SCREENMAKER RIP

INSTALLATION AND QUICK START GUIDE

EXILE TECHNOLOGIES

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1. INSTALLING & LAUNCHING SCREENMAKER RIP

The SCREENMAKER Installer application is located on both the SCREENMAKER DVD and is also on the 'EXILE' USB Security Dongle.

The Installer can be run from either location by double clicking the Setup.exe program contained in the SCREENMAKER Installer folder or by using the RUN command in Windows....

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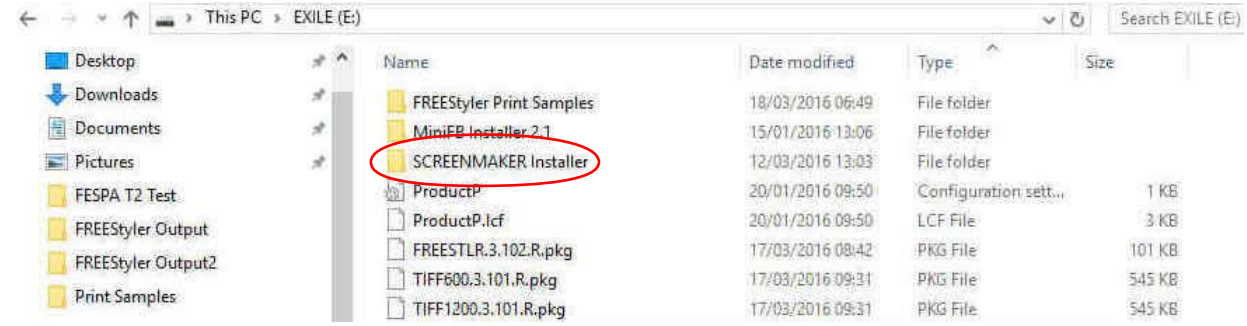
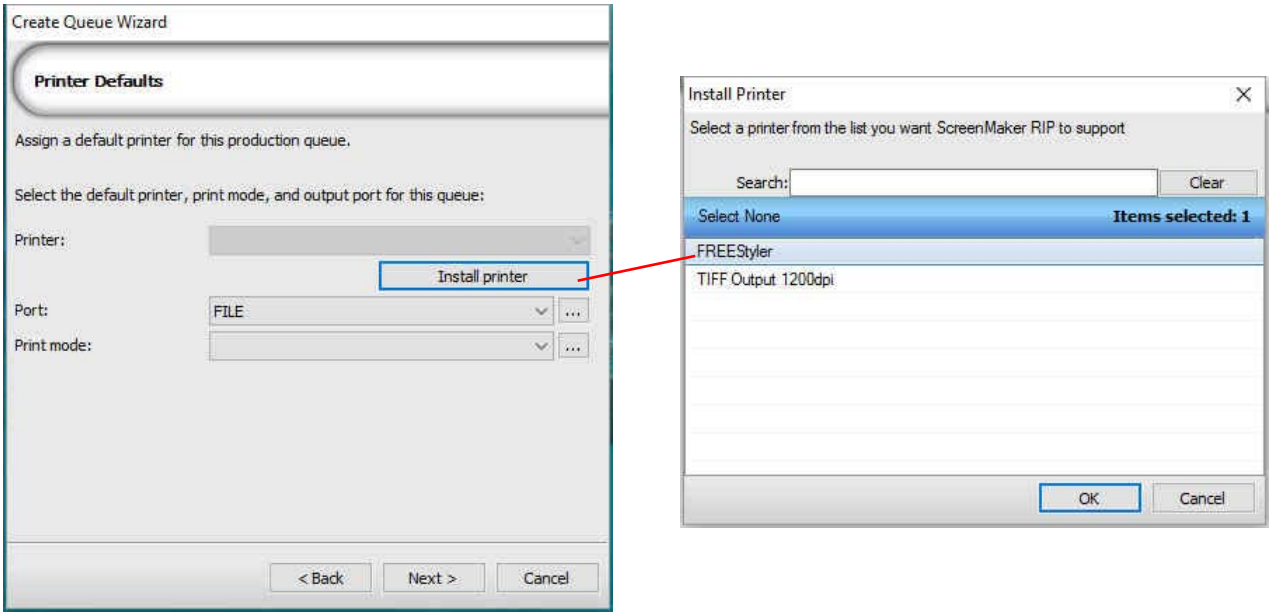


Follow the prompts and make sure the EXILE USB dongle is installed when prompted. You will also be asked to accept the License Agreement.

