



Version 5.1

*PostScript3*  
*PDF*  
*EPS*  
*TIFF*

# User Guide

for Windows 7/8/10/2008/2012

October 2017

Beijing Founder Electronics Co., Ltd.

# EagleRIP User Guide

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Beijing Founder Electronics Co., Ltd.

Address: No.9, Str. 5, Shangdi, Haidian District, Beijing, 100085 P. R. China

Tel: +86 (10) 6298 1440, Fax: +86 (10) 6298 1438

Technical support via email:

E-mail: [gasupport@founder.com](mailto:gasupport@founder.com)

Visit our web site: <http://www.foundereagle.com>

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# Preface

WELCOME to Founder EagleRIP PostScript language compatible interpreter. This manual is a complete guide to installing and using the EagleRIP, and provides technical details when necessary. See the separate *EagleRIP Quick Start* for a quick and simple EagleRIP session.

This manual is intended for anyone using or evaluating the Founder EagleRIP for PC platforms running Microsoft Windows 2000, or Windows 2003, or Windows XP, or Windows Vista. The guide covers the features of EagleRIP in a structured way, giving descriptions that show you how to perform a wide variety of useful tasks in EagleRIP.

## Organization of This Guide

This manual consists of the following chapters. A brief introduction of each chapter is provided below.

### **Chapter 1 Introduction to Founder EagleRIP**

This chapter gives a description of what EagleRIP does and the kind of tasks for which you can use it.

### **Chapter 2 Installing EagleRIP**

This chapter explains the system requirements that you need to run EagleRIP and the detailed procedures for installing EagleRIP on your computer.

### **Chapter 3 EagleRIP GUI and Preferences**

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This chapter describes the structure and elements of the graphical user interface (GUI) of EagleRIP, and explains how you can configure the EagleRIP to give the best performance in your environment.

#### **Chapter 4 Fonts**

This chapter describes the use that the EagleRIP makes of fonts, and the special built-in facilities that the RIP has to make handling fonts easy and more efficient.

#### **Chapter 5 Device Manager**

This chapter shows how you can install and configure devices in EagleRIP.

#### **Chapter 6 Template Manager**

This chapter discusses creating and managing EagleRIP templates, and gives the details of the options in **Edit** template dialog box.

#### **Chapter 7 RIP Setup**

This chapter gives you complete details of the RIP settings available in EagleRIP.

#### **Chapter 8 Device Setup**

This chapter describes the device setup of TIFF, WinPrint and TIFFLOW. For device setup descriptions of other manufacturers, please refer to the separate device driver manuals.

#### **Chapter 9 Configuring Input**

This chapter describes the different ways in which you can send Postscript-language code and other forms of job as input to the EagleRIP, either working on a stand-alone machine, or as part of a network.

#### **Chapter 10 Calibration**

This chapter discusses the ways in which the EagleRIP can help you ensure accurate calibration of your output.

#### **Chapter 11 Tool Box**

This chapter describes the facilities the EagleRIP provides for supporting a wide variety of jobs.

#### **Chapter 12 EagleRIP Workflow**

This chapter gives a description of the complete EagleRIP workflow of performing various tasks.

#### **Appendix A Converting Templates from v3.0 to v4.x**

Describes a utility program that provides the conversion from EagleRIP 3.0 templates to EagleRIP 4.x templates.

#### **Appendix B Exporting and Importing Page Bitmap**

Describes the utility the EagleRIP provides for exporting and importing the interpreted page bitmaps ready for printing.

#### **Appendix C Error Job Package**

Introduces the error job package utility provided with the EagleRIP to deal with error jobs.

#### **Appendix D Glossary**

Explains the terminology used throughout the manual.

## Prerequisite Knowledge

The explanations in this guide assume that the reader knows how to use their personal computer's operating system and is generally familiar with the principles and operation of their computer network environment.

For details about your personal computer's operating system and basic information about network principles and operation, please refer to the instruction guides provided with your personal computer, operating system, and network system.

## Conventions

This manual uses the following conventions:

1. Paragraphs that are numbered contain instructions that you should follow in the shown order.

Text written in **Bold** represents the name of a window, menu title, menu item, dialog box, list box, or button.

Text including an angle bracket (>) indicates both a menu and the option in that menu. For example: "choose the **Action** > **Open File** option" is a shorthand method of referring to the **Open File** menu option in the **Action** menu.

If a term is written in *italic*, it is the first mention of an important concept. This concept is explained in the text immediately following, in the glossary, or both. *Italics* are also used to indicate cross-references to other manuals. For example: "refer to the separate *EagleRIP Quick Start*"

Text written in this Courier face represents a file name, folder name, input contents or text displayed by EagleRIP.

**Note:** *italic text indicated by starting with a bold word in the left margin is important and should be read carefully. A Note, like this one, contains important general or supplementary information about a specific topic, which may save you work, improve performance, or improve the quality of output.*

**Warning:** *like a Note, a Warning is important and often indicates the need for care to avoid loss of files or settings.*

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# Introduction to Founder EagleRIP

This chapter provides an introduction to the capabilities of the EagleRIP.

## 1.1 What is the EagleRIP

EagleRIP is an application that takes a document or *job* describing images or pages and produces output from that job on an output device—which can be a printer, imagesetter, plate setter, computer screen, or a file on disk. The term output device is used throughout this manual, except where the nature of the device is important.

In general, a software application or hardware device that performs this task is known as a Raster Image Processor (*RIP*), where the PostScript language is involved, a PostScript-language compatible interpreter.

The EagleRIP is a software RIP management system. It contains both a software RIP and a collection of supporting functions that help the RIP perform its task efficiently. For example, the RIP accepts jobs from various sources, handles previewing and output of processed pages, and performs the associated file handling.

The EagleRIP accepts jobs in several formats. The range of input formats includes: PostScript-language and Encapsulated PostScript (EPS) files, Portable Document Format (PDF) files, TIFF files and JPG files. The EagleRIP supports modern versions of these files including

PostScript LanguageLevel 3 and PDF version 1.5. The RIP also has control for special handling of older versions of these files if necessary.

## 1.2 Why Use the EagleRIP

The EagleRIP has proven itself to be a fast, versatile, and powerful PostScript-language compatible interpreter, and more. There are many reasons for choosing it above other similar interpreters, the most important of which are discussed here.

The EagleRIP is effective, compatible, and robust; and shows real benefits in everyday use.

- The EagleRIP is effective because it processes jobs quickly, is able to process jobs of virtually any size, and can re-output selected pages or a complete job without re-interpretation.
- The EagleRIP is compatible because it is kept up to date with: PostScript, PDF, TIFF and font specifications.
- Robustness comes from experience with many real jobs. You can configure the EagleRIP to override poor settings in incoming jobs (and avoid office printer quality screening on expensive media), use its ability to detect poorly labeled color separations, and so on.
- The EagleRIP is flexible enough to support many workflows, including: composite or pre-separated color; PostScript, PDF or TIFF.

A system using the EagleRIP is easy to extend and to upgrade when necessary because the EagleRIP is a software-based RIP.

- You can add options, such as TIFF and WinPrint output devices. You can do this by entering the keys of the options.
- When you upgrade the EagleRIP, you can transfer your existing *templates* (collections of settings the RIP uses to process jobs submitted to it) to the new version of the RIP.

Section 1.3 discusses many of these features in more depth.

## 1.3 The EagleRIP in Depth

Section 1.2 on page 6 described some of the advantages of using the EagleRIP. This section describes the features that contribute to those advantages.

### 1.3.1 Software RIPs compared to hardware RIPs

Many PostScript-language-compatible interpreters are based on hardware rather than software. That is, most PostScript-language printer come supplied with a RIP that runs on its own special hardware. Sometimes a RIP may run on only one type of printer.

The EagleRIP contains a software RIP, carefully written to support a number of computing platforms and output systems.

There are a number of advantages to using a software RIP:

- Modular and flexible with a customizable workflow
- Easily upgraded
- Single workflow solution
- Automated processes
- Keep printers running at top speed
- Print more than one job at a time
- Nest and save media
- Pre-RIP and archive jobs for “print on demand”
- Superior “out of the box” color
- More cost effective when driving more than one printer—buy one RIP to run all of your printers

### 1.3.2 Key Features of EagleRIP

- Founder's latest RIP technology with a built-in PDF interpreter
- User-friendly Graphical User Interface (GUI)
- TIFF 1-bit output providing a productive ROOM (Rip Once, Output Many) solution

- Fast screen preview and powerful zoom, allows images to be checked prior to output
- Outputs TIFF 1-bit file for TIFF downloaders in most CTP devices
- Color management capabilities, and spot color screening and calibration
- Built-in automatic ganging and manual ganging
- Optional CIP3 output plugin enables users to produce PPF files which reduce make-ready time and wastage.

# 2

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## EagleRIP Installation

This chapter explains the system requirements that you need to run EagleRIP and the detailed procedures for installing EagleRIP on your computer.

### 2.1 System Requirements

The following configuration is recommended as a robust configuration that gives good throughput.

#### 2.1.1 Hardware Requirements

<b>CPU</b>	Recommended Intel i7 or above
<b>Memory</b>	Recommended 8 GB or above
<b>Hard Disk</b>	200GB free space
<b>Network</b>	100MB Ethernet

#### 2.1.2 Software Requirements

##### **Operating System**

Windows 7/8/10 Windows 2008, Windows 2012 (Only for TIFF and Winprint device driver)



**Note:** *Due to the limitation of Windows XP, the RIP running on Windows XP does not support installing fonts from Mac; direct printing from Mac to the RIP running in Windows XP requires the PCMACLAN tool.*

## 2.2 Installing and Uninstalling EagleRIP

This section describes how to install a new RIP, upgrade an existing RIP, and uninstall an existing RIP on Windows 2003 platform. Operations on other platforms may vary a bit.

### 2.2.1 RIP Installation

#### New RIP Installation

If installing EagleRIP for the first time, follow the instructions listed in this section:

With the computer and the connected output device powered off, install and secure the encryption key (dongle) provided with the EagleRIP software kit. The dongle must be installed on a USB port on the computer.

The RIP installer, Install Shield, installs all the RIP software, and the device driver required for the Dongle. To install the RIP and the driver, do the following:

1. Insert the CD ROM into the CD ROM drive of your computer. The installer will launch automatically.
2. If the installer does not launch automatically, you can start it manually by double-clicking on the file `setup.exe` in the root folder on the CD. The Welcome window appears as shown in Figure2-1.

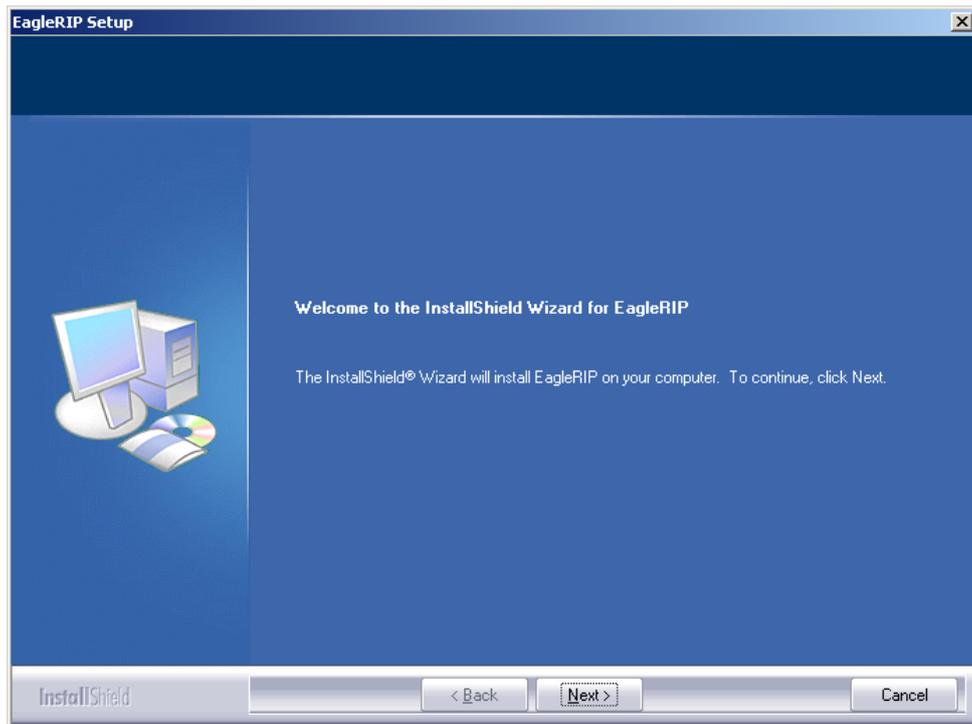


Figure2-1.

3. Click **Next** in the Welcome window. The **License Agreement** window appears.

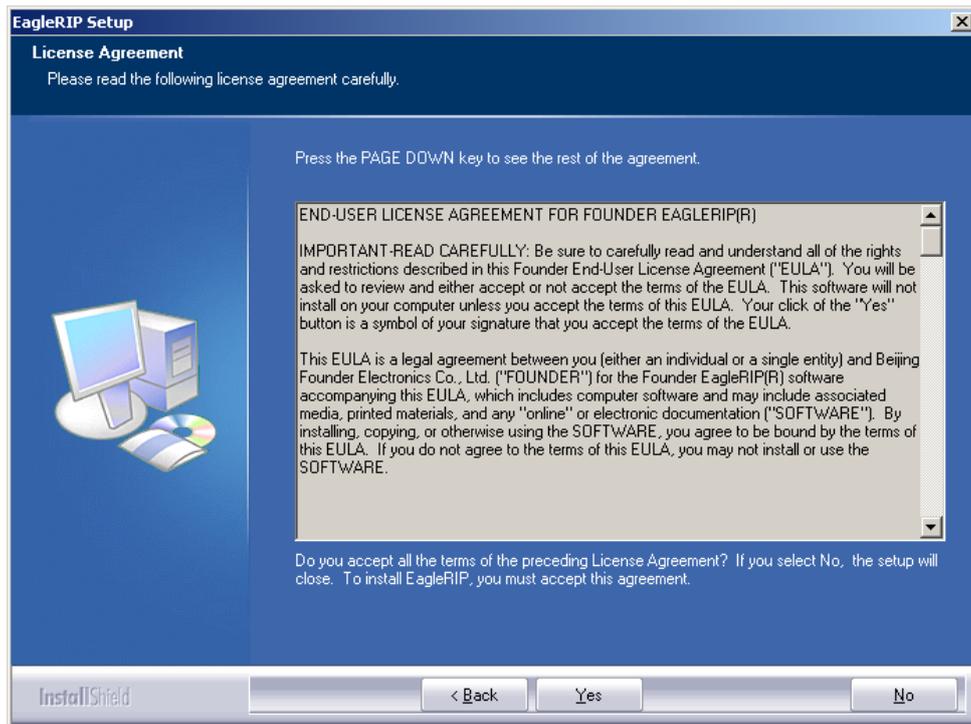


Figure2-2.

