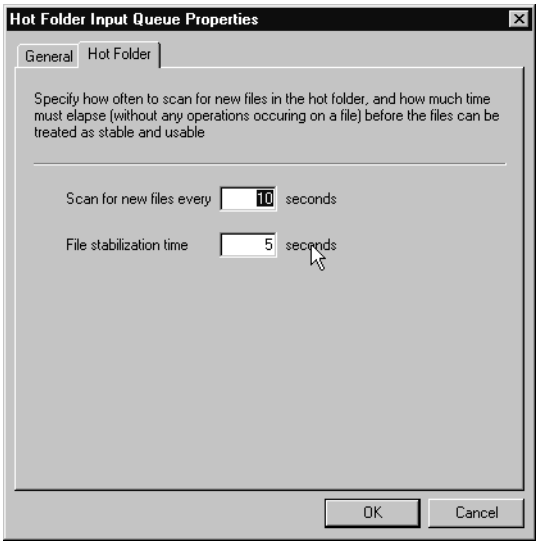


Figure 6-12: Create New Hot Folder Input Queue—Hot Folder

The **Hot Folder** tab contains two options:

- **Scan for new files every**
- **File stabilization time**

Use the **Scan for new files every** box to type the number of seconds you want the system to wait between instances of scanning the hot folder for incoming files.

Use the **File stabilization time** box to type the number of seconds you want Print Console to wait for incoming files to stabilize.

Create New AppleTalk Input Queue Dialog Box

The AppleTalk Input Queue Properties dialog box displays two ways:

- Select an input queue in the Configure Input Queues dialog box, then click **Properties**.
- Click **Add** on the Configure Input Queues dialog box, select **AppleTalk** from the Create New Input Queue dialog box, then click **OK**.

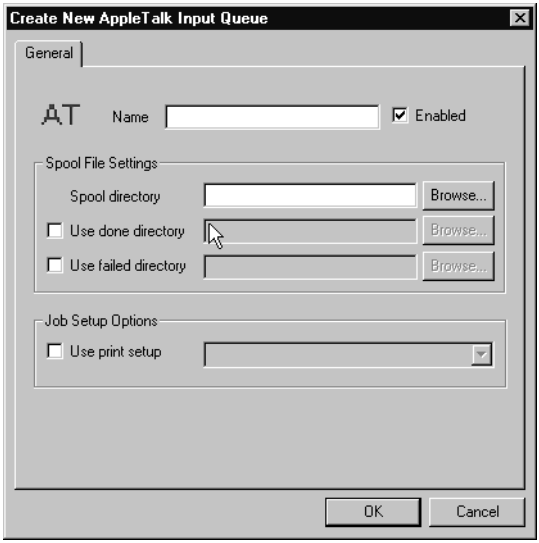


Figure 6-13: Create New AppleTalk Input Queue dialog box

The following options are available on the **General** tab in the Create New AppleTalk Input Queue dialog box.

Name Box and Enabled Check Box

The **Name** option consists of two parts:

- **Name** box
- **Enabled** check box

In the **Name** box, type a name for the input queue. This name displays in the **Name** column on the Configure Input Queues dialog box, and in the Chooser on a Macintosh.

Select the **Enable** check box to enable the input queue, that is, make the input queue active.

Spool File Settings

This section contains three options:

- **Spool directory**
- **Use done directory**
- **Use failed directory**

For a description of these options, see *Spool File Settings* on page 6-24.

Job Setup Options

This section contains one option: **Use print setup**. For a description of this option, see *Job Setup Options* on page 6-25.

7

JOB CONFIGURATION PROCEDURES

Included in This Chapter:

Overview..... 7-2

How to Configure Print Setups 7-3

How to Configure Input Queues 7-13

Overview

This chapter describes job-specific Print Console configuration procedures. Use this chapter to configure Print Console for specific job types. For definitions of the options on the job-specific configuration dialog boxes, refer to *Chapter 6, Job Configuration Dialog Boxes*.

For information on Print Console concepts, refer to *Chapter 3, Print Console Concepts*.

Before you can proceed with your job-specific configurations, you must configure your Print Console system, because job-specific configurations are based on some Print Console system configurations. See *Chapter 5, System Configuration Procedures*.

After you've configured your Print Console system, you're ready to create your job-specific configurations—in other words, your job templates. Job-specific configurations include:

- a print setup for each job type

  For example, you might create two print setups: one for creating digital halftone proofs of separated files and one for creating digital halftone proofs of composite files. See also *Print Setups* on page 3-10.

- an input queue for each print setup

  You attach the print setup to its input queue to complete the job-specific configuration.

Note: You must designate one of the print setups you create to be the default print setup for the Print Console system.

How to Configure Print Setups

You can use the Configure Print Setups dialog box to do five tasks:

- create new print setups
- copy print setups to create new print setups
- edit print setups
- reload print setup defaults
- delete print setups

For more information on print setups, see *Print Setups* on page 3-10 and *Configure Print Setups Dialog Box* on page 6-2.

Note: Print Console automatically generates PPD and PPX files when you exit the Configure Print Setups dialog box. See *PPD Files* on page 3-35.

How to Create New Print Setups

To create new print setups:

1. From the **Configuration** menu, select **Print Setups**.

   The Configure Print Setups dialog box displays.

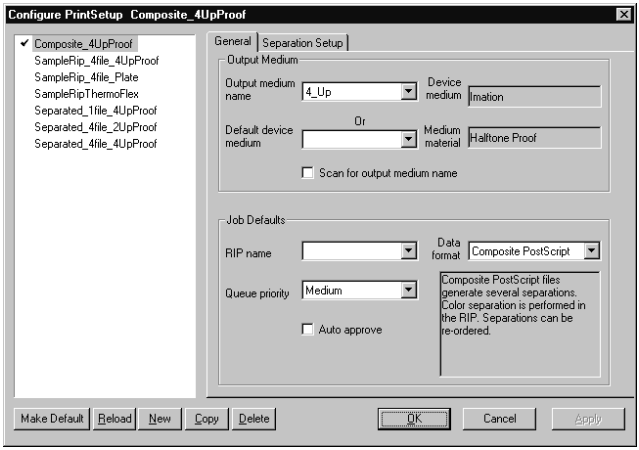


Figure 7-1: Configure Print Setups dialog box

2. Click **New**.

   The Enter Print Setup Name box displays.

3. In the **Enter Print Setup Name** box, type a name for the print setup.

4. Click **OK**.

   The Enter Print Setup Name dialog box closes, and the Configure Print Setup dialog box displays. The new print setup is highlighted and displayed in alphabetical order in the print setup list.

5. Set the options on each tab as desired.

   For definitions of the options, see *Configure Print Setups Dialog Box* on page 6-2.

6. Click **OK**.

   Print Console saves the new print setup.

How to Copy Print Setups

To copy print setups:

1. From the **Configuration** menu, select **Print Setups**.

   The Configure Print Setups dialog box displays.

2. Select the print setup you want to copy.

3. Click **Copy**.

   Print Console copies the selected print setup, and displays **copy_of_<name of original print setup>** in alphabetical order in the print setup list.

4. Highlight **copy_of_<name of original print setup>** and type a name for the new print setup.

5. Set the options on each tab as desired.

   For definitions of the options, see *Configure Print Setups Dialog Box* on page 6-2.

6. Click **OK**.

   Print Console saves the new print setup.

How to Edit Print Setups

To edit print setups:

1. From the **Configuration** menu, select **Print Setups**.

   The Configure Print Setups dialog box displays.

2. Select the print setup you want to edit.

3. Set the options on each tab as desired.

   For definitions of the options, see *Configure Print Setups Dialog Box* on page 6-2.

4. Click **OK**.

   Print Console saves the changes for the selected print setup.

How to Reload Print Setup Configurations

The **Reload** button is used when you're editing a print setup. When you click **Reload** during an editing session, Print Console displays the configuration information that was saved to the registry the last time you dealt with the selected print setup. In other words, the **Reload** button lets you erase the changes you've made between opening the Configure Print Setups dialog box and clicking **Apply** or **OK**.