Once installation is completed you will be prompted to restart your computer. After restart you can launch SCREENMAKER RIP from the Windows Start menu.

You will then be prompted by the Create Queue Wizard to install a new default printer:



Select FREEStyler or Tiff (600dpi for SPYDER or 1200dpi for TECHSETTER 2) depending on which device you require.

2. SCREENMAKER OVERVIEW

SCREENMAKER RIP is designed to work with all the leading grahics applications such as Adobe PhotoShop and Illustrator and CorelDraw. You can either send jobs directly from inside the application using normal Print commands or drag and drop saved files from your desktop directly onto the SCREENMAKER queue for processing.

DEVICES

On the output side SCREENMAKER supports several different output options:

TIFF 1 bit files (at 600dpi & 1200dpi resolutions).
This is the output format supported by the SPYDER II Direct to Screen system.
The TIFF file format can be previewed using standard Windows graphic applications.

FREEStyler Print files (prn files).
These are actually saved as psuedo .bmp files
This allows the output print file to be viewed using standard Windows applications.

Each Output option is a ‘Device’ in its own right and each ‘Device’ has a set or pre-defined : Print Modes. These have been designed to obtain the best quality output based on a given set of output criteria, taking into account the absorbency characteristics of the given media... in this case Screen emulsions.

Each Print Mode can be tied to its own Queue for ‘publishing’ the Print Mode as a Windows printer or Hot Folder (Spool Folder).

PRINT MODES

Print modes control all the PrePress settings for a print job. Specifically:

- Color Adjustments - to set density calibration.
  This allows for compensation of dot gain (linearisation).

- Printer Options - to set output resolution & other printer specific options.

- Half Tones - to set half tone dot shape, screen rulings & angles.

- Variable Dot Setup - to set maximum ink limit.
  This is very important as it stops the output Device laying down too much ink.
  The setting will depend on the resolution being used.

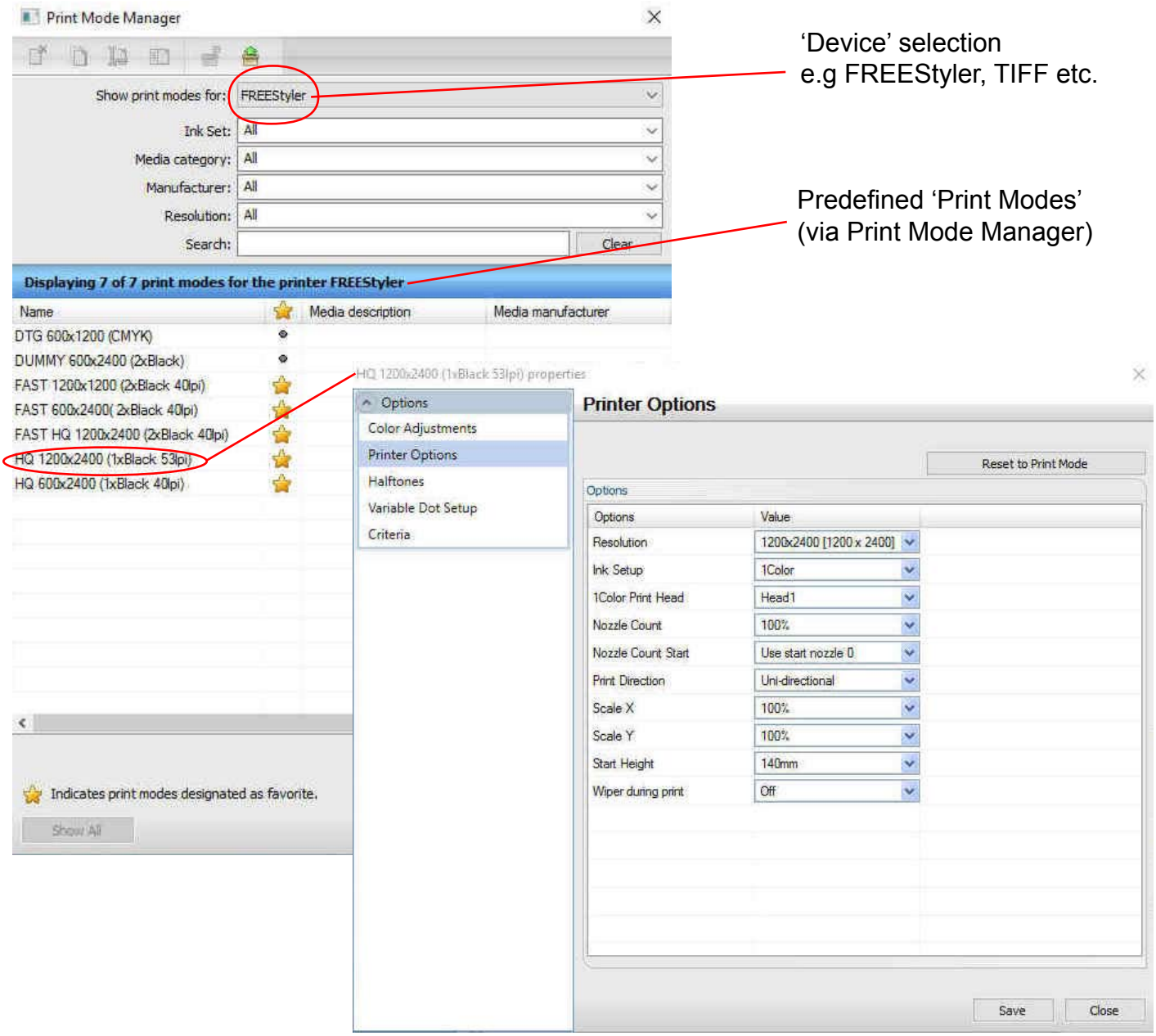
As a guide for 1200x2400 dpi (Hi Quality halftones) use 35-40% max ink.
For 600x2400 dpi (Fast Solid Black) use a higher setting – e.g 45-50%.