4. Click **Yes** to accept all the terms of the agreement. The next window prompts you to specify the destination drive and folder where you want to install the EagleRIP software.
5. Click **Next** to accept the default destination folder or click **Browse** to open a browser window where you may specify a different destination drive and folder.

**Note:** For Windows Vista operating system users, it's recommended that EagleRIP is installed in a different folder other than the default destination folder.

6. Click **Next** when the destination drive and folder has been selected. **Select Program Folder** window (shown in Figure2-3) appears.
7. If the program folder name presented in the **Program Folder** box is correct, click **Next**. The **Install Device Driver** window appears.

8. If the program folder name presented in the **Program Folder** box is not correct, you may enter a name in the box, or you may click on an existing name in the **Existing Folders** box.

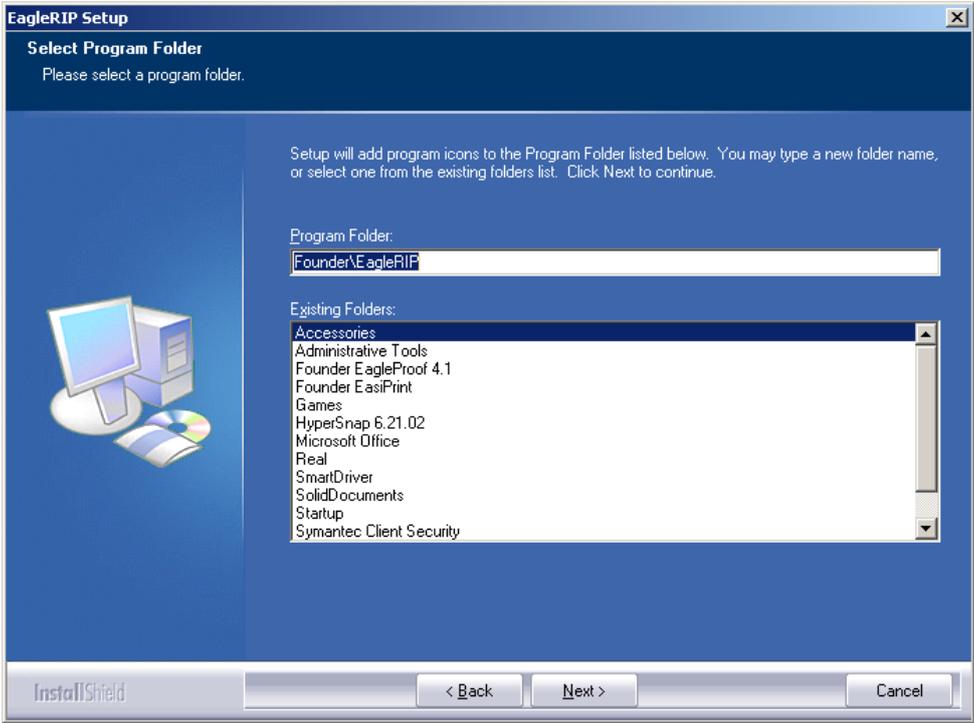


Figure2-3.

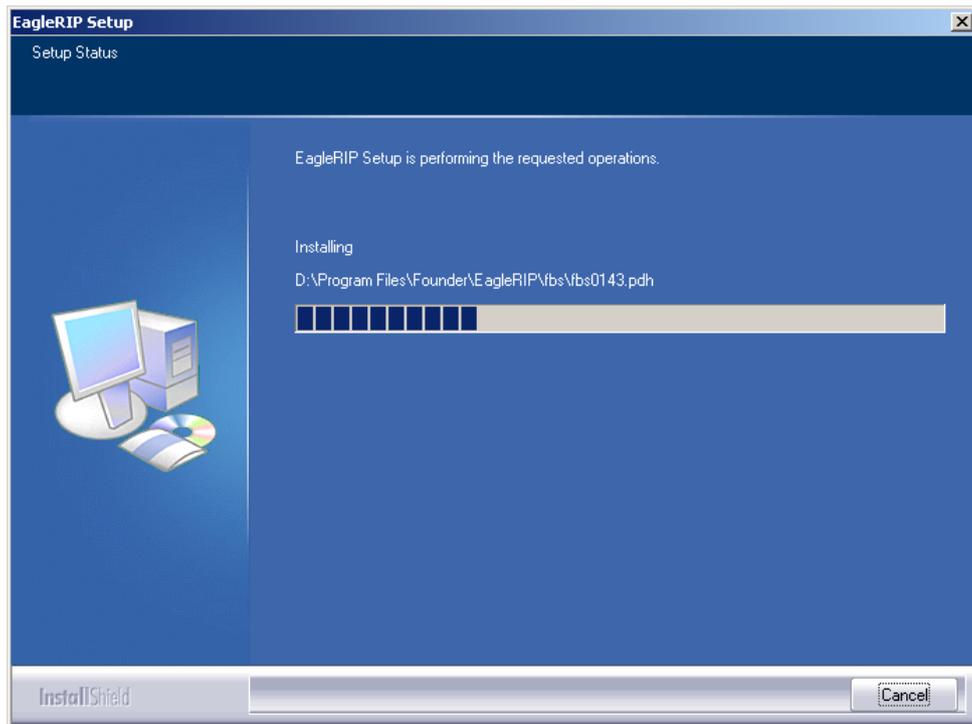


Figure2-4.

9. After installing the RIP software, the **InstallShield Wizard Complete** window appears. Select either **Yes** or **No** as an answer to the question "Do you want to restart your computer now?"

**Note:** *you must restart your computer before using the EagleRIP.*

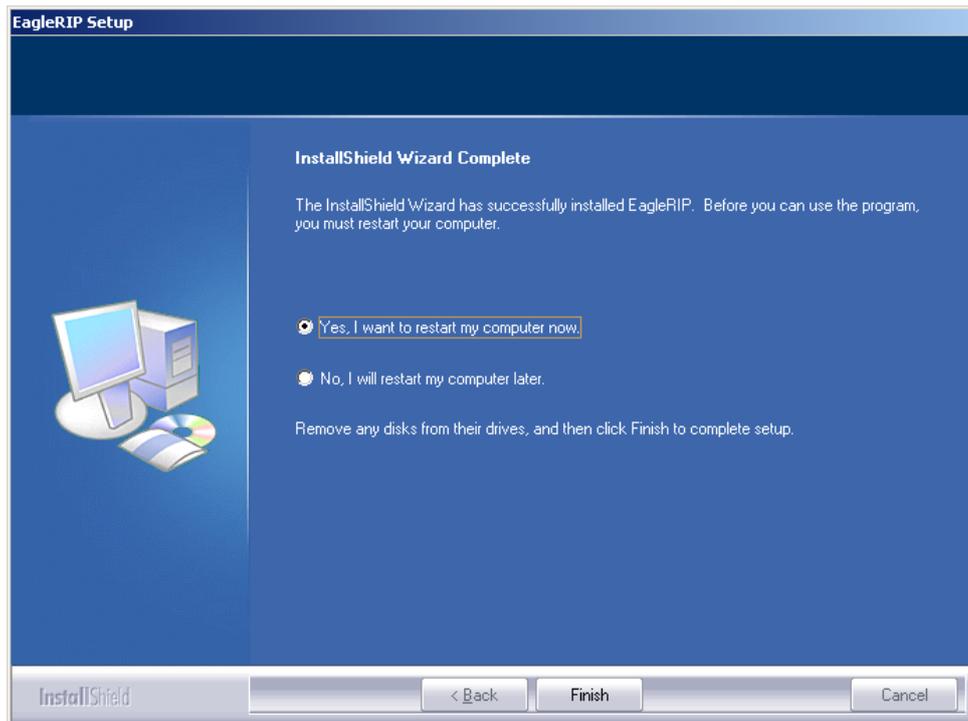


Figure2-5.

10. Remove the installation CD ROM from the drive.
11. Click **Finish** after specifying whether or not to restart your computer.

## Upgrading

When upgrading from one RIP to another, you may want to keep the templates, calibration sets, user marks, etc. created in the existing RIP, and to know which fonts need to be reinstalled. Therefore, perform the following before installing the new RIP on your existing platform:

1. Launch your existing RIP and back up all the templates, calibration sets, spot color sets and marks etc. which you wish to keep. Move the backup files to some other folder outside the EagleRIP structure.
2. Perform **Fonts > Browse Fonts** command to get a list of all the fonts currently installed in the RIP. Copy the font list to a text editor, or print the font list by the **Output** button in the prompted **Browse Fonts** window. Using the font list you will know which fonts need to

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be reinstalled aside from the base fonts that are present in the RIP by default.

3. Refer to the RIP installation instructions listed on page 10 to install the RIP. Once the RIP has been successfully installed, you will need to reload the backup of the templates, curves, marks and spot color sets, etc. and reinstall fonts.

### 2.2.2 Uninstalling the RIP

Before uninstalling the RIP, you must back up your necessary RIP data. And move the backup to some other folder outside the RIP structure. Once the RIP data has been backed up, delete the current RIP by following the steps below.

1. On the Windows operating system, click the **Start** button and select **Control Panel > Add or Remove Program**.
2. Select **<your folder name>** from the **Add or Remove Programs** window.
3. Click the **Change/Remove** button, the following **Confirm Files Deleting** window appears. Decide if you want to remove it completely or remove it but keep the templates, configuration and fonts, and then click **OK**.



Figure2-6.

**Note:**

1. You can also get the **Confirm Files Deleting** window by selecting the **Uninstall** option in program folder.
  2. With EagleFAM intalled together with EagleRIP in your system, uninstall EagleFAM first if you choose "I would like to keep the parameter..." option in the above window, or error may occur when you start up EagleRIP after reinstalling.
4. The un-install utility displays the **Deleting Application from your Computer** window, and begins deleting the RIP software.

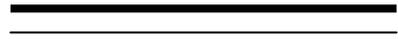


Figure2-7.

5. The deletion is completed when all options are checked. When completed, click **OK**.



# 3



## EagleRIP GUI and Preferences

This chapter describes the structure and elements of the graphical user interface (GUI) of EagleRIP, and explains how you can configure the EagleRIP to give the best performance in your environment.

### 3.1 The Graphical User Interface

Upon starting up, the **Queues** view of the EagleRIP GUI is displayed as shown below in Figure3-1.

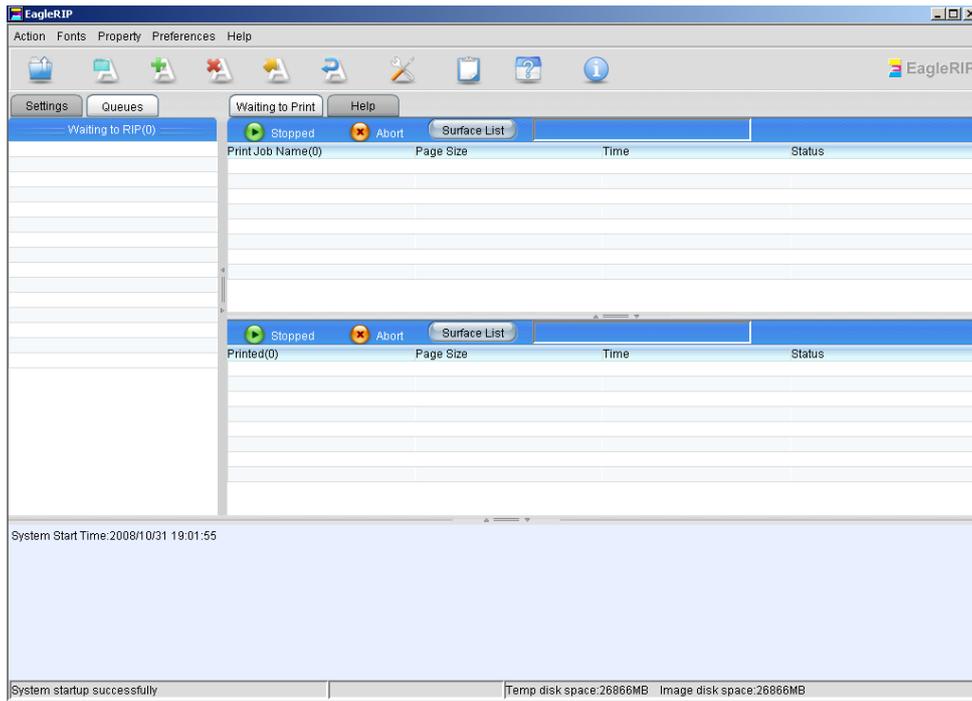


Figure3-1.

The GUI (Graphical User Interface) has a number of regions. Each is noted here starting from the top:



Figure3-2.

The top of the GUI displays the Menu Bar where the control menus are located, and the Tool Bar, where a number of icons for frequently used controls are displayed. The contents of the menu bar and tool bar vary with different interfaces that are currently displayed.

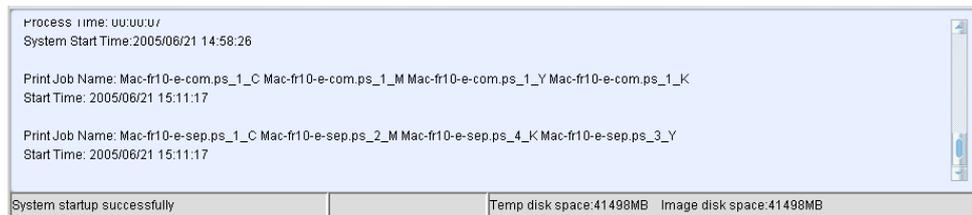


Figure3-3.