To reload print setup configuration:

1. Edit a print setup, but do not click the **Apply** or **OK** button.

   See *How to Edit Print Setups* on page 7-5.

2. Click the **Reload** button.

   Print Console erases the changes you've made so far and displays the configuration settings from the registry. These are the configurations displayed when you first opened the Configure Print Setups dialog box for the current editing session.

3. Continue editing the print setup.

4. Click **OK**.

   Print Console saves the changes.

How to Delete Print Setups

To create new print setups:

1. From the **Configuration** menu, select **Print Setups**.

   The Configure Print Setups dialog box displays.

2. Select the print setup you want to delete.

3. Click **Delete**.

   Print Console deletes the selected print setup from the Configure Print Setups dialog box.

4. Click **OK**.

   Print Console saves the changes.

How to Add Color Mappings to Print Setups

You may only add color mappings to a print setup with an output medium or device medium that is used for digital halftone proofing.

To add color mappings to a print setup:

1. From the **Configuration** menu, select **Print Setups**.

   The Configure Print Setups dialog box displays.

2. Select the print setup for which you want to add color mappings.

3. Click the **Separation Setup** tab.

   The options on the **Separation Setup** tab display for the selected print setup.

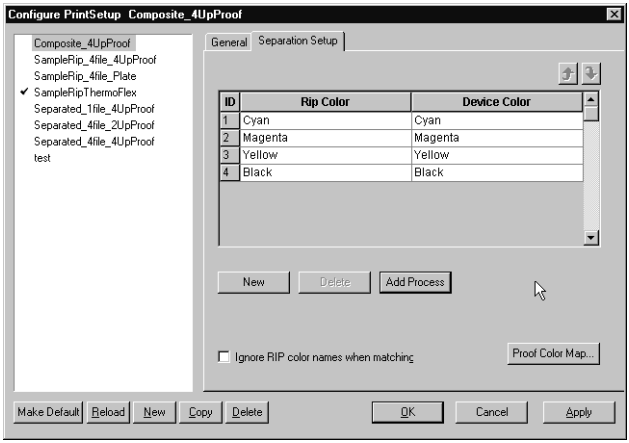


Figure 7-2: Configure Print Setups—Separation Setup tab

4. To add process colors, click **Add Process**.

   Print Console adds the process color mappings to the Separation Setup list. The RIP color name displays in the **RIP Color** column, and the device color name displays in the **Device Color** column.

5. To add spot colors, click **New**.

   A blank line is added to the Separation Setup list.

6. Click the blank cell in the **RIP Color** column.

   An arrow displays to let you access a drop-down list of color mappings. The color mappings show the name of the RIP color, and the name of the device color to which the RIP color is mapped is shown in brackets.

7. Click the arrow, and select a color mapping from the drop-down list.

   The RIP color name displays in the **RIP Color** column, and the device color name displays in the **Device Color** column. You can change the device color name as desired.

8. Repeat steps 5 to 7 until you've added all the spot colors you want to the selected print setup.

9. Click **OK**.

   Print Console saves the changes.

How to Delete Color Mappings From Print Setups

To delete color mappings from print setups:

1. From the **Configuration** menu, select **Print Setups**.

   The Configure Print Setups dialog box displays.

2. Select the print setup from which you want to delete a color mapping.

3. Click the **Separation Setup** tab.

   The **Separation Setup** tab displays.

4. Select the color mapping you want to delete.

5. Click **Delete**.

   Print Console deletes the color mapping from the Configure Print Setups dialog box.

6. Click **OK**.

   Print Console saves the change.

How to Access the Proof Color Table

To access the proof color table:

1. From the **Configuration** menu, select **Print Setups**.

   The Configure Print Setups dialog box displays.

2. Select the print setup for which you want to add a new color mapping.

3. Click the **Separation Setup** tab.

   The options on the **Separation Setup** tab display for the selected print setup.

4. Click **Proof Color Map**.

   The Configure Proof Color Mappings dialog box displays.

5. Create a new color mapping.

   See *How to Create New Proof Color Mappings* on page 5-13.

6. Click **OK**.

   Print Console saves the new color mapping in the proof color table, closes the Configure Proof Color Mappings dialog box, and displays the **Separation Setup** tab in the Configure Print Setups dialog box.

7. Click **New**.

   A blank line is added to the Separation Setup list.

8. Click the blank cell in the **RIP Color** column.

   An arrow displays to let you access a drop-down list of color mappings. The color mappings show the name of the RIP color, and the name of the device color to which the RIP color is mapped is shown in brackets.

9. Click the arrow, and select the new color mapping from the drop-down list.

   The RIP color name displays in the **RIP Color** column, and the device color name displays in the **Device Color** column.

10. Click **OK**.

    Print Console saves the changes.

How to Specify the Default Print Setup

To specify the default print setup:

1. From the **Configuration** menu, select **Print Setups**.

   The Configure Print Setups dialog box displays.

2. Select the print setup you want to make the default.

3. Click **Make Default**.

   Or:

   a. Right-click.

      A shortcut menu displays.

   b. Select **Default Print Setup**.

   A check mark displays beside the print setup, indicating it is the default print setup.

4. Click **OK**.

   Print Console saves the changes.

How to Configure Creo TIFF Downloader

The Creo **TIFF Downloader** tab is only available when you have Creo TIFF Downloader installed and registered with Print Console, and you have **Creo TIFF**

Downloader selected in the **RIP name** box on the **General** tab in the Configure Print Setups dialog box. Otherwise, this tab is unavailable.

To configure Creo TIFF Downloader:

1. From the **Configuration** menu, select **Print Setups**.

   The Configure Print Setups dialog box displays.

2. Select the print setup for which you want to configure Creo TIFF Downloader.

3. Click the **General** tab.

   The options on the **General** tab display.

4. In the **RIP name** box, select **Creo TIFF Downloader**.

   The **TIFF Downloader** tab displays.

5. Click the **TIFF Downloader** tab.

   The options on the **TIFF Downloader** tab display.

6. Set the **Mirror print** and **Transform** options as desired.

7. Click **OK**.

   Print Console saves the Creo TIFF Downloader configurations.

How to Configure Input Queues

Future releases of Print Console will let you use the Configure Input Queues dialog box to configure five types of input queues:

- AppleTalk
- hot folders
- line printer daemons
- pipes
- sockets

The Print Console 1.0 release only supports hot folder input queues.

See also *Input Queues* on page 3-38 and *Configure Input Queues Dialog Box* on page 6-18.

How to Create a Hot Folder Input Queue

To create a hot folder input queue:

1. From the **Configuration** menu, select **Input Queues**.

   The Configure Input Queues dialog box displays.

2. Click **Add**.

   The Create New Input Queue dialog box displays

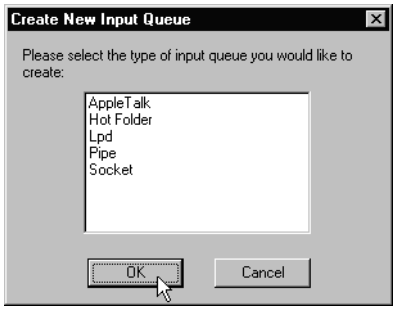


Figure 7-3: Create New Input Queue dialog box

3. Select **Hot folder**, then click **OK**.

   The Create New Hot Folder Input Queue dialog box displays.