New Print Modes can be defined as required (via Print Mode Manager). But it is recommended that you start out by using the opimised pre-defined Print Modes already installed.

PRINT MODES (continued)

In the example below, the Print Mode ‘HQ 1200x2400 (1 Black 53lpi)’ is being edited for the Device ‘FREEStyler’ to show it’s pre-defined Printer Options, which in this case is a Resolution of 1200x2400 and an Ink Setup of 1Color to indicate that only one Print cartridge will be used for printing.

The options available in this menu will be vary depending on which Device is selected.



‘Device’ selection
e.g FREEStyler, TIFF etc.

Predefined ‘Print Modes’
(via Print Mode Manager)

QUEUES

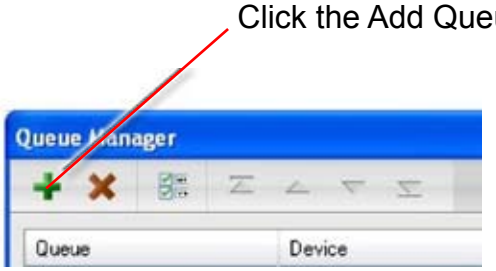
A Queue is used to define and manage an Input & Output combination. Each Queue is tied to a pre-defined Device and Print Mode.

If required Print Mode Settings can be temporarily overridden in the Queue settings.

On a new SCREENMAKER installation only one Queue has been pre-defined. The Print Mode used with the Queue can be easily changed prior to Importing a file for output. If more than one Print Mode is commonly used or if you wish to support multiple Print Modes when printing direct from Graphic Applications then additional Queues need to be created and each one should then be defined with a different Print Mode.

New Queues can be created quickly and easily using Queue Manager. Choose Queue menu, then ManageQueues.... The Queue Manager will open.

Click the Add Queue button:



The new Queue can now be created using a different Print Mode.

HOT FOLDERS

Each Queue & Print Mode combination can be tied to a Hot Folder for auromatic printing of jobs. The hot folder can also be used to ‘share’ the Queue/Print mode across a network for aotomatic RIP & Print from other Windows and Mac OSX computers.

Hot Folders can be enabled from the Queue menu - Properties option.