The bottom region of the GUI is the information window. The text in the window displays information about timing, errors, job completion, fonts and other messages.

### 3.1.1 Queues View

The Menus and the Tool Bar

There are several menus in **Queues** mode:

- The **Action** menu contains commands for opening files. You can also open the device monitor, import and export bitmaps or exit EagleRIP by the commands in **Action** menu.
- The **Property** menu contains commands for reviewing job log, and displaying the **Waiting to Print** queue.
- The **Fonts** menu contains commands for listing, installing, resetting, substituting and deleting fonts within the EagleRIP.
- The **Preferences** menu is a permanent menu, which does not change according to the interface displayed. It contains commands for configuring the EagleRIP to give the best performance in your environment.
- The **Help** menu is also a permanent one, which contains commands for starting online help and the **About** window.

The Tool Bar in **Queues** mode contains the frequently used commands that are contained in the above menus.

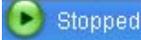
Waiting to RIP Queue

By default, the GUI displays the **Queues** view (shown in Figure3-1) upon starting up. In the **Queues** mode, the far left window panel is the **Waiting to RIP** queue, where the submitted jobs are listed before being processed by RIP.

Waiting to Print Queue

The **Waiting to Print** queue is the panel on the top right of the EagleRIP window in **Queues** mode. The RIP-processed pages and the ganging surfaces are listed in this queue. Three main functions are possible from within the **Waiting to Print** queue: controlling job files, previewing jobs and configuring print settings.

The queue is arranged in columns and rows. The columns provide different information about each job. Each row in the queue will contain information about a specific job.

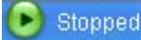
The  icon on the top of the queue allows you to release or hold the jobs waiting for RIPPING. The  icon allows you to abort the job that is being processed by RIP. The  button allows you to switch from the surface list to page list or vice versa.

**Note:** The **Media Used** column in surface list displays the size of each page, which does not include the margins added to the page.

A progress bar will be displayed alongside the **Surface List** button when any job is being processed, showing how much of the job the RIP has interpreted. And the progress bar disappears when the RIP has processed the complete job.

### Printed Queue

The **Printed** job queue takes up the center right panel of the EagleRIP window in **Queues** mode. The printed jobs are listed in this queue. The queue is arranged in columns and rows. The columns provide different information about each job. Each row in the queue will contain information about a specific job.

The  icon on the top of the queue allows you to release or hold the jobs waiting for printing. The  icon allows you to abort the job that is being printed. The  button allows you to switch from the page list to surface list to view the printed ganging surfaces.

### 3.1.2 Settings View

The **Settings** tab on the top of the left window panel allows you to switch to the **Settings** mode. Click the **Settings** tab. The **Settings** view will be displayed as shown in Figure3-4.

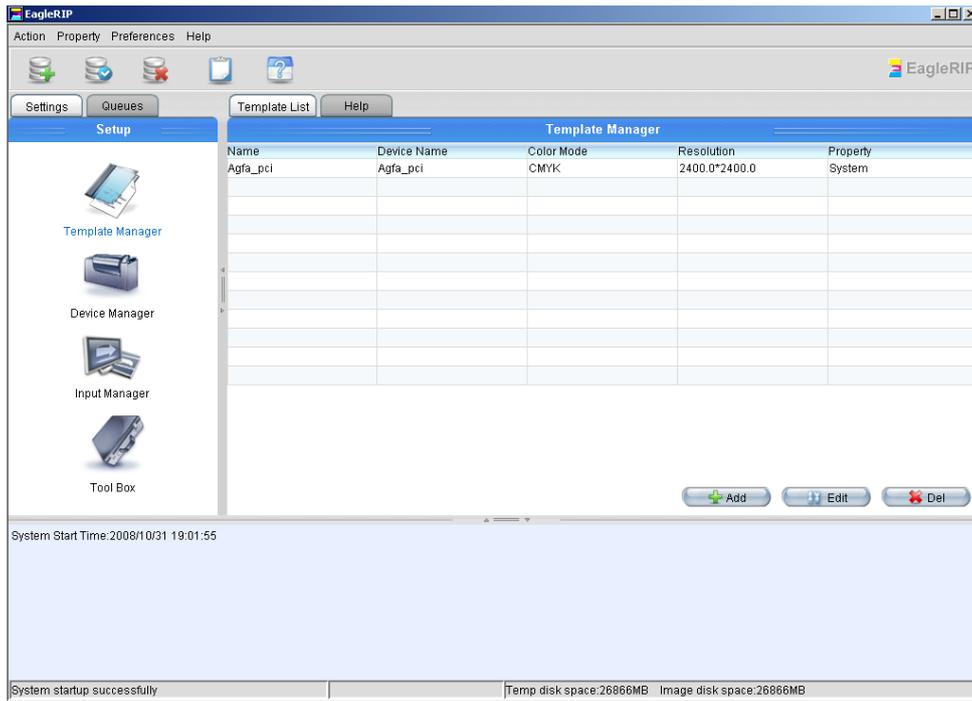


Figure3-4.

In **Settings** mode, the **Setup** panel on the far left of the EagleRIP window contains the basic EagleRIP facilities of **Template Manager**, **Device Manager**, **Input Manager** and **Tool Box**. Each is represented by a graphical icon. Clicking on any of the icons will change the view of the right window panel. For instance, clicking on **Input Manager** icon will change the right window panel to show the **Input Manager** interface. Details on these facilities will be covered later in their respective chapters of this manual.

In **Settings** mode, the menus and the tool bar contain the commands for controlling the currently displayed EagleRIP facilities.

**Note:** *All standard commands in these menus and tool bars are described in later chapter of this manual together with the situations and operations that require you to use them.*

## 3.2 Preferences

This section shows how you can configure the way in which the RIP works, allowing you to get the best performance from the RIP working with your particular environment.

You have control over a variety of settings, including the following:

- The folders in which certain files are placed by the RIP.
- The user preferences for operating EagleRIP.
- The language to be used in user interface.
- The amount of buffer memory.

All of the options described here are available from the **Preferences** dialog box.

The **Preferences** dialog box is displayed when you choose **System**

**Preferences** from the **Preferences** menu or click on the  icon in tool bar in **Queues** mode.

**Note:** *if there is any job being processed by RIP, the **System Preferences** menu option and its associated icon in tool bar would not be available. In this case, you need to wait until the processing ends, or abort the current job before you can open the **Preferences** dialog box.*

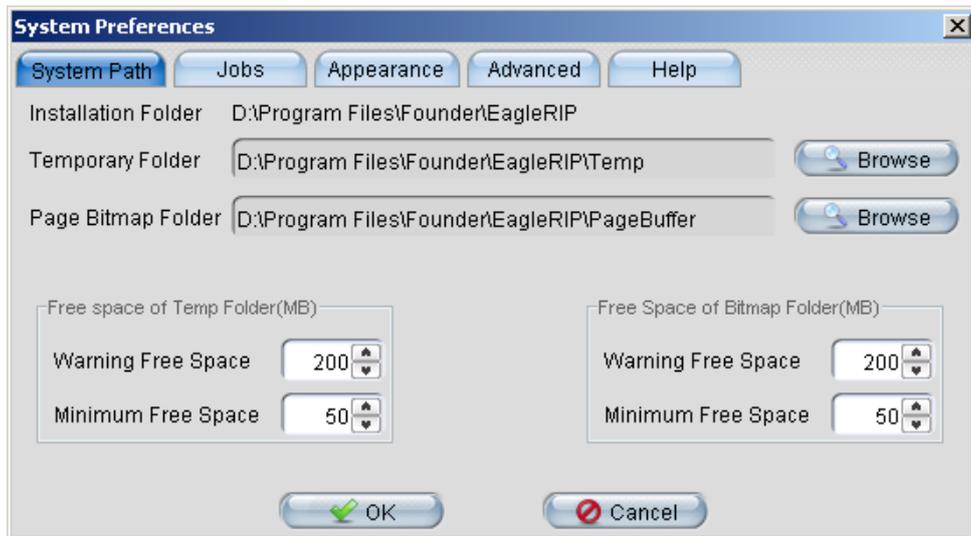


Figure3-5.

Section 3.2.1 through Section 3.2.4 describe the use of items under different option tabs in this dialog box.

### 3.2.1 System Path

Options in **System Path** tab (shown in Figure3-5) allow you to specify the folders in which certain files are placed by EagleRIP, and the free space limitation of the folders.

The top of the dialog box displays the **Installation Folder** where EagleRIP is installed.

#### Temporary Folder

The EagleRIP produces some internally used temporary files for processing and printing files. These temporary files are placed in the **Temporary Folder**. By default, the temporary folder is called Temp, and is found in the installation folder. You can specify another location for the temporary files by clicking the **Browse** button alongside the **Temporary Folder** box and specifying a folder of your choice.

The amount of disk space required for temporary files will vary a lot from job to job. Jobs containing large images scanned at high resolution will often produce very large temporary files. If there is not enough free space in the temporary folder, the RIP would fail to

process the jobs. To avoid such instances and get the best performance of EagleRIP, you can specify the **Warning Free Space** and the **Minimum Free Space** of the temporary folder in the **System Preferences** dialog box as shown in Figure3-5. When the free space amount of the temporary folder decreases to the warning value, EagleRIP will warn you of the inadequacy of disk space. In this case, you are supposed to make more disk space for the temporary folder or to specify another temporary folder with larger disk space. If the amount of disk space decreases to the minimum value, the RIP would refuse to process jobs. At this time, you must make up more disk space for the temporary folder or specify another temporary folder with larger space.

By default, the warning free space is 200MB, and the minimum free space is 50MB.

### Page Bitmap Folder

A page bitmap is the RIP interpreted raster image file. When the RIP buffers pages to disk, they are placed in the **Page Bitmap Folder**. By default, this is called `PageBuffer`, and is found in the installation folder of EagleRIP. If you want to choose somewhere else, click the **Browse** button alongside the **Page Bitmap Folder** box.

It is recommended that you specify the **Page Bitmap Folder** in a disk that has the largest amount of space on your computer.

To prevent the free space of **Page Bitmap Folder** from decreasing to a critical amount, you can specify the **Warning Free Space** and the **Minimum Free Space** for the page bitmap folder in the **System Preferences** dialog box as shown in Figure3-5.

The **Warning Free Space** and the **Minimum Free Space** of the page bitmap folder works in the same way as those of the temporary folder. For details, please refer to Temporary Folder on page 25.

The default warning free space is 200MB, and the minimum free space is 50MB. For the minimum free space, a reasonable value should be near the size of the largest bitmap files regularly produced on the relevant disk. Try using the default value if this size is difficult to predict.

### 3.2.2 Jobs

Options in **Jobs** tab allow you to configure the way in which the RIP controls jobs. Click on the **Jobs** tab in the **System Preferences** dialog box. The options are displayed. See Figure3-6.

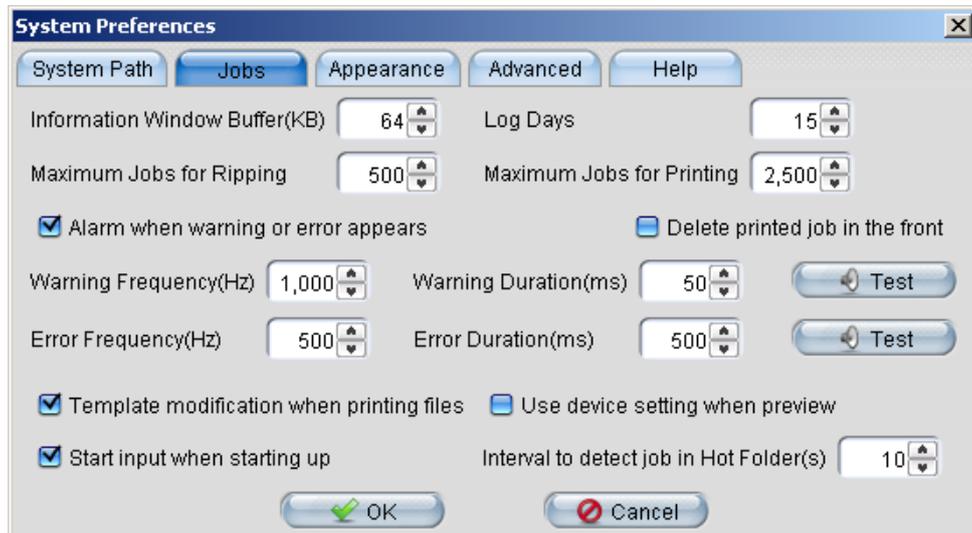


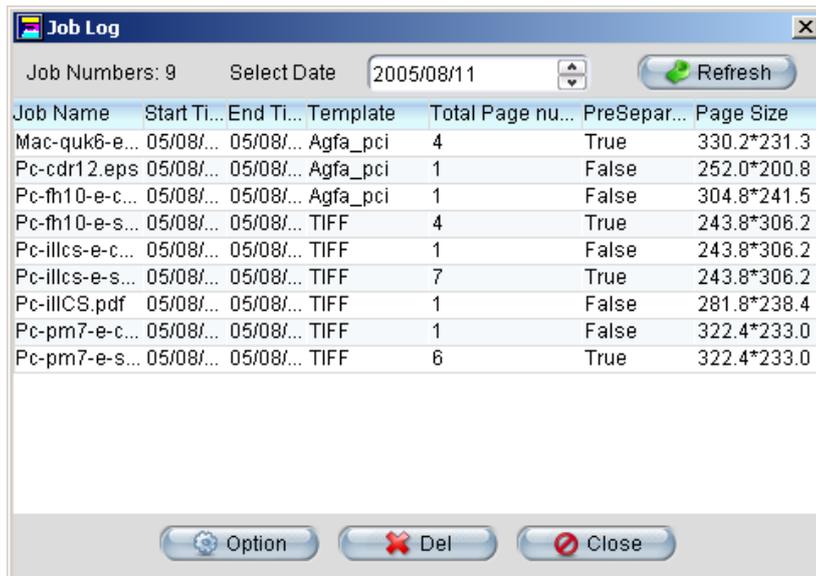
Figure3-6.

