

Connecting a Herkules or Signasetter to Prinergy Via a Speedway Interface

FileName
Herk_Sig_to_Pgy

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Revision History

Revision	Date	Author	Comments
1.0	10 Nov 1999	Robyn Lundstrom	Original draft.
2.0	12 June 2001	Don Cooper Rick Bowders	Updated document to provide more detailed installation instructions and configuration recommendations (based on testing).
2.1	5 July 2001	Rob Prior	Tried following the instructions to install EM in simulation mode. Shuffled some steps afterwards to help make it clearer.



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1. INTRODUCTION

This document provides high-level, step-by-step instructions for connecting either a Heidelberg Herkules or Signasetter imagesetter to Prinergy via a Speedway interface.

2. COMPONENTS REQUIRED

The following components are required before a Herkules or Signasetter imagesetter can be connected to Prinergy:

- Speedway Interface Card Kit for W2K server.
- Speedway cable (should come with the card).
- Speedway interface on the output device (hopefully the unit has two ports OR you will stop production while in Prinergy mode).
- Engine Manager 2.0 (build 1.0.64.9) dated 21 Feb 2001 for Prinergy 2.0 or later.
- Updated SWAY2WK.SYS driver 2.0.1.5 (a link to where to find this should be provided in the Engine Manager software's readme.txt or readme.doc file).
- The customer's Herkules PPD (version 5.6 was tested) for the page geometry. It has been suggested that a Trendsetter PPD may also work, for 4-up or 29.x x 21.x inch dimensions. Neither Engine Manager nor Prinergy have the ability to output a PPD.

3. RECOMMENDATIONS

It is a good idea to connect to the Herkules/Signasetter from a dedicated render station, although the Primary server will work. Performance is the main reason to put the card in a dedicated box, but for occasional film use, the card will work okay in the Primary server, or perhaps a shared render station. The card and Engine Manager software consume about 25% of the CPU horsepower of the unit they are installed in. If this is the Primary, expect performance to be impacted.

4. INSTALLING THE SPEEDWAY CARD IN THE SERVER

Complete the following steps to install the Speedway card:

1. Power down the server.
2. Place the Speedway card in a free PCI slot.
3. Connect the Speedway cable to the server, and to a free Speedway port on the back of the Herkules/Signasetter imagesetter.
4. Power up the server. The Speedway card behaves like a SCSI card. There are no drivers to install, although it may ask for some; let Engine Manager take care of the rest.

5. Install Engine Manager 2.0 (build 1.0.64.9 or latest). There are no configurable options in the Engine Manager installer, except the path; just accept the defaults.

6. Copy/replace the latest SWAY2WK.SYS driver 2.0.1.5 to the \WINNT\System32\Drivers folder, and reboot.

7. Launch and configure the Engine Manager software. Note the following:

   - The Material tab should pick up the loaded cassette in the device. Open the active material and check/correct its size configurations.
   - The Herkules Pro is a Portrait Engine. This means that your height = width and your width = height.
   - During testing, the Engine Manager was left in Positive mode, and the Prinergy process plan was used to create negative film. The output device had two Speedway interfaces on it, and when Engine Manager was set to Negative mode, all the Delta workflow film came out in positive.
   - As well, the process plan was set to mirror the output for E-Down (emulsion down).

8. In Preps, during testing, Device was set to MaxPage with the Herkules PPD (v5.6). Marks only worked correctly when a template was created in Portrait orientation. Attempts to hack the PPD failed. For more information about Preps marks rotating when too close to the clamp edge of the plate, refer to the Preps section of the Prinergy Technical Library site's Knowledge Base:
   http://intranet.creo.com/support/html/workflow/prinergy/workarounds/Preps.htm

9. Create a JTP in the UADM.

10. Choose the Heidelberg Herkules JTP.

11. Create a process plan for the newly added device. The JTP will retrieve all the needed information on the material installed in the imagesetter. If you want to change the material, you must do it through Engine Manager. Refer to the Engine Manager documentation, including the *Engine Manager Online Help*, for information on changing the material:
    http://intranet.creo.com/support/html/workflow/prinergy/v2-0/related_software.htm - engine_manager

12. If you modify the Engine Manager, you must create a NEW process plan for the device; this will pick up the new media size.

5. TESTING AND TROUBLESHOOTING

You can install Engine Manager in Simulation mode. This will allow you to test the connectivity between Prinergy and Engine Manager by creating a new process plan and outputting to the phantom device.