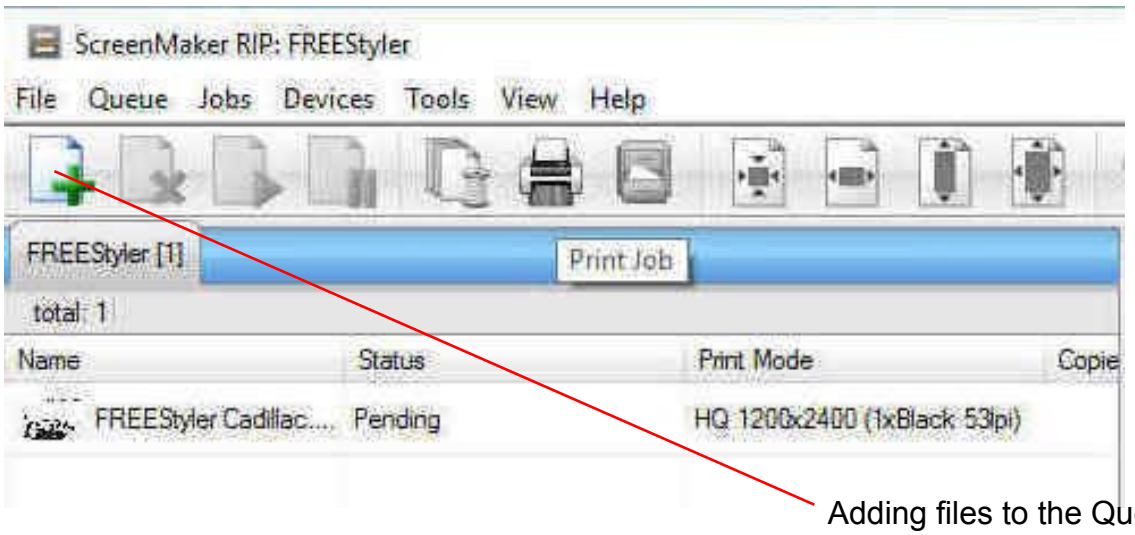
In the browser dialog choose the directory path you want to use for your Hot Folder and click OK. The Folder (Directory) chosen can now be ‘Shared’ on your network and any printable file format that is saved or placed in the Hot Folder will automatically be Ripped and Printed by SCREEN-MAKER using the Print Mode properties of that Queue.

For purposes of this Quickstart Guide we will illustrate how to manually print using an existing Print Mode using the default Queue already defined in SCREENMAKER.

3. USING SCREENMAKER

RIPPING & PRINTING YOUR FIRST JOB

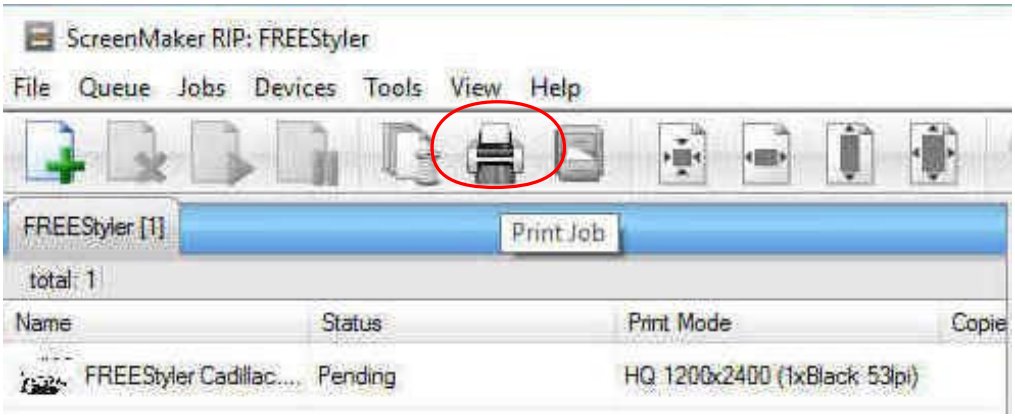
Each Print Job uses a specific Print Mode which can be customised by overriding the print mode settings prior to output. In the main SCREENMAKER menu files can be added to the Print Queue as shown below:



In the above example one file ‘FREEStyler Cadillac’ has been added to the ‘FREEStyler’ Queue and the current Print Mode selected is displayed along with the job file name. On the right hand side of the menu a Preview window shows the placement of the job in relation to the Template size for the Device ‘FREEStyler’. The job can now be Offset and resized if required.

The Templates have been pre-defined depending on the Device being used. The FREEStyler has a default template size of 20” x 29” (508mm x 735mm) which is it’s maximum printable area. Please note that setting an X or Y Offset will reduce the maximum printable area. So a 1” Offset in both directions reduces the available print area to 19”x28”.

The job can now be output by selecting the ‘Print’ Icon as shown, or by right clicking and selecting ‘Print’ from the pop up menu:



The job will now be Ripped... and ‘Printed’ to a special print (Tiff or prn) file. If this is the first job you have Printed after a new SCREENMAKER installation you will be prompted for a location to save the file. Normally this will be to an output Folder that can be accessed by the FREEStyler Print Utility software or the SPYDER Control Panel sofware. The print file is now ready for output tp the selected output device (FREEStyler, SPYDER II or other Device).

Congratulations! You have now Ripped and ‘Printed’ your first job with SCREENMAKER RIP.

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