#### Information Window Buffer

The information window is located at the bottom of the EagleRIP user interface, showing the system and job information. This option allows you to specify the buffer size allocated to the information window for displaying information. By default, the buffer is 64KB.

#### Log Days

The EagleRIP jobs are tracked and logged. You can open the **Job Log** window (shown in Figure3-7) by selecting **Property > Job Log** menu option in **Queues** mode.



The screenshot shows a window titled "Job Log" with a close button (X) in the top right corner. Below the title bar, there is a label "Job Numbers: 9", a "Select Date" field with the value "2005/08/11", and a "Refresh" button with a green circular arrow icon. The main area contains a table with the following columns: Job Name, Start Time, End Time, Template, Total Page number, PreSeparation, and Page Size. The table lists nine jobs with their respective details. At the bottom of the window, there are three buttons: "Option" (with a gear icon), "Del" (with a red X icon), and "Close" (with a red circle and slash icon).

Job Name	Start Time	End Time	Template	Total Page nu...	PreSepar...	Page Size
Mac-quake-e...	05/08/...	05/08/...	Agfa_pci	4	True	330.2*231.3
Pc-cdr12.eps	05/08/...	05/08/...	Agfa_pci	1	False	252.0*200.8
Pc-fh10-e-c...	05/08/...	05/08/...	Agfa_pci	1	False	304.8*241.5
Pc-fh10-e-s...	05/08/...	05/08/...	TIFF	4	True	243.8*306.2
Pc-illcs-e-c...	05/08/...	05/08/...	TIFF	1	False	243.8*306.2
Pc-illcs-e-s...	05/08/...	05/08/...	TIFF	7	True	243.8*306.2
Pc-illCS.pdf	05/08/...	05/08/...	TIFF	1	False	281.8*238.4
Pc-pm7-e-c...	05/08/...	05/08/...	TIFF	1	False	322.4*233.0
Pc-pm7-e-s...	05/08/...	05/08/...	TIFF	6	True	322.4*233.0

Figure3-7.

The **Log Days** option in the **System Preferences** dialog box (shown in Figure3-6) allows you to specify a period, for which the log file will be kept. The default setting is 15 days, which means that the system will keep a log entry for fifteen days and the entries older than fifteen days will be automatically deleted.

#### Maximum Jobs for Ripping

This option allows you to specify the maximum number of jobs that can be listed in the **Waiting to RIP** queue. The **Waiting to RIP** queue includes not only the jobs waiting for RIP processing, but also the manually aborted jobs and the error terminated jobs. By default, the maximum value is 500.

If the number of jobs in the queue exceeds the specified maximum value, a warning dialog box will be prompted.

#### Maximum Jobs for Printing

This option allows you to specify the maximum number of jobs that can be listed in Waiting to Print queue and the printed job queue respectively. By default, the maximum value is 2500.

#### Delete printed job in the front

If the number of jobs in printed job queue has reached the limitation, selecting this check box ensures that the oldest job in the printed job queue be removed when there is any new job entering the printed job queue.

### **Alarm when warning or error appears**

Uncheck the box in the **System Preferences** dialog box (shown in Figure3-6) to suppress the system beep normally generated when EagleRIP prompts warning or encounters an error. By default, the box is selected (with a check mark), that is to say, system beep is generated when warning or error appears.

With the **Alarm when warning or error appears** box checked, the frequency and duration options below are editable. These options control the frequency and duration of the warning and error alarm beep. You can click the **Test** button to test the beep.

### **Template modification when printing files**

When opening files by selecting **Action > Open File**, and specifying the files in the prompted **Open** dialog box, you can edit the selected template by clicking the **Setup** button in the **Open** dialog box, and modifying the template settings.

When this option is selected, the template will be updated globally to reflect the changes made from the **Open** dialog box. If the option is not selected, the changes made from the **Open** dialog box will be only applied to the current jobs, and the global template will not be updated.

### **Use device setting when preview**

Selecting this option allows you to preview the processed jobs with the device settings. For instance, if you set **Mirror** in the **Device Setup** window of the current template, the mirror effect will be reflected in the preview.

By default, this option is not selected. In this case, the device settings will not be reflected in the preview.

### **Start input when starting up**

With this option selected, the input sources will keep its current status when EagleRIP is started next time. That is to say, if an AppleTalk input is enabled before exiting EagleRIP, when you start the RIP next time, the Mac printer will be automatically published over the network.

If the option is not selected, all the inputs, not matter enabled or disabled, will be disabled the next time you start EagleRIP.

For details about Input Manager, refer to Chapter 9 Configuring Input.

### Interval to detect job in Hot Folder(s)

The value in the text box specifies how often the RIP checks the hot folder for new files to be printed.

### 3.2.3 Appearance

The options under **Appearance** tab in the **System Preferences** dialog box allow you to specify the language to be used in EagleRIP user interface.

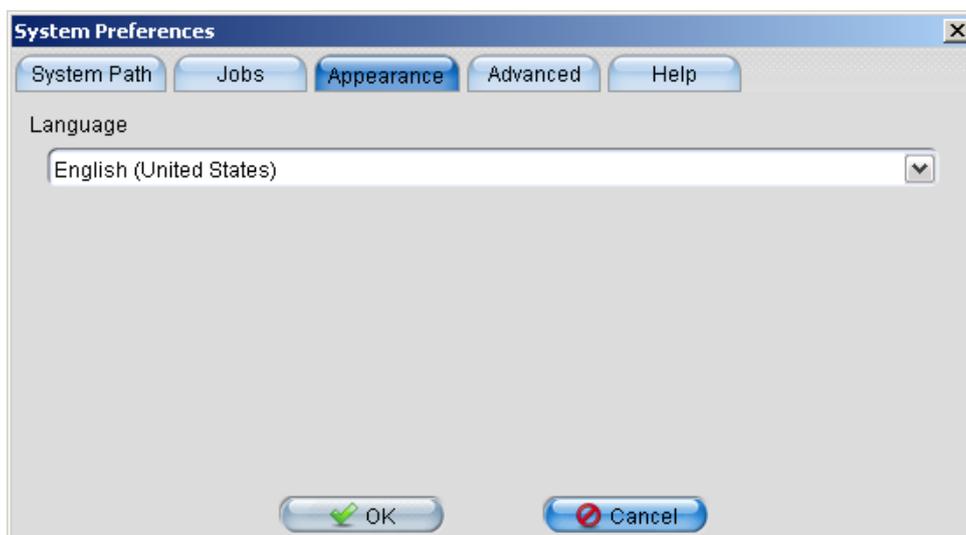


Figure3-8.

Select the language you wish to use in the **Language** dropdown list.

**Note:** *The operating system of your computer must support the language you wish to use.*

If you changed any language, and clicked **OK**, the RIP displays a dialog box asking you to restart EagleRIP to validate the interface language. When you restart the RIP, you should see that it is using your chosen user interface language.

### 3.2.4 Advanced

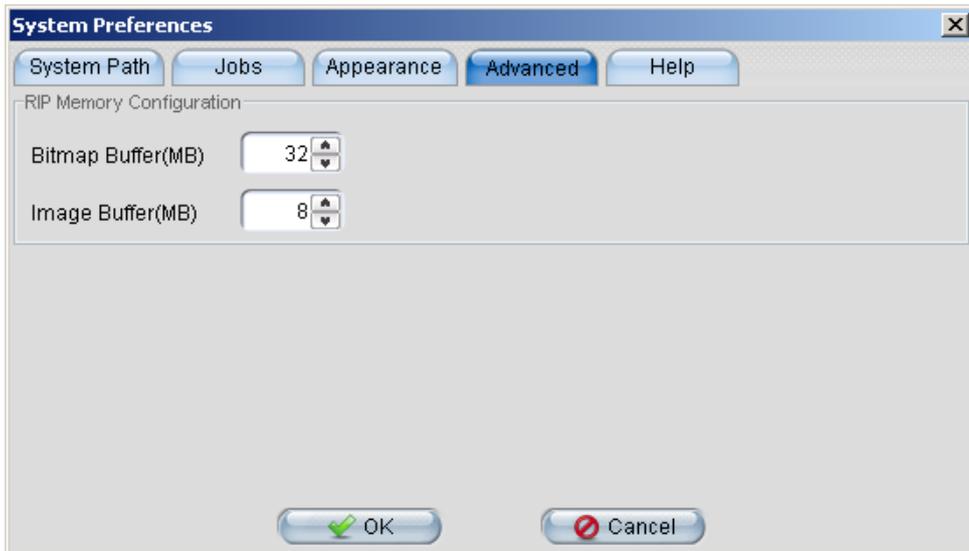


Figure3-9.

**Bitmap Buffer:** this parameter mainly affects the speed for painting. The RIP divides a page into bands for painting. The larger the value, the faster the painting is.

**Image Buffer:** this parameter mainly affects the speed for processing images, to which some operations such as rotating and scaling have been applied. The larger the value, the faster an image is processed.

Both of the buffers of the default values are allocated automatically according to the memory configuration of your computer. Generally, it is recommended not to change the values.

**Note:** *system preferences are global settings that are applied to all the EagleRIP operations and jobs. Please take caution in changing them. Before the changes become valid, you need to restart the EagleRIP.*



# 4

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## Fonts

Whenever the EagleRIP processes a job that uses fonts, they must be available in memory. Fonts are loaded into the RIP from the disk automatically whenever they are required. However, the fonts must have been installed first, or they must be embedded in the job that uses them. This chapter discusses how fonts are installed and then used by the EagleRIP.

EagleRIP supports three main categories of fonts:

- Self-supplied 35 standard fonts installed in the `Fonts` folder in the EagleRIP installation folder.
- PostScript fonts of different font suppliers.
- TrueType fonts.

All the font resources are located in two locations:

- Founder supplied fonts and TrueType fonts are located in the `Font` folder in the EagleRIP installation folder.
- The 35 standard fonts and fonts of other suppliers are installed in the `Fonts` folder in the EagleRIP installation folder.

The EagleRIP provides a suite of facilities that let you manage fonts easily and efficiently. This suite includes commands that will:

- Install fonts in the RIP.
- Tell you which fonts are currently installed.
- Remove fonts from the RIP.

- Substitute fonts that are not available in RIP.

## 4.1 Installing Fonts in the EagleRIP

If a job requires a particular font, the font must already be installed in the RIP before the job is processed, unless the job itself contains the font definition. If the font is not found, the RIP will instead print the text in a selected substitute base font (see Section 4.5 Font Substitution on page 40), or issue an error message, depending on the setting for **Font substitution** in the **RIP Setup** dialog box. See Section 7.2 RIP for details.

Depending on the font type, you can install a font into the RIP in one of the two ways: by using the **Add Fonts** command or by downloading the font to the RIP.

The **Add Fonts** command and downloading fonts to the RIP are described in the next two sections.

### 4.1.1 Add Fonts command

When you choose **Add Fonts** from the **Fonts** menu, the RIP displays the **Add Fonts** dialog box shown in Figure4-1.



Figure4-1.

**Note:** the **Add Fonts** command installs only fonts files with \*.pfa and \*.pfb extensions.

To install \*.pfa and/or \*.pfb fonts, do the following:

1. Specify the path where the \*.pfa and/or \*.pfb font files are located by using the **Browse** button.
2. Click **OK**.

A successfully installed font produces the following message in the information window of EagleRIP:

```
Install Font 'Font Name' Successful
```

If you try to install from a path that does not contain a font, or that contains a font of another type, the RIP will only display the message:

```
Add Fonts Action Completed
```

And no fonts are actually installed.

Installation is performed on a copy of the font, so your original font file remains intact.

#### 4.1.2 Downloading fonts to the RIP

If the font you want to install comes with its own installer, run the installer and install the fonts in EagleRIP.

To download Mac fonts to EagleRIP, you need to create an AppleTalk input, and enable it to publish a name over the network. For details about configuring AppleTalk input, refer to Chapter 9 Configuring Input.

If your font is supplied with a downloader, install the font over AppleTalk from a Macintosh using the supplied downloader.

### 4.2 Producing a list of installed fonts

Sometimes you will need to know whether a particular font is currently installed in the RIP. You can produce a list of all the currently installed fonts by choosing **Fonts > Browse Fonts**. A window appears with a list of available fonts. See the next figure:

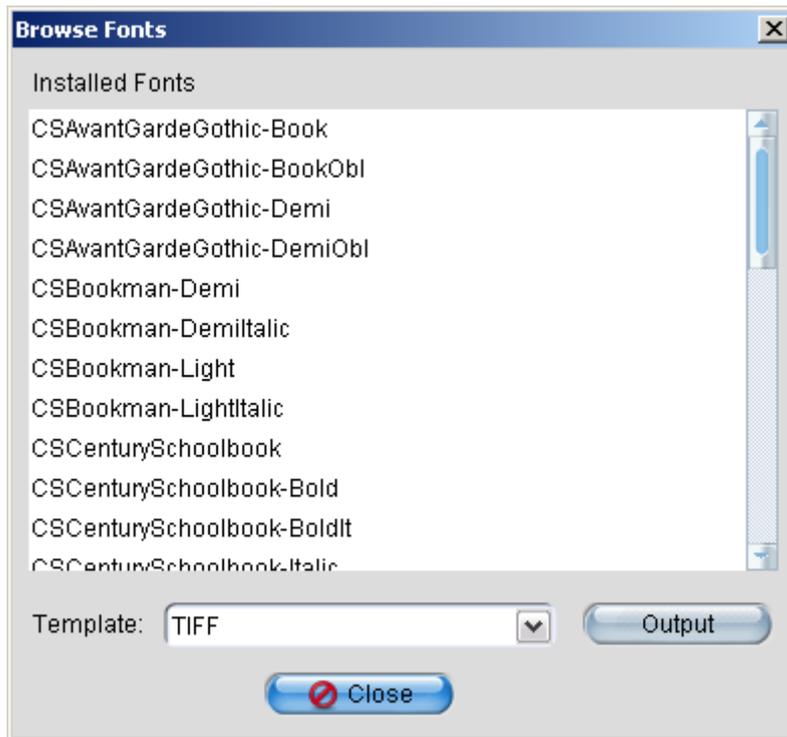


Figure4-2.