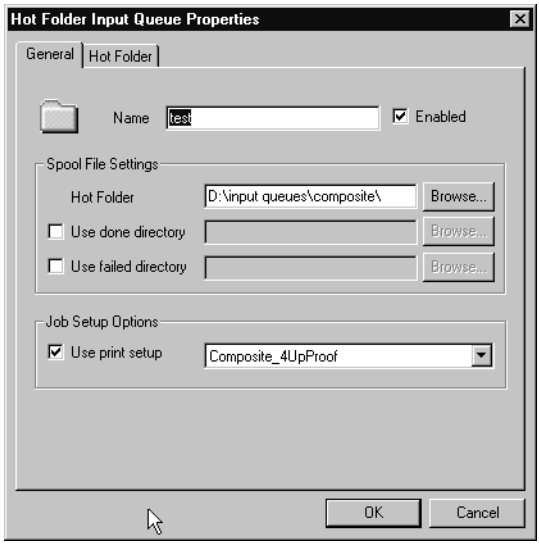


Figure 7-4: Create New Hot Folder Input Queue

4. In the **Name** box, type a name for the hot folder input queue.
5. Select the **Enabled** check box to enable the hot folder input queue.
6. Set the Spool File Settings and Job Setup options.

   For definitions of the options, see *Create New Hot Folder Input Queue Dialog Box* on page 6-33.

7. Click the **Hot Folder** tab.

   The options on the **Hot Folder** tab display.

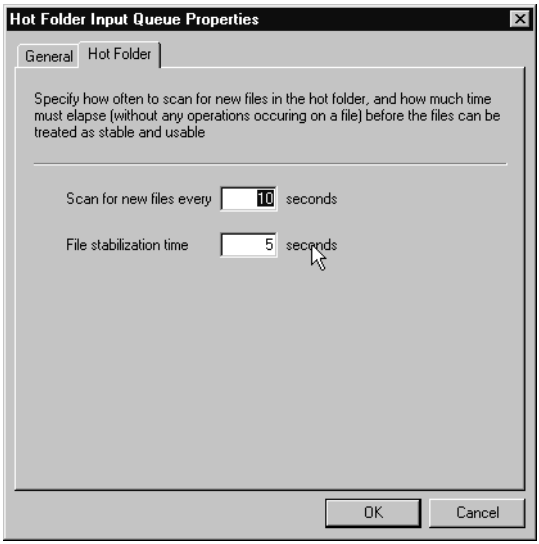


Figure 7-5: Hot Folder Input Queue Properties—Hot Folder tab

8. Set the **Scan for new files every** and **File Stabilization time** options.
9. Click **OK**.

   Print Console creates the hot folder input queue and adds it to the list of input queues on the Configure Input Queues dialog box.

How to Edit Input Queue Properties

To edit input queue properties:

1. From the **Configuration** menu, select **Input Queues**.

   The Configure Input Queues dialog box displays.

2. From the **Name** column, select the name of the input queue for which you want to edit properties.

3. Click **Properties**.

   The dialog box for the input queue you selected displays.

4. Edit the options as desired.

   For definitions of the options, see *Configure Workstation Dialog Box* on page 4-41.

5. Click **OK**.

   Print Console saves the changes you made.

How to Delete Input Queues

To delete an input queue:

1. From the **Configuration** menu, select **Input Queues**.

   The Configure Input Queues dialog box displays.

2. From the **Name** column, select the input queue you want to delete.

3. Click **Delete**.

   A confirmation dialog box displays.

4. Click **OK**.

   The confirmation dialog box closes, and Print Console deletes the selected input queue.

5. Click **OK**.

   Print Console saves the change.

How to Enable or Disable Input Queues

To enable or disable an input queue:

1. From the **Configuration** menu, select **Input Queues**.

   The Configure Input Queues dialog box displays.

2. From the **Name** column, select the name of the input queue you want to delete.

   The **Status** column indicates if the selected input queue is enabled or disabled.

3. Click **Enable** or **Disable**.

   Print Console enables or disables the selected input queue and updates the **Status** column.

4. Click **OK**.

   Print Console saves the changes.

How to Attach a Print Setup to an Input Queue

To attach a print setup to an input queue:

1. From the **Configuration** menu, select **Input Queues**.

   The Configure Input Queues dialog box displays.

2. From the **Name** column, select an input queue.

3. Click **Properties**.

   The dialog box for the input queue you selected displays.

4. Select the **Use print setup** check box; then select a print setup from the drop-down list.
5. Click **OK**.

   The <input queue type> Input Queue Properties dialog box closes, and the Configure Input Queues dialog box displays.
6. Click **OK**.

   Print Console attaches the print setup to the input queue, and closes the Configure Input Queues dialog box.

8

Job Properties Dialog Box

Included in This Chapter:

Overview..... 8-2

How to Display the Job Properties Dialog Box 8-3

Job Properties Dialog Box Tabs 8-6

Overview

This chapter describes the options on the Job Properties dialog box. The Job Properties dialog box contains information from the print setup that Print Console applied to the job files when you submitted the job files to the system. You use the Job Properties dialog box to edit the job properties for a selected job. Print Console processes the job according to the information in the job properties.

Use this chapter to understand the options on the Job Properties dialog box. To change job properties, see the *Print Console User Guide*. For information on Print Console concepts, refer to *Chapter 3, Print Console Concepts*.

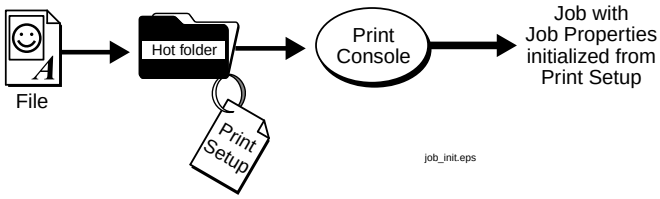


Figure 8-1: Job property initialization

How to Display the Job Properties Dialog Box

You can display the Job Properties dialog box two ways:

- using the **Job** menu
- using the shortcut menu
- using the keyboard shortcut

You can display the Job Properties dialog box for a job in Print Console. This section describes how to display the Job Properties dialog box for jobs on the **Pending** tab in the Queues window. You can use the same procedure for jobs on other windows.

Using the Job Menu

To display the Job Properties dialog box:

1. Click **Queues**.

   The Queues window displays.

2. Click the **Pending** tab.

   The **Pending** tab displays.

3. Select the job for which you want to change job properties.

4. From the **Job** menu, select **Properties**.

   The Job Properties dialog box displays.

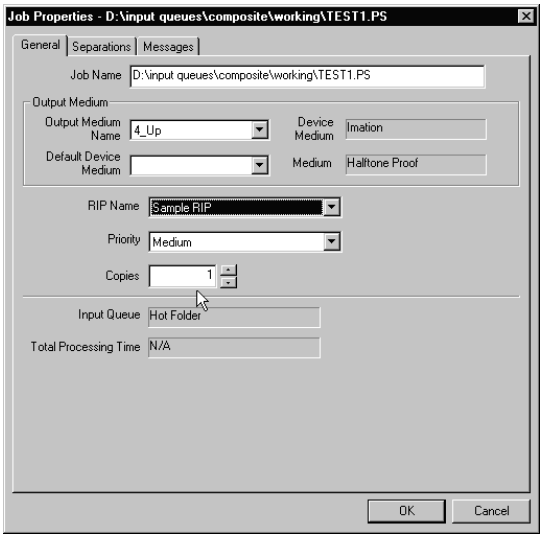


Figure 8-2: Properties Dialog Box—General tab

Using the Shortcut Menu

To display the Job Properties dialog box:

1. Click **Queues**.

   The Queues window displays.

2. Click the **Pending** tab.

   The **Pending** tab displays.

3. Select the job for which you want to change job properties.

4. Right-click the job.

   A shortcut menu displays.

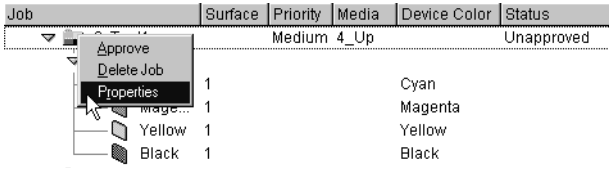


Figure 8-3: Shortcut menu for pending jobs

5. Select **Properties** from the menu.

   The Job Properties dialog box displays.

Using the Keyboard Shortcut

To display the Job Properties dialog box:

1. Click **Queues**.

   The Queues window displays.