The list of available fonts can be Ripped and output as an EagleRIP job. To print the font list, select a template in the **Template** dropdown list, and click the **Output** button. The following message appears, showing that the font list is sent to the RIP queue as a job.



Figure4-3.

RIP the font list job. Before final output, you can preview the font list on screen.

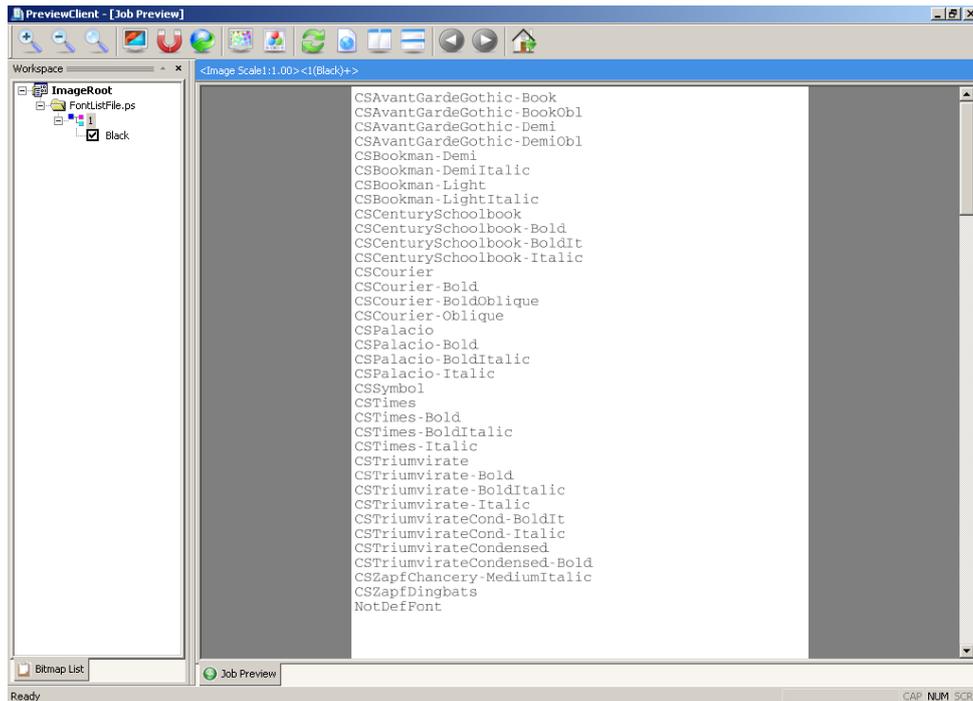


Figure4-4.

For details about RIPping, previewing and outputting of a job, please refer to Chapter 12.

## 4.3 Removing Fonts

You can remove fonts from the EagleRIP using the **Delete Fonts** command. When you choose the **Delete Fonts** command from the **Fonts** menu, the RIP displays a dialog box, as shown in Figure4-5, where you can select a font to remove.

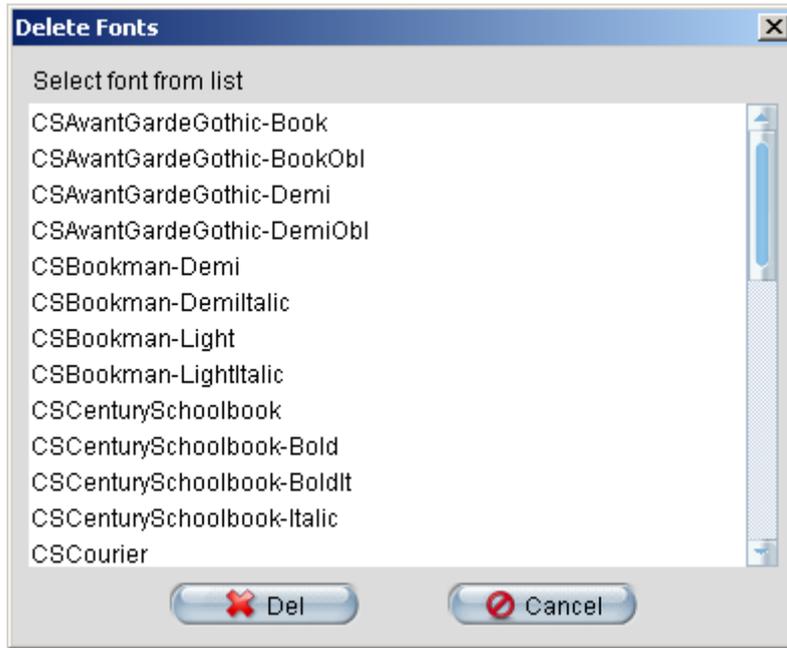


Figure4-5.

You can also select several fonts and delete them together. To select a block of several fonts, select the first font in the block, and then hold down the Shift key on keyboard, and select the last font in the block.

To select several unconnected fonts, hold down the Control key while making your selection.

When you click the **Del** button, the RIP displays a dialog box asking if you want to remove the selected fonts from the EagleRIP. Click **OK** if you are sure.

## 4.4 Resetting Fonts

The **Reset Fonts** command updates the font cache in EagleRIP. Every time you install fonts in EagleRIP or remove fonts from EagleRIP, please choose **Fonts > Reset Fonts** option to reset fonts.

When you choose the **Reset Fonts** option from the **Fonts** menu, the RIP displays the **Reset Fonts** dialog box, as shown in Figure4-6.

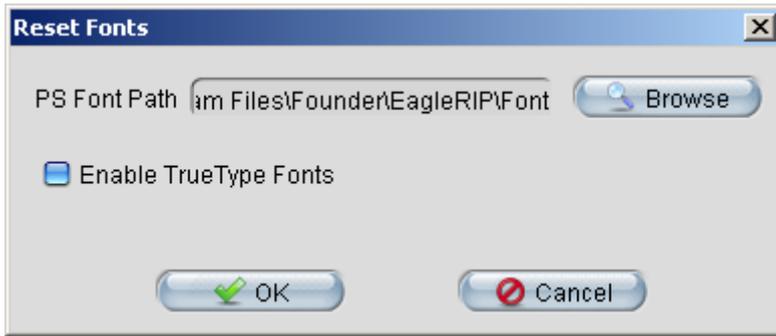


Figure4-6.

The **PS Font Path** box displays the font resources directory of EagleRIP. You can also click the **Browse** button to specify the path where the font resources are located.

Click **OK** to reset fonts.

If you click **OK** with the **Enable TrueType Fonts** check box selected, the TrueType fonts of your Windows system will be converted to Type 42 fonts and installed in the `Font` folder of EagleRIP. If you click **OK** without the box selected, the TrueType fonts will be removed from EagleRIP.

When reset font action completes, a message `Reset Fonts Action Completed` is displayed. And the **Reset Fonts** dialog box shows the total number of the installed fonts.

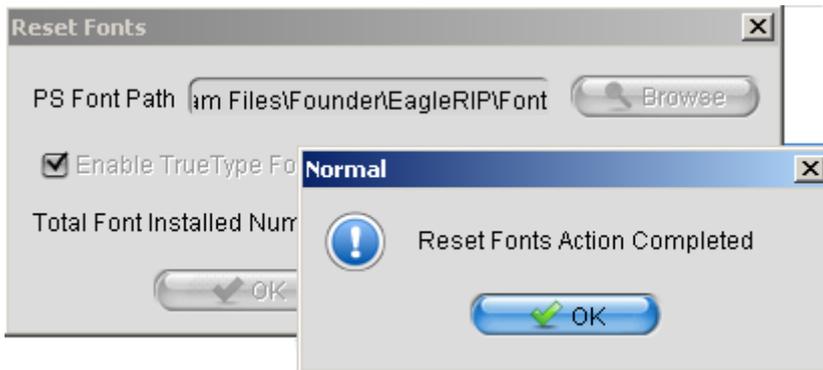


Figure4-7.

## 4.5 Font Substitution

Generally, it is preferable to use the exact font that was used in the design of the document. However, there are times when this is not possible; a font may be corrupt, or the original font may not have been sent with the original file. In such cases the only solution is to substitute with a font that is very similar in design to the original specified font. The customer may ask you to do this to get the job done on time.

If substitution were not available, the RIP would do one of two things: error and refuse to produce the job or substitute a default font, depending on the setting of the **Font substitution** option, see section 7.2 RIP for details. Either result may be unacceptable.

One solution is to open up all the pages in the original application program and search and replace every occurrence of the problem font. This is not ideal as it is time consuming; you may not have the original application and if you miss one or two occurrences where the font was used, the processing time would be wasted.

Having the RIP do the substitution for you is the best solution because all occurrences of a font are guaranteed to be substituted.

Choose the **Substitute Fonts** option from the **Fonts** menu. The RIP displays the **Font Mapping** dialog box (shown in Figure4-8), which allows you to configure a font substitution table.

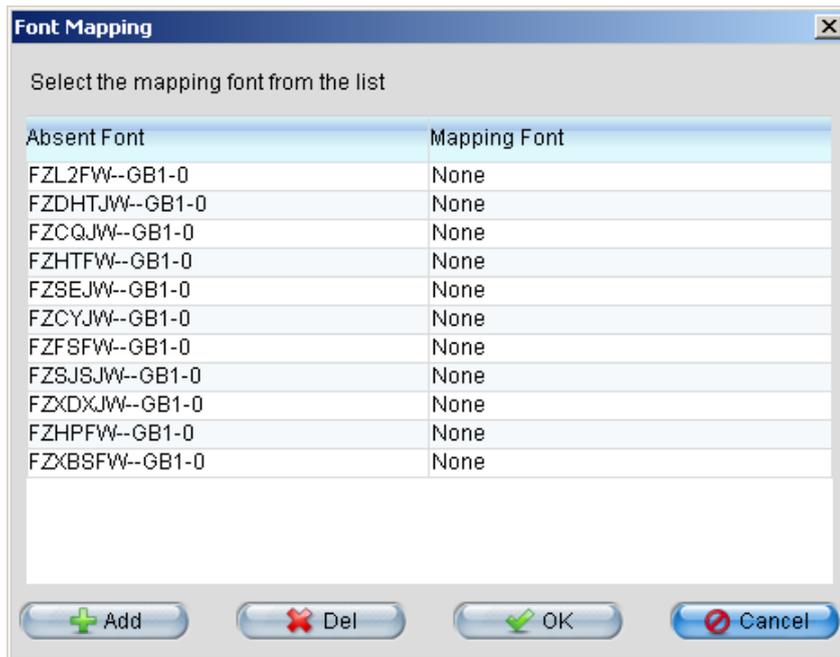


Figure4-8.

If a font is reported as missing during RIP processing, the missing font name will be listed in the **Font Mapping** dialog box.

If your RIP setting of the current template allows font substitution, the RIP will make a default substitution. In EagleRIP, the default substitution is made with CSCourier. That is to say, the missing font is substituted with CSCourier by default.

Generally, the default substitute is not a suitable one for the original font. You need to specify a mapping font that is similar to the original specified font. To specify the mapping font, click on the **Mapping Font** column of an absent font line in the **Font Mapping** dialog box, and select a font in the dropdown list. Perform the same action to specify substitute fonts for other missing fonts.

**Note:** you *MUST* ensure that:

- a) the fonts are very similar in glyphs supported and glyph names, otherwise, a lot of glyphs may be missing.
- b) single-byte fonts should not be used to substitute for double-byte fonts and vice versa.

- c) *when substituting for double-byte fonts, the two fonts should use the same encoding.*

You can also click the **Add** button to add a line that comprises two font names, the fonts to be substituted from and to.

E.g. if you wanted all requests for Arial to be imaged in Helvetica, you would enter Arial for absent font, and select Helvetica for mapping font.

You can delete one or several lines in the **Font Mapping** dialog box by selecting the line(s) and clicking the **Del** button.

Click **OK** to complete configuring the font substitution table and close the **Font Mapping** dialog box.

Now, if you re-process the font-missing job, the font substitution will be made according to the font substitution table that you have configured. A message is displayed in the information window indicating the substitution.

```
RIP processing warn: Absent font (name1->name2)
```

For example:

```
RIP processing warn: Absent font (Arial ->ArialMT)
```

# 5

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## Device Manager

You can use the EagleRIP to produce output on a variety of different imagesetters, plate setters and printers. The EagleRIP can also produce TIFF (Tag Image File Format) files by the TIFF output device. The options available depend on the device drivers that have been installed with your copy of RIP.

The **Device Manager** of EagleRIP allows you to install the needed device drivers to EagleRIP. In **Settings** mode, select the **Device Manager** icon from the left window panel. The **Device Manager** interface is displayed in the center right part of the window.

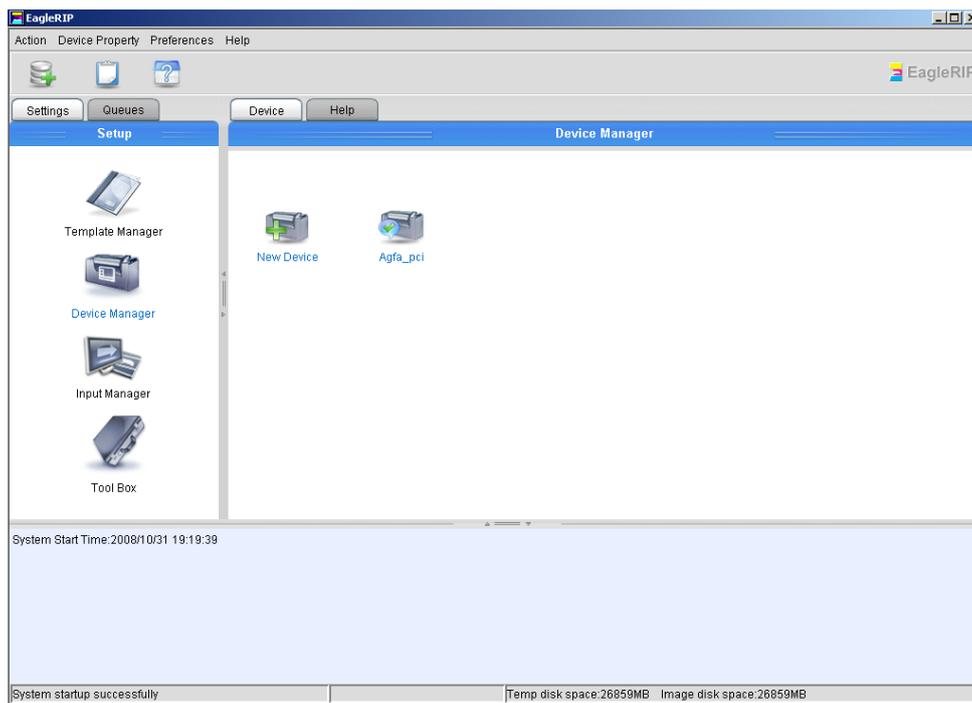


Figure5-1.

## 5.1 Installing Devices

To install a new device in the EagleRIP:

1. Click the **New Device** icon in the **Device Manager** interface to launch the **Device Installer** (as shown in Figure5-2), which will guide you through the installation of devices.



Figure5-2.

2. Click **Next** in **Device Installer**. The next window prompts you to select the device you want to install.

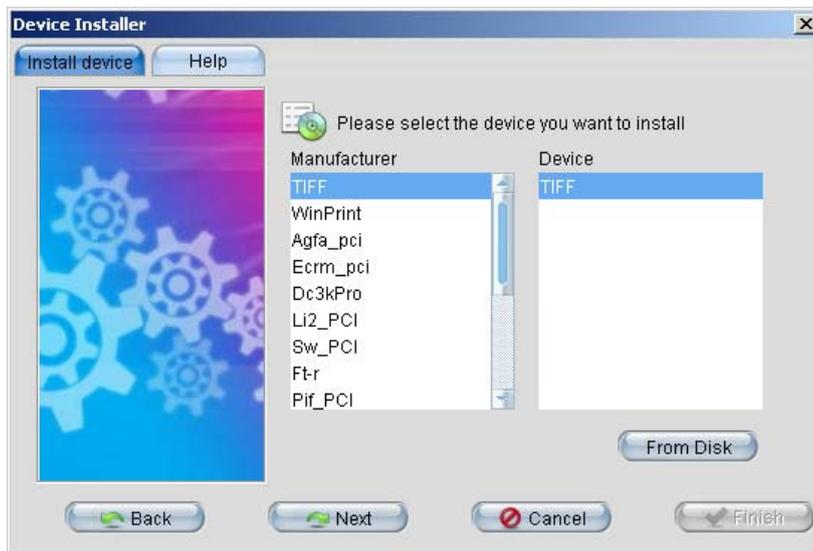


Figure5-3.

**Note:**

**FOUNDER**

1. TIFF and WinPrint drivers are provided as optional components. You need to activate the options in Tool Box before installing TIFF and WinPrint drivers to the EagleRIP. See Section 11.1 Options for details about activating options.

2. If you select to install the FjLuxel device driver during the installation of EagleRIP (shown in Figure2-5), the only FjLuxel device type that is installed is Fujifilm Luxel F9000. If you'd like to use other FjLuxel devices, you have to delete the default Fujifilm Luxel F9000 first in Device Manager, exit RIP, then restart it and install the FjLuxel device in Device Manager. You may select the device type you like e.g. Fujifilm Luxel F6000 from the right column of the above window.

3. Select the device you want to install. You can also click the **From Disk** button to open a browse window, which allows you to install a device from the disk.
4. Click **Next**. The next window displays the information of the selected device.



Figure5-4.

5. Click **Finish**. A dialog box appears asking you whether to set the device to default or not.

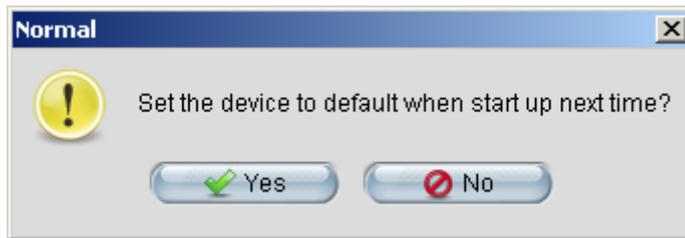


Figure5-5.

6. Click **Yes** if you want to set the installed device as default device when EagleRIP starts up the next time. Click **No** if you do not want to do so.
7. Another dialog box is displayed asking you to restart the RIP to make the new device available.



Figure5-6.

8. Click **OK** and restart the EagleRIP. An icon of the installed device is placed on the **Device Manager** window. A default template with the name of the device is also added to the template list.

## 5.2 Managing Devices

To delete a device from the EagleRIP:

1. Right click on the device icon that you want to delete. A menu appears.



Figure5-7.

2. Select **Delete** from the pop-up menu. EagleRIP displays a dialog box asking if you wish to confirm your choice and delete the device. Click **OK** if you are sure, or click **Cancel** to discard the deleting action.

To set a device to the default device of your EagleRIP, right click on the icon of the device and click the **Set to default** command. A dialog box is displayed asking for your confirmation. Click **OK** to set the device as default device.

Left click on the device icon. The EagleRIP displays a **Device property** window showing the device information. See Figure5-8.

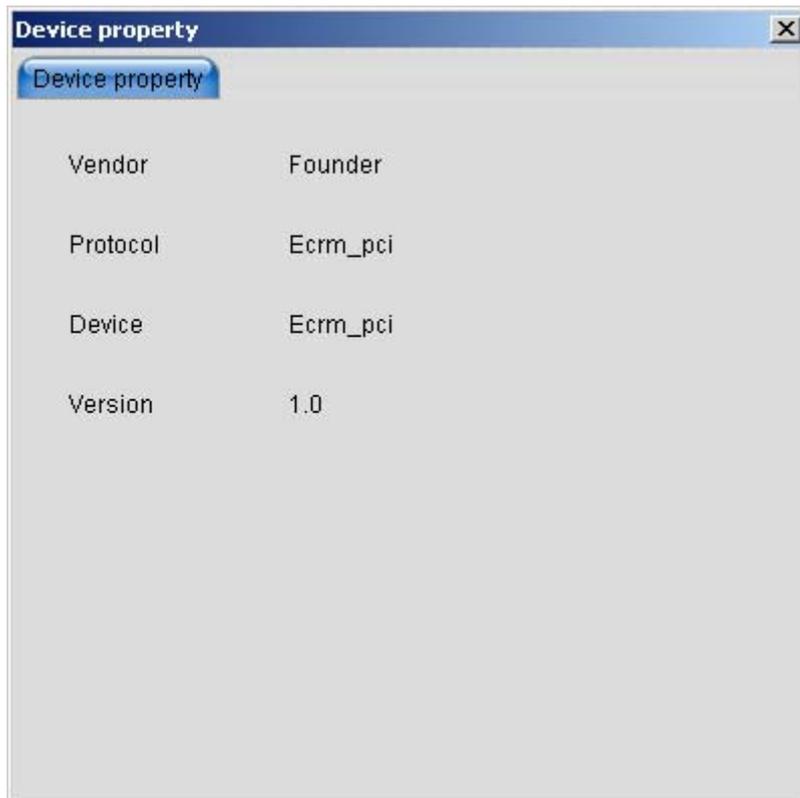


Figure5-8.



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## Template Manager

In the EagleRIP, a template is a named collection of settings used to process a PostScript-language job. All templates are visible in the **Template Manager**, which allows you to create new templates, and to edit existing templates.

This chapter discusses creating and managing EagleRIP templates in **Template Manager**, and gives the details of the options in **Edit** template dialog box.

### 6.1 Creating and Managing Templates

Every job that you supply to the RIP takes its imaging options from a named template. You can keep a number of different templates, which you use regularly – perhaps one that has color management enabled, and one that does not, one that generates TIFF, and one that sends output to a particular printer. You can save as many configurations as you wish.

The **Template Manager** window appears when you select the **Template Manager** icon from the left window panel of EagleRIP in **Settings** mode.

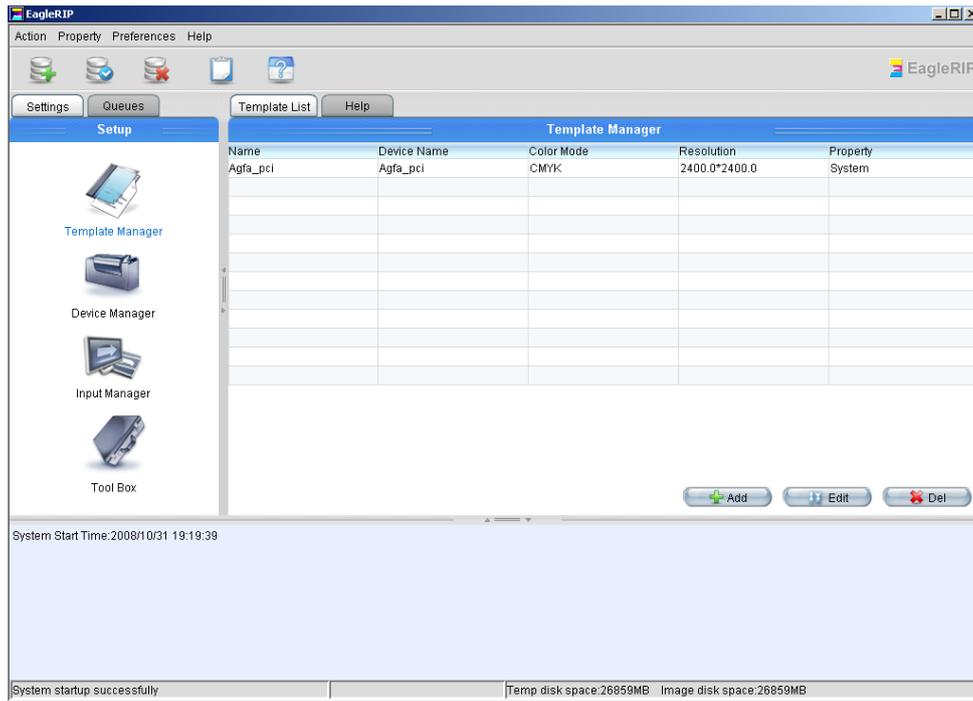


Figure6-1.

The **Template Manager** contains a list of all existing templates, showing the name of each template, the corresponding output device, and some important settings: the resolution, color mode, and the property.

The installation of a device will always bring a default template that is intended for the device. The default template has the same name as the corresponding device. And the **Property** column of the default template in the list is labeled as **System**, showing that the template is a system default template.

Each default template provides a set of default options, and the modified options of the default template will be recovered when EagleRIP restarts. This is useful to maintain a standard set of options that can be expected to work with any job. We recommend creating a new template based on the default one, and redefining the new template to suit your routine use, rather than using the default template.

### 6.1.1 Controls and Actions

The controls below the list allow you to create new templates, and to edit or delete existing templates.

**Add** Select a template and click this button to create a new template and edit it in the **Edit** template dialog box. See Section 6.2 Edit template dialog box on page 54 for details of using this dialog box.

**Edit** Select a template and click this button to edit it in the **Edit** template dialog box. A shortcut is to double click a template. See Section 6.2 Edit template dialog box for details of using this dialog box.

**Del** Select a template and click the button to delete it.  
If the template is in use by a managed input, the RIP displays a warning dialog box showing that the template is in use by a particular input and cannot be deleted. Please make sure no input is using the template that you want to delete before deleting the template.

**Note:** *the system default templates cannot be deleted.*

When creating a new template, you need to first select a template in the list, and click the **Add** button. The set of options of the selected template will be copied to the new template.

A dialog box appears, allowing you to input the template name.

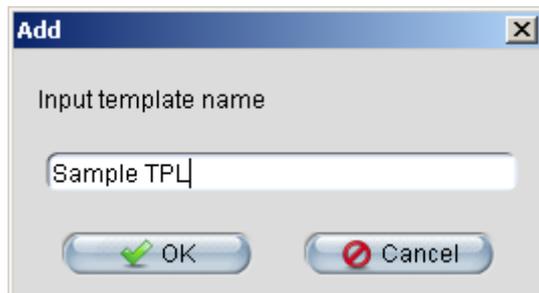


Figure6-2.

Input the name and click **OK** to get the **Edit** template dialog box (as shown in Figure6-3), which allows you to define the options of the new template.

Templates are such an important part of the RIP that you must name each one as you create and save it. It is useful to give each template a meaningful name, without being too specific about its contents.

- Choose a meaningful name because the template name appears in several menus where you have to choose a template. Also, for each job, the job information window shows which template is used.

Choose a form of name that suits the variety of jobs and output devices that you work with. Consider making the name contain parts indicating the output device, and settings such as resolution. Another tactic might be to label a template with its general purpose, for example: proofing or final output.

- Try not to be too specific because you can change the settings within a template without changing its name.

If you have several inputs that each uses the same template, it is easier to edit just one template than to create a new template and then change all the inputs to use the new template.

## 6.2 Edit template dialog box

The **Edit** template dialog box (shown again in Figure6-3) appears when you click **Edit** in the **Template Manager** window or create a new template.

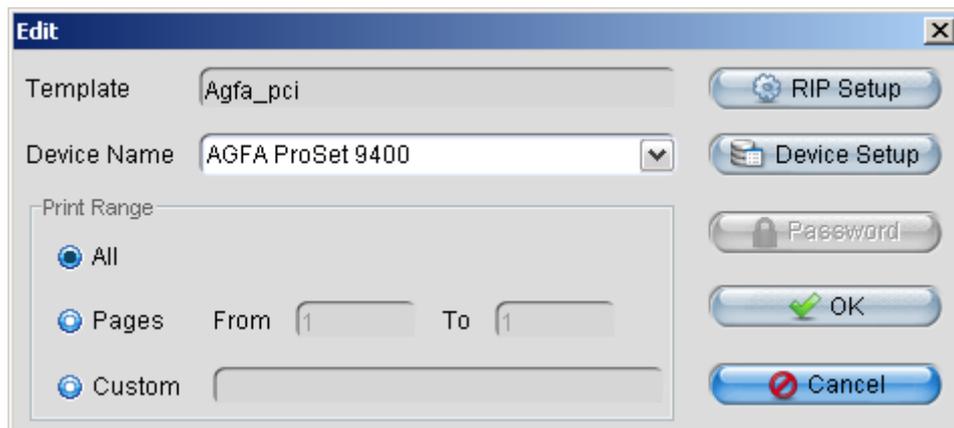


Figure6-3.