2. Click the **Pending** tab.

   The **Pending** tab displays.

3. Select the job for which you want to change job properties.

4. Press ENTER.

   The Job Properties dialog box displays.

Job Properties Dialog Box Tabs

The Job Properties dialog box contains three tabs:

- **General**—see page 8-7
- **Separations**—see page 8-10
- **Messages**—see page 8-16

This chapter describes the options on each of the above tabs.

General Tab

For instructions on how to display the **General** tab, see *How to Display the Job Properties Dialog Box* on page 8-3.

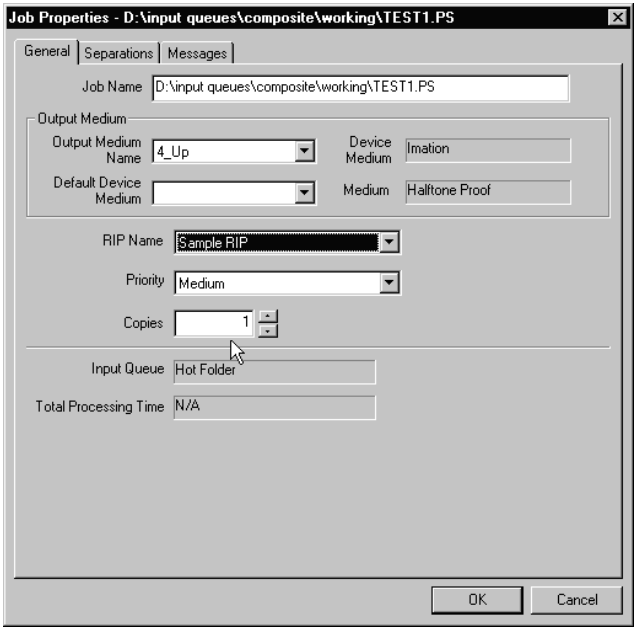


Figure 8-4: Properties dialog box—General tab

The following options are available on the **General** tab in the Job Properties dialog box. The changes you make to the options on the **General** tab are applied to all the files in the job.

Job Name Box

The **Job Name** box displays the name of the file and the name of the input queue through which you submitted the file.

Note: When you submit a file to Print Console using the **Submit File** command or the drag-and-drop method, the job name does not include an input queue name.

Output Medium Section

This section contains two options:

- **Output Medium Name**
- **Default Device Medium**

Use the **Output Medium Name** box to select an output medium for the job. The **Device Medium** box displays the device medium on which the output medium you selected is based.

Or:

Use the **Default Device Medium** box to select a device medium for the job. The **Medium** box displays the type of device medium you selected, for example, digital halftone proof or plate.



Important:
You must select either a device medium or an output medium for Print Console to process the job.

RIP Name Box

The **RIP Name** box displays the name of the RIP to which Print Console will send the job files. To change the RIP, select one from the drop-down list in the **RIP Name** box.

Priority Box

The **Priority** box displays the processing priority associated with the file. To change the processing priority, select a priority from the **Priority** drop-down list.

Copies Box

The **Copies** box displays how many times the output device will image the job files. When imaging two copies of a job, the output device images the entire job once, then images the entire job a second time. Only one job displays in the Print Console software windows.

To change the number of copies, type another number in the **Copies** box, or use the up and down arrows to select the number of copies you desire.

Input Queue Box

The **Input Queue** box displays how you submitted the job files to Print Console. If you submitted the files to Print Console via the **Submit File** command or dragging and dropping the files from one application into the Print Console software, the word **Console** displays in the **Input Queue** box. If you submitted the files to Print Console via an input queue, the name of the input queue displays in the **Input Queue** box.

Total Processing Time Box

The **Total Processing Time** box displays the total amount of time it took to process the job. Print Console completes this box after it finishes processing the job.

Separations Tab

You must use the **Separations** tab when you're creating digital halftone proofs to inform Print Console what is in the file it is processing.

Print Console uses the color information from the **Separations** tab to instruct the output device. It uses the device color name and the order of those names to specify which imaging setup the output device is to use for each color.

The **Separation** tab is populated when you submit files to Print Console. When you submit a file to Print Console, the software applies a print setup to the job. The color mappings from the print setup configuration display for the job on the **Pending** tab in the Queues window and in the **Separation** tab in the Job Properties dialog box. You can edit the color mappings in the **Separations** tab as needed.

Print Console does not use the information in the **Separation** tab to instruct the RIP how to generate color separations. See also *Color Separation Lists* on page 3-26.

For instructions on how to display the **Separations** tab, see *How to Display the Job Properties Dialog Box* on page 8-3.

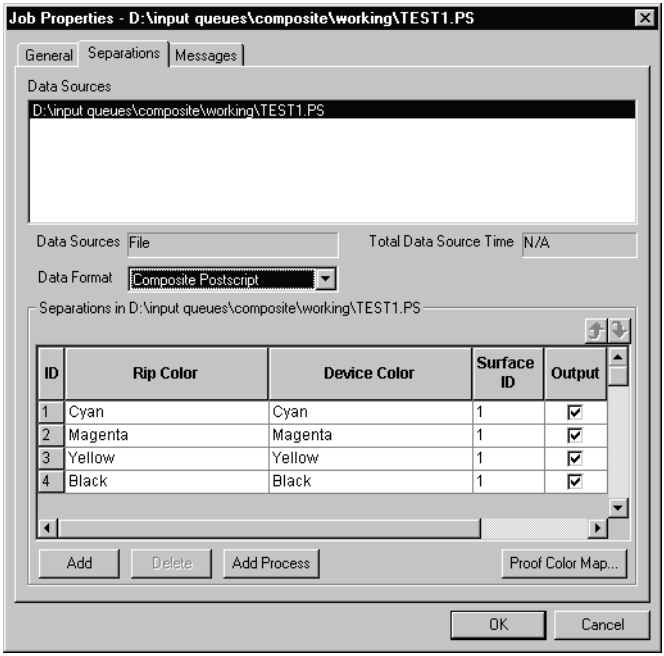


Figure 8-5: Job Properties dialog box—Separations tab

The following options are available on the **Separations** tab in the Job Properties dialog box.

Data Sources Box

The **Data Sources** box displays the location of the job files and the name of each file. When you select a file in the **Data Sources** box, the Separations section of the dialog box displays color map information for the file you selected.

Total Data Source Time Box

The **Total Data Source Time** box displays the total amount of time it took Print Console to process the job files. This box is completed after the job is processed.

Data Format Box

Use the **Data Format** box to select a format—for example, composite PostScript—for the data source selected in the **Data Sources** box.

Separations Section

The **Separations** section displays color map information for the file you selected in the **Data Sources** box. The **Separations** section contains the following columns:

- **ID**
- **RIP Color**
- **Device Color**
- **Surface ID**
- **Output**
- **Output Time**

The **ID** column identifies each color map row.

The **RIP Color** column lists the name of the RIP color as defined in the proof color table. When you click the color, Print Console displays an arrow that lets you access a drop-down list of RIP color names. In brackets, beside each RIP color name in the drop-down list is the device color to which the RIP color is mapped. You use the **RIP color** column to select a mapping of a RIP color and device color.

When you select a color mapping, Print Console displays the RIP color name in the **RIP Color** column and the device color name in the **Device Color** column.

Note: The **Device Color** column is only displayed when a digital halftone proofing device medium or output medium is selected on the **General** tab.

You can customize a color mapping for the job by selecting a different color in the **Device Color** column. The customized color mapping is only used for the job; it is not saved to the proof color table.

The **Surface ID** column displays the surface for which the file is intended, for example, surface 1 or 2.

The **Output** check box displays whether or not the color separation will be output, that is, RIPed by the RIP software and imaged by the output device. Select the **Output** check box to output the color separation; clear the **Output** check box to keep Print Console from outputting the color separation.

Note: The **Output** option works with separated files. It does not work with composite and pre-separated files.