The options you can configure from the **Edit** dialog box include:

### 6.2.1 Template Name and Device Name

**Template:** this option displays the name of the template. You cannot change the name of the template in **Edit** dialog box. To change the name of a user template, go to the template list, click on the name column, and input the new template name.

**Device Name:** this option allows you to choose the device to which the RIP sends output. The drop-down list includes all the supported devices of the current manufacturer.

### 6.2.2 Print Range

The options under **Print Range** allow you to specify which pages or range of pages will be printed by the RIP.

**All:** leave this option selected to print all the pages in the job.

**Pages:** if you wish to print a range of contiguous pages, select this option and type the starting page number in **From** text box and ending page number in **To** text box.

**Custom:** to print noncontiguous pages, select this option and then type the page numbers with semicolon between them. Type the range of pages with a hyphen between the starting and ending numbers in the range.

For example, to print pages 2, 4, 5, 6 and 8, type 2;4-6;8

### 6.2.3 RIP Setup and Device Setup

Clicking the **RIP Setup** button opens the **RIP Setup** dialog box as shown in Figure7-1. The options in the dialog box allow you to configure the RIP settings, which the EagleRIP uses to process jobs submitted to it. For details, refer to Chapter 7.

Click the **Device Setup** button to get the **Device Setup** dialog box as shown in Figure8-1. For details about the options in this dialog box, refer to Chapter 8 and the separate device driver manual.

#### 6.2.4 Password

The **Password** button allows you to setup a password of the template. For a default template, the **Password** button in the **Edit** dialog box is disabled.

#### 6.2.5 Closing the Edit dialog box

You must close the **Edit** dialog box to save your changes. You must also close the **Edit** dialog box before you can use any tool bar buttons or menu options in the EagleRIP: for example, to edit system preferences.

Click **OK** to confirm all the changes you have made in the **Edit** dialog box.

Alternatively, click **Cancel** to discard your changes immediately.

If you open one of the sub-dialog boxes from the **Edit** dialog box, changes that you make in that dialog box are dependent of the **Edit** dialog box. For example, if you open the **RIP Setup** dialog box, and change the options in it, the confirmation you make by clicking **OK** in the **RIP Setup** dialog box is provisional: you must also click **OK** in the **Edit** dialog box to finally save your changes.

# 7



## RIP Setup

This chapter gives you complete details of the RIP options available in EagleRIP.

All the imaging options are contained within templates. In the **Edit** template dialog box as shown in Figure6-3, click the **RIP Setup** button to open the **RIP Setup** dialog box.

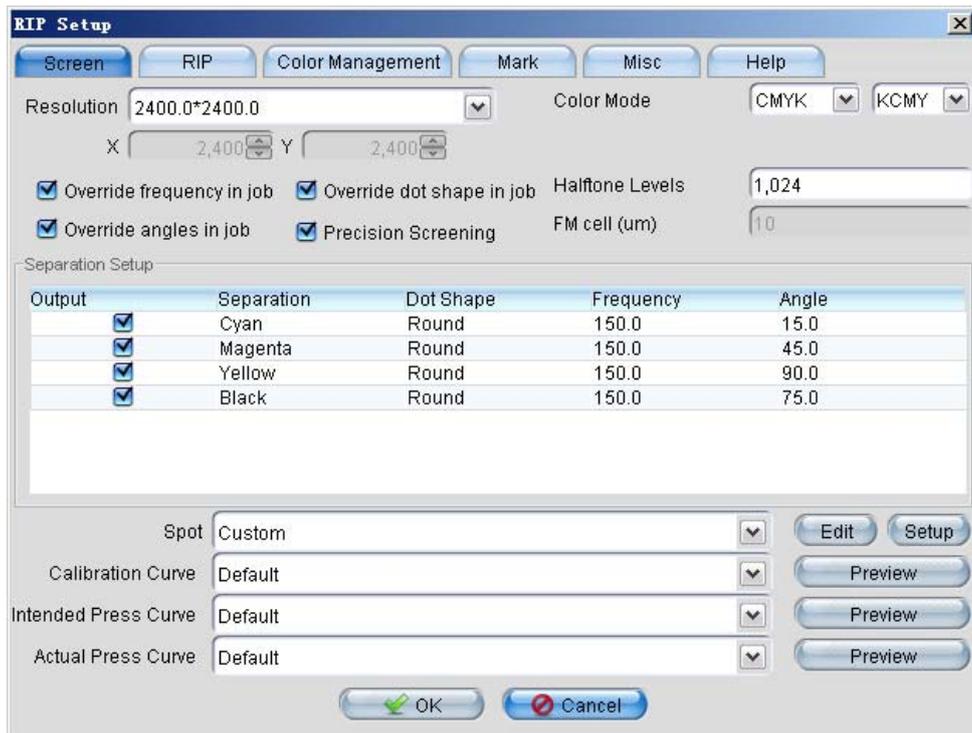


Figure7-1.

The options you can configure from the **RIP Setup** dialog box include:

- The separations to be created from each job.
- The halftone screening to be used with each job.
- The basic and advanced RIP options.
- The color management to be applied to each job.
- The marks to be appended to each job.
- Other options such as job unit and job priority.

## 7.1 Screen

The options under **Screen** tab control the halftone screening offered by the EagleRIP.

### Resolution

The **Resolution** option allows you to specify the *resolution* of the image to be printed. The resolution defines the detail with which an image is printed or displayed, and is given in terms of dots per inch (dpi).

The list of available resolutions varies between output devices. Most physical output devices support a limited number of resolutions and you must choose from the values shown in the dropdown list. For some devices (such as TIFF), you can either choose one of the values or select **Custom** in the list and type in a resolution in the text boxes.

Normally the horizontal (X) and vertical (Y) resolutions should be the same value: this is your only option when the chosen output device requires the same vertical and horizontal resolution. With other output devices you can set the resolutions to different values—if you need to.

- Set both resolutions at once by defining just the X (horizontal) resolution—the Y (vertical) resolution is automatically set to the same value.
- Set different X and Y resolutions by setting first the X and then the Y resolution.

### **Color Mode**

The color mode option controls the color separation mode in which a job will be processed. From the left dropdown list, you can set the color mode to **CMYK**, **Gray** or **RGB**. The contents of **Separation Setup** field below vary with different color modes selected. The right dropdown list provides all possible orders of production of separations on output. If the output device can generate separations in a different order, you can choose your preferred order from the dropdown list.

### **Separation Setup**

There is a list of separations that the RIP can produce. In **CMYK** color mode, the listed separations are **Cyan**, **Magenta**, **Yellow** and **Black**. In **RGB** mode, there are **Red**, **Green** and **Blue**. While in **Gray** mode, there is only one separation **Gray**.

The default settings produce separations for all process colors. For particular jobs, however, you may want to turn off some process colors. The **Output** check boxes in the **Separation Setup** list determine which separations are produced. The RIP produces all those separations marked with a check.

**Dot Shape:** the dots that this section discusses are the visible part of halftone screening, and most screening can be described in terms of patterns of these dots. The choice of shape of each dot that is generated in a screened image is essential to the quality of the eventual image. The RIP offers a variety of dot shapes; your choice between them might depend on the output device, resolution and media used, and the type of image. Dot shapes are controlled from the **Dot Shape** drop-down list of each separation.

The EagleRIP provides Founder-developed FM screening dots. When you select **FounderFM** in the **Dot Shape** drop-down list, the **FM cell** text box is enabled. The box allows you to specify the size of the halftone cell of FM screening.

Jobs often specify their own dot shape. To force the RIP to use the dot shape in template, select the **Override dot shape in job** check box.

**Frequency:** another way to improve the quality of screening is to increase the frequency, the density with which the image is covered by halftone cells. The RIP uses the frequency that corresponds to the resolution selected in RIP template. The **Frequency** drop-down list allows you to change the frequency for the selected separation.

Sometimes the job itself specifies a screen frequency to use when rendering. To force the RIP to use the screen frequency in template instead, select the **Override frequency in job** check box.

**Angle:** screen angle is the angle between one side of the halftone cell and an axis on the output device (not a fixed axis on the page): the reference axis is usually the direction of the slow scan. The screen angle becomes important when you are combining the separate patterns of dots used for color reproduction. The most important consideration is the angular separation of the different screens, not their absolute angles relative to the device axis.

A good choice of angles for general use with color separations in offset litho work is a set in which the colors are separated by 30°. The default set is 15°, 45°, 90° and 75° respectively for CMYK. Sometimes the job itself specifies a set of screen angles. You must select **Override angles in job** check box to force the RIP to use the screen angles in template.

**Note:** *EagleRIP allows you to customize the screening frequency and angle by typing in your preferred values. But the actual output*

*frequency and angle would vary a bit from the values you specified in the template.*

### **Precision Screening**

When placing color separations on top of one another, the angles and frequencies at which those separations are produced should be calculated very accurately so as to reduce *moiré* patterns.

Precision Screening is a color screening technique that ensures high-quality reproduction with any screening option in the RIP.

### **Halftone Levels**

This option allows you to define the gray levels that the RIP will generate. The number of grays you need depends on what you are trying to produce. Different types of images are with varying needs for number of gray levels.

### **Spot**

In CMYK color mode, the **Spot** parameter is enabled. With this parameter, you can control the printing of spot color separations.

In the **Spot** dropdown list, select a spot color table that has been created and saved in the **Spot Color Tool** (for details, refer to Section 11.4 Spot Color Tool). If in the **Spot color setup** window (as shown in Figure7-3) the output mode of the spot color is set to **Separation**, the spot colors defined in the selected spot color table will be printed by the RIP.

Click the **Edit** button on the right side of the **Spot** dropdown list. You will get a dialog box showing the spot color settings of your selected spot color table. See the following window.

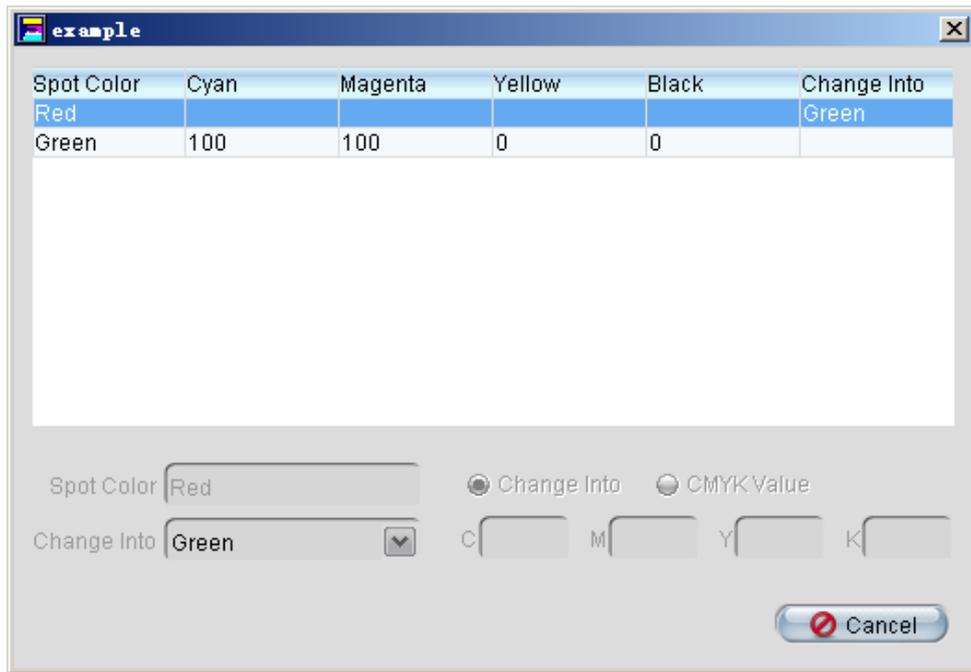


Figure7-2.

**Note:** You can't edit the spot color table here. *The options in this dialog box are enabled only when the **RIP Setup** dialog box is opened through editing the **RIP Setting** of a particular job in the **Waiting to RIP** queue. This is useful when you only need defining the spot color of a particular job rather than updating the spot color table globally.*

Clicking the **Setup** button opens the **Spot color setup** dialog box (as shown in Figure7-3), which allows you to configure the screen settings as well as output settings for the spot color separations to be printed in jobs.

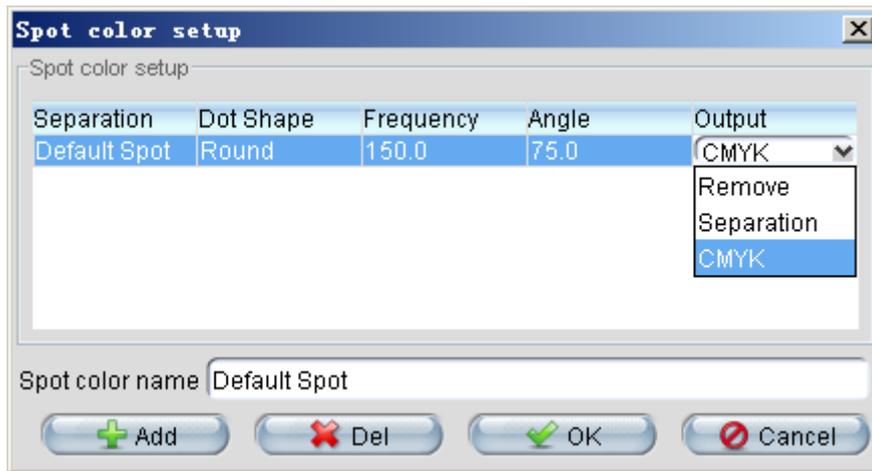


Figure7-3.

In the default setting of **Spot color setup** window, there is a **Default Spot** item in the list, which represents a general setting of spot colors. You may define and add spot colors to the list (see descriptions below). Apart from the spot colors you define, spot colors in job will adopt the **Default Spot** setting.