For definitions of these file types, see *Print Console Terminology* on page 1-8



You can use the up and down arrow buttons to rearrange the color mapping order. To rearrange color mapping order, select the color map, then use the up and down arrow buttons to move it to the desired position. You can also drag and drop the color mappings in the order you desire.

The color mapping order you define in the **Separations** tab in the Job Properties dialog box overrides the default device medium color order that you specified

in the **Color and Default Imaging** box on the Configure Device Media dialog box. See *Configure Device Media Dialog Box* on page 4-2.

The **Output Time** column displays the amount of time it took to download the RIPed data to the output device. This column only displays information after Print Console has processed the job.

Separations Tab Buttons

Table 8-1: Buttons on the Separation tab

Button	Description
Add	Click **Add** to add a new color mapping to the separation list.
Delete	Click **Delete** to remove a selected color mapping from the separation list. Click **OK** to confirm the deletion; click **Cancel** to cancel the deletion.

Button	Description
Add Process	Click **Add Process** to add the process color mappings (CMYK) to the separation list. The process color mappings display in default color order, that is, the order you specified for the device media in the **Colors and default order** box on the Configure Device Media dialog box. See the *Configure Device Media Dialog Box* on page 4-2. You can use the up and down arrow buttons to rearrange the color mapping order. You can also drag and drop the color mappings in the order you desire.
Proof Color Map	Click **Proof Color Map** to display the Configure Proof Color Mappings dialog box, which lets you create new color mappings. See *How to Create New Proof Color Mappings* on page 5-13. The contents of the proof color map are used to populate the **RIP** pull-down list in the **Separations** tab in the Job Properties dialog box. This button is only available when you have one or more color maps displayed on the **Separation** tab.

Messages Tab

For instructions on how to display the **Messages** tab, see *How to Display the Job Properties Dialog Box* on page 8-3.

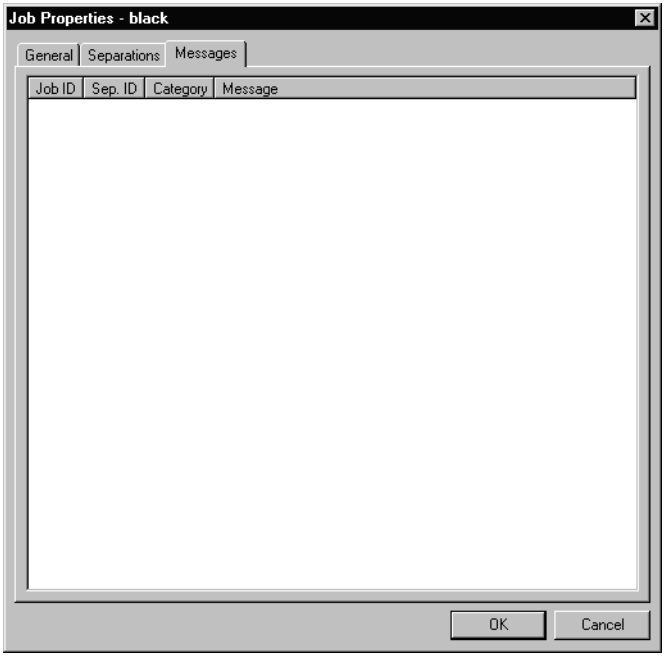


Figure 8-6: Job Properties dialog box—Messages tab

The following options are available on the **Messages** tab in the Job Properties dialog box.

Job ID Column

The **Job ID** column displays the number of the file in the job with which the message is associated.

Sep. ID Column

The **Sep. ID** column displays the name of the color separation with which the message is associated.

Category Column

The **Category** column displays the message category associated with the file. The message fits into one of the following categories:

- operator intervention
- warning
- information
- log only
- service call
- status maintenance

Message Column

The **Message** column displays the message associated with the file.

Buttons Available

This section describes the buttons on the Job Properties dialog box.

Table 8-2: Buttons on the Job Properties dialog box

Button	Description
OK	Click **OK** to save the settings you have specified in the Job Properties dialog box and close the dialog box.
Cancel	Click **Cancel** to discard all changes you've made in the Job Properties dialog box and close the dialog box.

A Print Console Utility

Included in This Chapter:

Overview..... A-2

Backup Feature A-3

Restore Feature..... A-5

Overview

The Print Console Utility lets you back up your Print Console settings—such as print setup and input queue configurations—then restore the configurations at a later date. You may want to use this utility before you upgrade your Print Console software to the next software version.

This appendix describes how to use the backup and restore features of the Print Console Utility.

Backup Feature

The backup feature lets you back up your print setup and input queue configurations to a file.

To backup Print Console settings:

1. Click the **Start** menu, point to **Programs**, **Print Console**, then select **Print Console Utility**.

   The Print Console Utility dialog box displays.

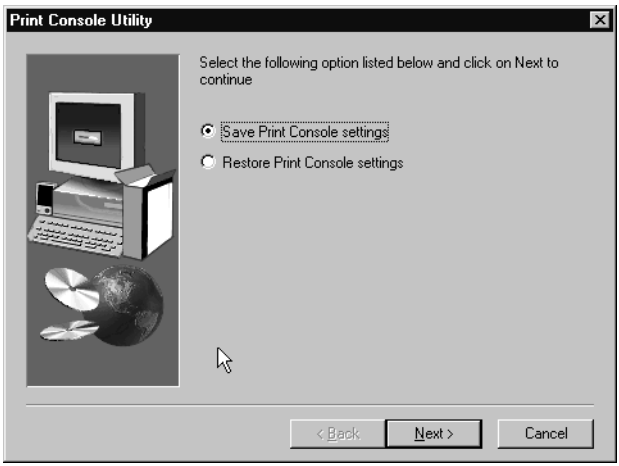


Figure A-1: Print Console Utility dialog box

2. Select **Save Print Console settings**, then click **Next**.

   The Save Settings dialog box displays.

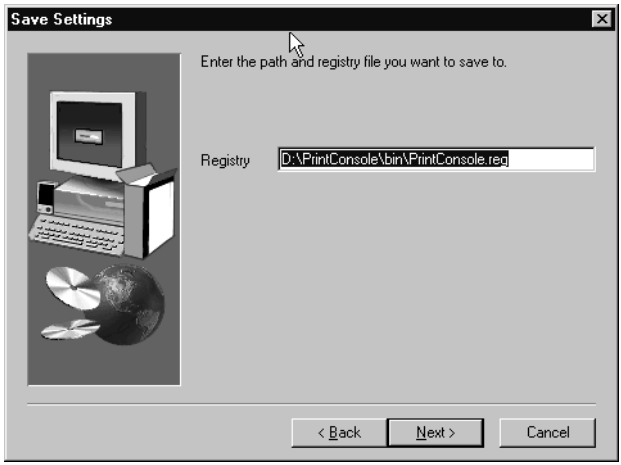


Figure A-2: Save Settings dialog box

3. In the **Registry** box, type a the path and file name to which you want to save the Print Console settings, then click **Next**.

   Print Console Utility saves the Print Console settings to the file you specified. When the settings are saved, a confirmation dialog box displays.



Figure A-3: Print Console Utility dialog box

4. Click **OK**.

   Print Console Utility closes.

Restore Feature

The restore feature lets you restore the configurations you previously backed up.

To restore Print Console settings:

1. Click the **Start** menu, point to **Programs**, **Print Console**, then select **Print Console Utility**.

   The Print Console Utility dialog box displays.

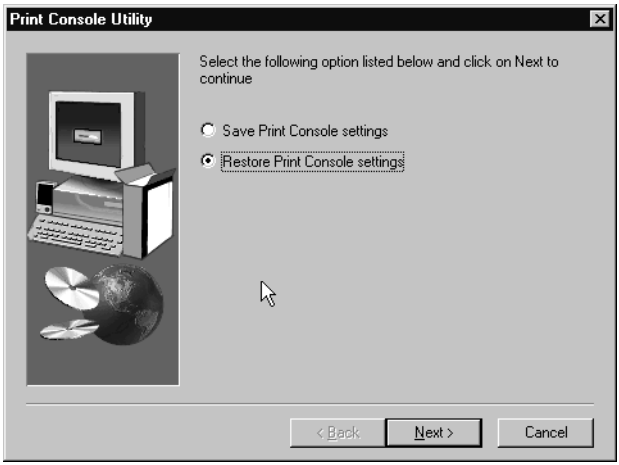


Figure A-4: Print Console Utility dialog box

2. Select **Restore Print Console settings**, then click **Next**.

   The Save Settings dialog box displays.

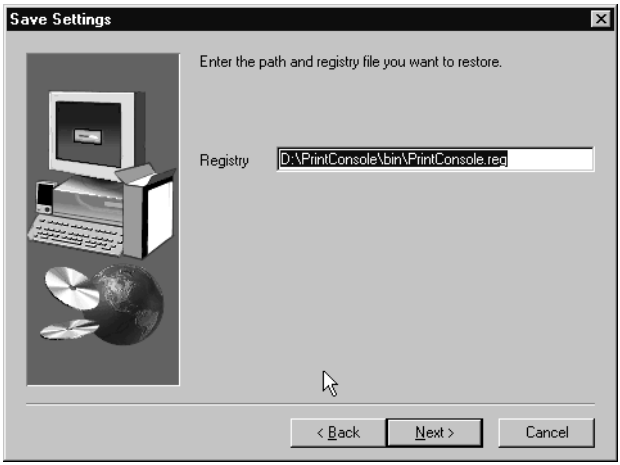


Figure A-5: Save Settings dialog box

3. In the **Registry** box, type the path and file name to which you want to restore the Print Console settings, then click **Next**.

   A confirmation dialog box displays.



Figure A-6: Print Console Utility dialog box

4. Click **OK** to proceed.

   Print Console Utility restores the Print Console settings to the file you specified. When the settings are restored, a confirmation dialog box displays.



Figure A-7: Print Console Utility dialog box

5. Click **OK**.

   Print Console Utility closes.

Print Console Utility

GLOSSARY

active queue Contains the job Print Console is currently processing. You can view the status of the job on the Status window.

AppleTalk 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.

Attention window Contains information about Print Console problems you need to address. The Attention window is only available when Print Console needs you to address a problem.

CMYK Cyan, magenta, yellow, and black are the printing colors for process color production.

color mapping Contains a RIP color name and a device color name. Print Console only uses color mappings 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 to 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).

Creo Recorder Interface An application programming interface that lets you connect third-party RIP software to Print Console.

CRI Creo Recorder Interface.
See *Creo Recorder Interface*.

device media Refers to the media vendor's product. Device media are configured by Creo personnel 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 A method of submitting a file to Print Console where you drag a file from one application and drop it onto the Print Console software.

drum On a Creo-developed output device, this is the component on which a medium is mounted for imaging by the laser.

file An electronic text description of data.

History window 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 An electronic bitmap that an output device exposes onto media.

imposition A means of arranging pages into 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 An imposition software application.

input queue A mechanism connecting Print Console to front-end workflow systems. You submit files to Print Console via input queues, such as hot folders, line printer daemons, sockets, AppleTalk, and pipes.

job When you submit a file to Print Console, it is displayed on the **Pending** tab 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 The information Print Console uses to process a job. Job properties are initialized from print setups.

line frequency The density of dots on a halftone screen, commonly measured in lines per inch (lpi). Also called *screen frequency*, *screen ruling*, or *ruling*.

line printer daemon 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.

LPD See *line printer daemon*.

output Any data that is transferred to another device, such as a laser printer, a video display, or a platesetter.

output device Any device that plots data onto media, such as a Trendsetter Spectrum or Proofsetter Spectrum.

output media Refers to a particular size of a device medium. See also *device media*.

PDF Adobe's Portable Document Format.

PDF Printer Description File in QuarkXPress version 3.32 or earlier. Like a PPD file, QuarkXPress' PDF file contains information on the parameters and options associated with a specific output device.

pending queue Contains all the jobs waiting to be processed. You can view the jobs in this queue on the **Pending** tab in the Queues window.

pipe 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.

plate The physical medium upon which an output device exposes an image. A Trendsetter Spectrum output device produces one exposed plate for every image it receives.

PPD file PostScript Printer Description file. A computer file containing information on the parameters and options associated with a specific output device, in this case 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 Creo workflow, this file contains the virtual punch coordinates used during imposition.

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

Preps An imposition software application.

PressWise An imposition software application.

Print Console workstation A high-speed computer running the Windows NT operating system and Print Console software. 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.

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

Queue window Contains two tabs: **Pending** and **Processed**. The **Pending** tab lists all the jobs waiting to be processed, and the **Processed** tab lists all the jobs Print Console has processed.

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

recorder See *output device*.

resolution The 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 The 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 the job. In the case of digital halftone proofing jobs, the color separations contain color mappings. See also *spot color table*.

socket 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.

spool folder See *hot folder*.

spot color A 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 contains two columns: RIP color and Maps to Device color. The RIP color column lists the names of the colors that the RIP software will find in the file it RIPs. The Maps to Device color column lists the names of the colors that Print Console recognizes in order to instruct the output device. Each row in the spot color table creates a color mapping, which are only used for digital halftone proofing.

Status window The main Print Console window. It shows the status of the output device and RIP software. It also shows the RIPing and imaging progress of the job Print Console is currently processing.

Submit File command A command that lets you submit a file to Print Console for processing.

submitting The process of sending a file to Print Console for imaging on an output device.

suspend condition A 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 Creo's imaging option that uses an infrared laser diode to image IR-sensitive plates and film at high resolutions.

throughput The efficiency with which images are interpreted and produced.

TIFF Downloader Software that lets you submit bilevel TIFF files to Print Console for imaging on an output device.

workstation See *Print Console workstation*.

INDEX

A

About Print Console menu command 2-30
active queue 2-5
adding
  color mappings to print setups 7-7
  custom spot functions to PPD files 5-24
Adobe PostScript Driver 5-29
Allegro RIP
  license 4-43
animation
  configuration 5-37
  controls 4-48
AppleTalk 6-18, 6-36
Approve menu command 2-31
attaching print setups to input queues 7-18
attention symbol xxii
Attention window 2-23
  message types 2-27
  suspend conditions 2-23
auto approve feature 3-14

B

backing up Print Console A-3

C

Cancel menu command 2-32
changing
  default imaging order 5-6
color
  process 1-9
  spot 1-10
color mappings 3-19, 6-6, 6-8
  adding to print setups 7-7
  creating 5-12
  custom 3-20
  default 3-20
  deleting 5-15
    from print setups 7-9
  editing 5-14
  reloading configurations 5-14
color names
  device 1-8
  RIP 1-10
  where to find them 3-22
color separations 1-8
commenting on manual xxiii
composite files 1-8, 3-2
concepts
  auto approve 3-14
  composite files 3-2
  device media 3-4
  file types 3-2
  input queues 3-38
  job approval 3-32
  output media 3-6
  PPD files 3-35
  pre-separated files 3-2
  Print Console 1-2
  print setups 3-10
  proof color table 3-19
  queue priority 3-16
  separated files 3-2
  separation lists 3-26
Configuration menu 2-29, 2-36
  Device Media 2-37
  Generate PPD 2-38
  Input Queue 2-38
  Output Media 2-37
  Preferences 2-38
  Print Setups 2-37
  Spot Color Table 2-37
  Workstation 2-38
Configure Device Media dialog box 4-2
  buttons described 4-7
  colors and default order 4-4
  device media box 4-3
  medium characteristics 4-5
Configure Input Queues dialog box 6-18
  buttons described 6-20
  IP address column described 6-19
  name column described 6-18
  port column described 6-20
  print setup column described 6-19
  spool directory column described 6-19
  status column described 6-19
  type column described 6-19
Configure Output Media dialog box 4-8
  buttons described 4-21
  default exposure box 4-12
  device medium box 4-9
  device proof format 4-9
  General tab described 4-8
  image shift in device section 4-19
  load orientation 4-12
  medium material box 4-12

Optional tab described 4-13
output media list 4-9
punch coordinates section 4-14
size along drum box 4-10
size around drum box 4-11
thickness box 4-11
Configure Print Setups dialog box 6-2
buttons described 6-15
General tab described 6-3
job defaults section 6-5
output medium section 6-4
print setup list 6-3
Separation Setup tab described 6-6
TIFF Downloader tab described 6-11
Configure Proof Color Mappings dialog box 4-23
buttons described 4-25
device medium list 4-24
proof color table 4-24
buttons described 4-25
Configure Screening Settings dialog box 4-36
Configure Workstation dialog box 4-41
buttons described 4-46
CRI section 4-43
Defaults tab described 4-41
Licenses tab described 4-43
media selection 4-42
Serial I/O tab described 4-45
serial port section 4-45
TIFF Downloader section 4-44
configuring
animation 4-48, 5-37
color mappings 5-12
device media 5-3
History window 4-48, 5-37
input queues 7-13
language 5-38
license keys 5-33
output media 5-8
pending queue 5-39
PPD files 5-17
preferences 5-36
Print Console 5-1, 7-1
print setups 7-3
processed queue 5-38
Processed tab 4-48
proof color table 5-12
serial ports 4-45, 5-34
Status window 5-37
TIFF Downloader 7-11
unit of measurement 5-36
workstation defaults 5-32
copying
output media 5-9
print setups 7-5
Create New
AppleTalk Input Queue dialog box 6-36
enabled check box described 6-37
job setup options 6-37
name box described 6-37
spool file settings 6-37
Hot Folder Input Queue dialog box 6-33
enabled check box described 6-34
Hot Folder tab described 6-35
job setup options 6-34
name box described 6-34
spool file settings 6-34
LPD Input Queue dialog box 6-26
enabled check box described 6-27
job setup options 6-28
print queues described 6-27
spool file settings 6-28
TCP/IP tab described 6-29
Pipe Input Queue dialog box 6-23
enabled check box described 6-24
job setup options 6-25
name box described 6-24
spool file settings 6-24
Socket Input Queue dialog box 6-30
enabled check box described 6-31
job setup options 6-31
name box described 6-31
spool file settings 6-31
TCP/IP tab described 6-32
creating
color mappings 5-12
device media 5-3
new screening settings 5-19
output media 5-8
PPD files 5-17
print setups 7-4
CRI 1-5, 4-43
custom color mappings 3-20

D

DEC Alpha 1-4
turning on and off 1-4
default
color mappings 3-20
color order for device media 4-2, 4-4, 5-6
output device resolution 4-27
PPD files, setting 5-18
print setup 4-41
workstation settings 4-41, 5-32
default print setup, setting 7-11
definitions
auto approve 3-14
color separations 1-8
composite files 1-8, 3-2
device color names 1-8
device media 3-4

job 1-9
job properties 3-32
output media 3-6
PPD files 3-35
pre-separated files 1-9, 3-2
Print Console 1-2
print setups 3-10
process color 1-9
proof color table 3-19
queue priority 3-16
RIP color names 1-10
separated files 1-10, 3-2
separation lists 3-26
spot colors 1-10
Delete menu command 2-32
deleting
color mappings 5-15, 7-9
custom spot functions 5-26
device media 5-5
input queues 7-17
output media 5-11
print setups 7-7
screen settings 5-21
desktop publishing software
on a Mac, making PPD files available 5-28
on Windows 95, making PPD files available 5-29
determining which output device a PPD file is generated for 5-30
device color 4-24, 6-8
name 1-8
device media
concept of 3-4
configuring 5-3
default color order 4-2
deleting 5-5
editing 5-4
medium index number 4-2
reloading configurations 5-5
tinting scheme 4-2, 4-5
Device Media menu command 2-37
Device menu 2-28, 2-34
Load Carrier 2-35
Query 2-35
Reinitialize 2-35
Unload Carrier 2-35
device proof format 4-9
dialog boxes
color options, with 3-23
Configure Device Media 4-2
Configure Input Queues 6-18
Configure Print Setups 6-2
Configure Screening Settings 4-36
Configure Workstation 4-41
Create New AppleTalk Input Queue 6-36
Create New Hot Folder Input Queue 6-33
Create New LPD Input Queue 6-26
Create New Pipe Input Queue 6-23
Create New Socket Input Queue 6-30
Generate PPD 4-27
Job Properties 8-1
digital halftone proofing
device media, and 4-4
device proof format 4-9
proof color table, and 3-20
separation lists, and 3-27
disabling
input queues 7-18
displaying
Job Properties dialog box 8-3

E

editing
color mappings 5-14
device media 5-4
input queues 7-17
output media 5-10
print setups 7-5
screen settings 5-21
Enable Separation menu command 2-32
enabling
input queues 7-18
error messages
viewing
for system 2-27
Exit menu command 2-30
exiting Print Console software 2-4

F

file scan feature 3-11
PPD file, and 3-12
files
composite 1-8, 3-2
pre-separated 1-9, 3-2
separated 1-10, 3-2
filters
cancelled files 2-22
successful jobs 2-22
unsuccessful jobs 2-22
fonts used in this manual xx

G

Generate PPD dialog box 4-27
buttons described 4-40
buttons on Screening tab described 4-35
buttons on the Spot Functions tab described 4-39
default resolution 4-27
fix laser writer same-size bug 4-28
frequency and angle 4-34
General tab described 4-27
include standard PPD media types 4-28
load defaults button 4-29
resolution, nominal frequency 4-31

RIP orientation 4-29
save as box 4-28
Screening tab described 4-30
spot functions
do not include in PPD file 4-38
include in PPD file 4-38
Spot Functions tab described 4-37
Generate PPD menu command 2-38
generating
PPD files 5-17
getting started with Print Console 2-1
Group menu command 2-32

H
Help menu 2-29, 2-39
Installation Guide 2-39
Reference Guide 2-39
Release Notes 2-39
User's Guide 2-39
History window 2-25
configuring 5-37
hot folders 6-18
input queue 6-33

I
ignore RIP color names 3-13
imaging order
changing 5-6
imposition
punch location 4-13
software, making PPD and PPX files available 5-26
Input Queue menu command 2-38
input queues 6-18
AppleTalk 6-36
attaching print setups 7-18
concept of 3-38
deleting 7-17
disabling 7-18
editing 7-17
enabling 7-18
file management, and 3-39
hot folders 6-33
file stabilization time 6-35
scan for new files 6-35
line printer daemons 6-26
IP address 6-29
port address 6-29
LPDs 6-26
IP address 6-29
port address 6-29
pipes 6-23
print setups, and 3-39
sockets 6-30
IP address 6-32
port number 6-32
submitting files 3-39
Installation Guide menu command 2-39
installing Print Console 2-2
Intel 1-4
turning on and off 1-4
intitializing job properties 3-33

J
job approval
concept of 3-32
digital halftone proofing, and 3-15
job defaults
setting in print setups 6-5
Job menu 2-28, 2-30
Approve 2-31
Cancel 2-32
Delete 2-32
Enable Separation 2-32
Group 2-32
Properties 2-33
Submit File 2-31
Unapprove 2-31
Ungroup 2-32
job properties
initializing 3-10
Job Properties dialog box 8-1, 8-6
copies box 8-9
data format box 8-12
data sources box 8-11
displaying 8-3
General tab described 8-7
input queue box 8-9
job name box 8-8
Messages tab described 8-16
output medium section 8-8
priority box 8-9
RIP name box 8-8
Separation tab described 8-10
separations section 8-12
total data source time 8-12
total processing time box 8-9
job property intialization 3-33
jobs
defined 1-9, 3-32
displaying job properties 8-3

K
keyboard shortcuts 2-40

L
LAN 1-4
language
configuring 5-38
license keys
configuring 5-33
licenses
Allegro RIP 4-43
CRI 4-43
PrintLink 4-43
line printer daemons 6-18
input queues 6-26

Load Carrier menu command 2-35
local area network 1-4
LPDs 6-18, 6-26
lpi 4-34

M
manual
  comments, your xxiii
  fonts used xx
  symbols
    attention xxii
    tip xxii
  terminology used xxi
mapping color 6-6, 6-8
maps to device color 3-19, 4-24
matching color names 3-20
medium index 4-2
menu commands
  About Print Console 2-30
  Approve 2-31
  Cancel 2-32
  Delete 2-32
  Device Media 2-37
  Enable Separation 2-32
  Exit 2-30
  Generate PPD 2-38
  Group 2-32
  Input Queue 2-38
  Installation Guide 2-39
  Load Carrier 2-35
  Output Media 2-37
  Preferences 2-38
  Print Setups 2-37
  Properties 2-33
  Put Online 2-33
  Query 2-35
  Reference Guide 2-39
  Refresh 2-33
  Reinitialize 2-35
  Release Notes 2-39
  Scripts 2-36
  Spot Color Table 2-37
  Submit File 2-31
  Take Offline 2-34
  Unapprove 2-31
  Ungroup 2-32
  Unload Carrier 2-35
  User's Guide 2-39
  Workstation 2-38
menus
  Print Console software 2-28

N
nominal frequency
  displayed in Preps 4-33

O
output device 1-7
output media
  concept of 3-6
  configuring 4-8, 5-8
  copying 5-9
  creating 5-8
  deleting 5-11
  editing 5-10
  medium index, and 3-6
  PPD files, and 3-6, 3-35
  punch location 4-13
  reloading configurations 5-10
Output Media menu command 2-37
overview of
  CRI 1-5
  output device 1-7
  Print Console software 1-5
  Print Console workstation 1-4
  RIP software 1-5
  system 1-1
  TIFF Downloader 1-6

P
PDF file of this manual xxii
Pending queue
  configuring 5-39
  putting
    offline 5-39
    online 5-39
pending queue 2-5
Pending tab
  job priority 3-16
PERL scripts 2-36
pipes 6-18
  input queues 6-23
plate load orientation 4-19
PPD files 3-12, 4-27
  concept of 3-35
  configuring 5-17
  configuring spot functions 4-37
  custom spot functions
    adding 5-24
    deleting 5-26
  generating 3-37, 5-17
  imposition software, and 3-36
  including spot functions 5-22
  making available to desktop publishing software on a Mac 5-28
  making available to desktop publishing software on Windows 95 5-29
  making available to imposition software 5-26
  making available to Preps 3.1e or earlier 5-29
  making available to Preps 3.5 5-30
  making available to Preps on a Mac 5-28
  output media, and 3-12, 3-35
  print setups, and 3-35
  removing spot functions 5-23

setting defaults 5-18
viewing spot function code 5-23
PPX files 3-35
imposition software, and 3-36
making available to imposition software 5-26
making available to Preps 3.1e or earlier 5-29
making available to Preps 3.5 5-30
making available to Preps on a Mac 5-28
preferences
configuring 5-36
Preferences dialog box 4-47
buttons described 4-49
History view section 4-48
Language section 4-49
Processed Queue section 4-49
status view section 4-48
units section 4-47
Preferences menu command 2-38
Preps
3.1e or earlier
making PPD and PPX files available 5-29
3.5
making PPD and PPX files available 5-30
on a Mac
making PPD and PPX files available 5-28
pre-separated files 1-9, 3-2
press sheet imposition 4-19
Print Console
backing up A-3
concepts 3-1
definition 1-2
fitting into a print shop 1-2
getting started 2-1
job, definition of 1-9
restoring backups A-5
software menus 2-28
terminology 1-8
windows 2-8
Attention 2-23
components of 2-6
History 2-25
Queues 2-15, 2-19
Status 2-10
workstation 1-4
turning on and off 1-4
Print Console utility A-1
print setups 6-2
accessing proof color table 7-10
adding color mappings 7-7
attaching to input queues 7-18
concept of 3-10
configuring 7-3
copying 7-5
creating 7-4
deleting 7-7
color mappings 7-9
editing 7-5
file scan feature, and 3-11
initializing job properties 3-10
input queues, and 3-11
PPD files, and 3-35
reloading configurations 7-6
scanning for output media 6-4
selecting
device media 6-4
output media 6-4
setting
default print setup 7-11
job defaults 6-5
Print Setups menu command 2-37
PrintLink 4-43
process color 1-9
processed queue 2-5
configuring 5-38
proof color table 4-23, 5-12
accessing 7-10
color mappings 3-19
concept of 3-19
digital halftone proofing, and 3-21
maps to device color 3-19, 4-24
RIP color 3-19, 4-24
when to use it 3-22
Properties menu command 2-33
punch location 4-13
Put Online menu command 2-33

Q

Query menu command 2-35
Queue menu 2-28, 2-33
Put Online 2-33
Refresh 2-33
Take Offline 2-34
queue priority 3-16
queues
active 2-5
pending 2-5
processed 2-5
Queues window
Active tab 2-15
device color column 2-17
job column 2-17
media column 2-17
priority column 2-17
status column 2-18
surface column 2-17
Processed tab 2-19
cancelled check box 2-22
device color column 2-21

job column 2-20
media column 2-21
status column 2-21
successful check box 2-22
surface column 2-21
time column 2-21
unsuccessful check box 2-22

R

Reference Guide menu command 2-39
Refresh menu command 2-33
Reinitialize menu command 2-35
Release Notes menu command 2-39
reloading
color mapping configurations 5-14
device media configurations 5-5
output media configurations 5-10
print setup configurations 7-6
restoring Print Console backups A-5
RIP color 3-19, 4-24, 6-8
name 1-10

S

screening 4-30
angles 4-36
deleting settings 5-21
editing settings 5-21
lpi 4-34
resolution 4-31
setting 5-19
Scripts menu command 2-36
separated files 1-10, 3-2
separation lists 6-6
concept of 3-26
Configure Print Setups dialog box 3-26
device color name, and 3-30
digital halftone proofing, and 3-27
file types, and 3-29
instructing Allegro RIP 3-31
Job Properties dialog box 3-26
RIP software, and 3-30
serial ports
configuring 5-34
setting 4-45
sideways load, landscape imposition press sheet 4-17
sockets 6-18
input queues 6-30
Spot Color Table menu command 2-37
spot colors defined 1-10
spot functions
adding custom spot functions 5-24
configuring for PPD file 4-37
deleting custom spot functions 5-26
including in PPD file 5-22
removing from PPD file 5-23
viewing code 5-23
starting Print Console software 2-2
Status window 2-10
configuring animation 5-37
device color column 2-14
job column 2-12
media column 2-14
status column 2-14
surface column 2-14
time column 2-15
Submit File menu command 2-31
suspend conditions
what happens 2-23
system configuration 5-1, 7-1
System menu 2-28, 2-29
About Print Console 2-30
Exit 2-30
system overview 1-1
CRI 1-5
output device 1-7
Print Console software 1-5
Print Console workstation 1-4
RIP software 1-5
TIFF Downloader 1-6

T

Take Offline menu command 2-34
terminology
for Print Console 1-8
in this manual xxi
TIFF Downloader 1-6, 4-44, 6-11
configuring 7-11
Mirror print option 6-12
Transform option 6-13
tinting scheme 4-2, 4-5
tip symbol xxii
Tools menu 2-29, 2-36
Scripts 2-36

U

Unapprove menu command 2-31
Ungroup menu command 2-32
Unload Carrier menu command 2-35
upright load
landscape imposition press sheet 4-18
portrait imposition press sheet 4-17
User's Guide menu command 2-39
utility, Print Console A-1

V

viewing
error messages 2-27
virtual punch on a plate, diagram of 4-15

W

Windows NT, basic operations 1-4
workstation
defaults 4-41
configuring 5-32
preferences 4-47
configuring 5-36
turning on and off 1-4

Workstation menu command 2-38