You are allowed to change the screen angle and the output mode of the spot color separations in the list, while the dot shape and frequency settings are defined together with the process separations in the separation list of the **RIP Setup** dialog box. For screen angle, select the spot color separation in the list, then click the angle and select another angle from the dropdown list. For output mode, there are three options in the dropdown list: **Remove**, **Separation** and **CMYK**. When **Remove** is selected, the spot color will be removed, that is, the objects in the spot color separation will not be visible on the output. When **Separation** is selected, the spot color is outputted in the way as defined in the selected spot color table. When **CMYK** is selected, the spot color is converted into appropriate combinations of process colors and outputted. The default output mode of spot color is **CMYK**.

Sometimes for a particular job, you may wish to use a different screen angle for a specific spot color separation or output it in a different mode from the Default Spot. To do so, first you need to add the spot color to the list.

To add a spot color, input the spot color name for example "Teacher" in the **Spot color name** text box, and click the **Add** button, the defined spot color will appear in the list. See the following window.

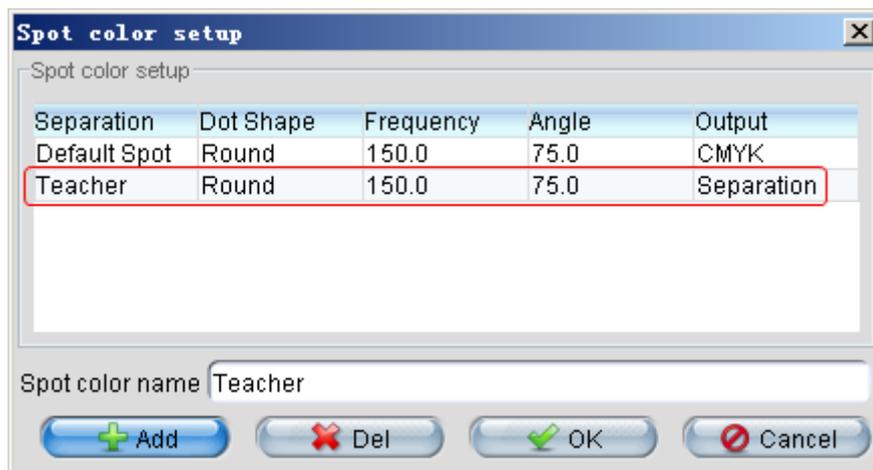


Figure7-4.

Then you may set the screen angle and the output mode of this custom spot color "Teacher". If the setting is as what is shown in the above window, then spot color "Teacher" in job will be outputted with the color values specified in job or defined in Spot Color Tool, while other spot colors will apply the **Default Spot** setting "CMYK", that is to say, they are converted into appropriate combinations of process colors and outputted.

**Note:** *CMYK output mode can't be applied to custom spot color (spot color you define). It can only be applied to Default Spot.*

You can delete the selected spot separation from the list by clicking the **Del** button.

After setting, click **OK** to confirm the settings and close the window.

### Calibration Curve

The **Calibration Curve** dropdown list contains a list of all calibration sets for the currently selected device and color space. For details about calibration, refer to Chapter 10 Calibration.

You can click the **Preview** button to view the selected calibration set.

### **Intended Press Curve**

The dropdown list contains a list of all calibration sets created for the printing press device in the current color space. Select the curve created for the intended printing press. For details about press curve, refer to Chapter 10 Calibration.

You can click the **Preview** button to view the selected calibration set.

### **Actual Press Curve**

The dropdown list contains a list of all calibration sets created for the printing press device in the current color space. Select the curve created for the actual printing press. For details about press curve, refer to Chapter 10 Calibration.

You can click the **Preview** button to view the selected calibration set.

### **Pixel Bits**

When you edit a template based on TIFF device, there would be a **Pixel Bits** option under **Screen** tab in the **RIP Setup** dialog box as shown in Figure7-5. This option allows you to produce either halftone TIFF images or continuous tone TIFF images. This allows the RIP to be used for driving contone color printers as well as imagesetters.

If **Contone** in the dropdown list is selected, the screening related options in the **Screen** tab are disabled, and no screening will be applied to the job.

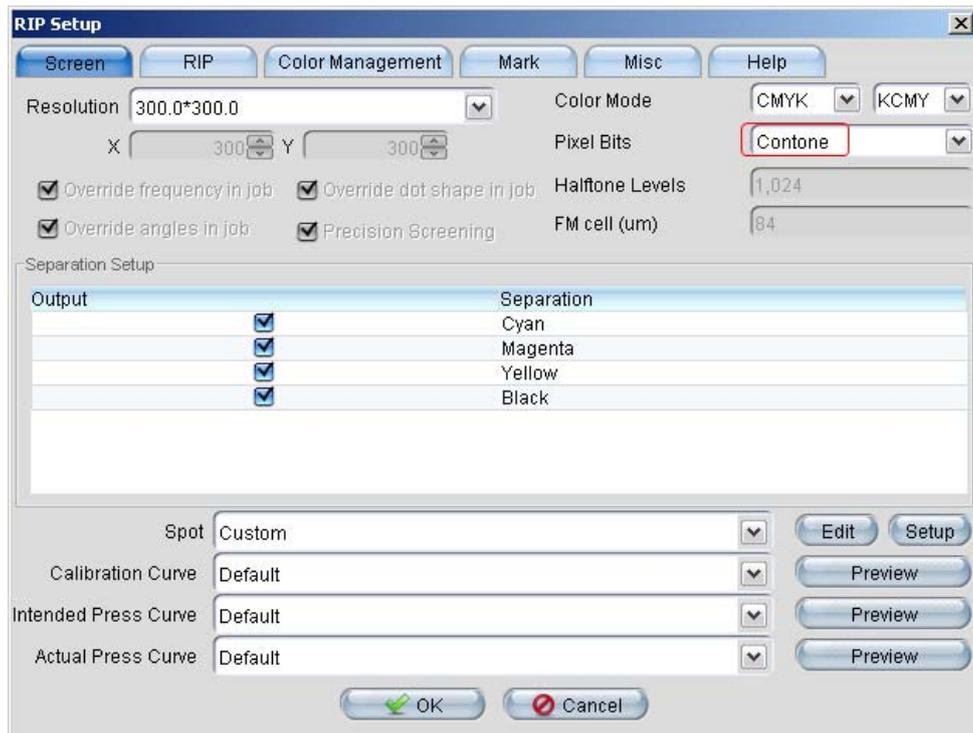


Figure 7-5.

## 7.2 RIP

The RIP options under the **RIP** tab control overprinting and some important factors that determine the output of the RIP. See the next figure:

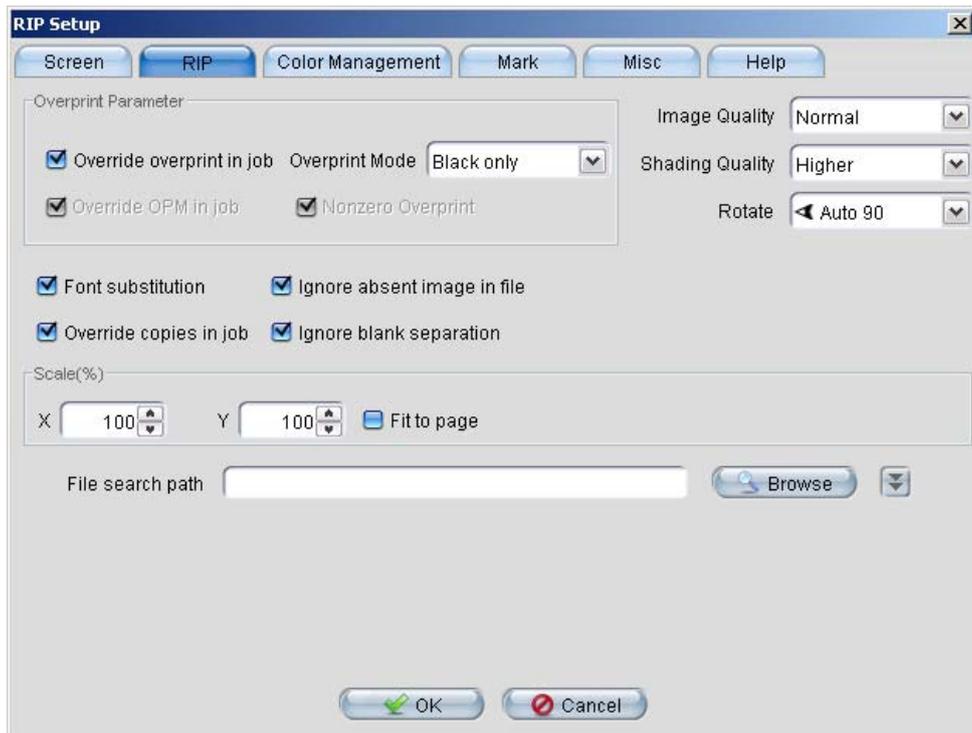


Figure7-6.

### Override overprint in job

If this option is checked, the **Overprint Mode** option (described below) is always honored, and the overprint parameter in the job is ignored. If it is not checked, any overprint parameter in the job will be used.

By default, this option is selected.

### Overprint Mode

With **Override overprint in job** option selected, you have three overprint options in the dropdown list: **Knockout**, **Overprint** and **Black only**.

**Knockout:** An area of a separation that is made empty so that it does not interfere with a graphic object represented by a color or colors in other separations is called a *knockout*. This is because the colored area has been knocked out of the separation.

One problem with using knockouts is that if the separations are not overlaid accurately enough, there may be a white gap at the edge. This effect is the product of misregistering the separations, that is, misaligning them when they are combined. Nevertheless, in case where printing one ink on top of another would produce the wrong color, producing separations with knockouts is essential.

**Overprint:** the opposite of knocking out is overprinting. This option allows you to print an element of one color over one of another color without removing, or knocking out, the material underneath. Overprinting works best for objects and text that are black or a dark color.

**Black only:** when this option is selected, only 100% black is overprint, other colors are knocked out. There is no performance penalty incurred by using this feature—in fact, it may be slightly faster to overprint, given that knockouts do not have to be calculated. This feature only applies to black objects, not to individual pixels of a continuous tone image that happen to be 100% black.

When **Override overprint in job** is not selected, there is only **Black only** option instead of the three overprint options above. **Black only** thus can be enabled whether **Override overprint in job** is checked or unchecked. The results of these two cases lie in the following table.

Override overprint in job	Overprint Mode	Black only	Result
Unchecked	-	Checked	Any overprint parameter in the job will be used. 100% black is overprint.
Checked	Black only	-	Only 100% black is overprint. Other colors are knocked out. The overprint parameter in the job is ignored, uses overprint setting in RIP.

**Override OPM in job**

The PDF gstate OPM flag controls the overprint mode of an object. If an object is set to overprint and OPM is on, the RIP drops any colorants which have a zero value.

This is what the **Override OPM in job** option controls.

If the **Override OPM in job** option is checked, any OPM parameter in the job is ignored. If it is not checked, any OPM parameter in the job will be used. By default, this option is selected.

This option is available only when **Override overprint in job** option is not selected.

### **Nonzero Overprint**

By default, this option is not available. It becomes available when **Overprint in Overprint Mode** dropdown list is selected. Selecting the **Nonzero Overprint** option prevents overprinted objects with zero CMYK values from knocking out CMYK objects beneath them.

If this option is selected and overprinting is switched on, the white object simply disappears from the separations.

If this option is not selected, the white object knocks out underlying objects, even when overprinting is switched on.

If any OP or OPM setting is used in the job and the **Override OPM in job** options is not selected, settings in job decide the final result.

### **Warning:**

- 1. Overprint parameters (including overprint and OPM) are device dependent parameters, the performances of which vary with different devices and different RIPs. Therefore, if you want to avoid the possibility of one job being output differently with different RIPs, try not to use these device dependent parameters.*
- 2. The EagleRIP supports ICC based color management. The main purpose of color management is to transform all device dependent colors to device independent colors, so as to realize the accurate color reproduction in a different device. If you are to use the ICC color management, it is recommended not to use the device depended parameters such as overprint when creating the job in the page layout application. Using the device dependent parameters together with ICC color management may result in some unpredictable consequence.*

### **Image Quality**



The options of **Image Quality** control the output quality of the job processed by the RIP.

**Proof:** selecting **Proof** will reduce the processing time, but with the loss of output quality. Select this option if the output is intended for proofing, where the image quality is not a key factor.

**Fine:** selecting **Fine** produces output with higher quality but lower processing speed. Select this option if the output is intended for final output, where the quality of the images is essential.

**Normal:** the default selection is **Normal**, which is the intermediate option between **Proof** and **Fine**.

### **Shading Quality**

The options allow you to control the level of shading quality. Note that the higher shading quality requires more processing time.

### **Rotate**

The **Rotate** dropdown list allows you to select 90, 180, 270, Auto 90 and Auto 270 degree rotations. The image itself remains unchanged. You may usually want to rotate the image by a particular degree to fit the image on the output media for media-saving purpose.

### **Font substitution**

There are times when the exact font that has been used in the design of the document is not available, a font may be corrupt, or the original font may not have been sent with the original file. In such cases the only solution is to substitute with a font. For details about substituting fonts, see section 4.5 Font Substitution. This option controls whether the font substitution will be performed when there is absent font. If the **Font substitution** option is selected, the absent font will be substituted with a default font or a user specified font. If the option is not selected, the RIP will report error and refuse to process the job.

### **Ignore absent image in file**

In some cases, the original images may not have been sent with the original file. When the RIP processes such a file, if the **Ignore absent image in file** option is selected, and the image path is not specified in the **File search path** box, the RIP will ignore the absent image, and produce the job. If the **Ignore absent image in file** option is not selected, and the image path is not specified in the **File search path** box, the RIP will refuse to produce the job.

### Override copies in job

Jobs often specify their own number of copies to be printed. If you want EagleRIP to print the specified number of copies of a job, just clear the **Override copies in job** check box. If the box is selected, the number of copies specified in the file will NOT take effect in EagleRIP.

### Ignore blank separation

The RIP produces separations from a job submitted to it. The separations information is saved together with screening information in the **Screen** tab in the **RIP Setup** dialog box (shown in Figure7-1). By default, the RIP produces all those separations with a check in **Output** column as long as they are not blank. If the **Ignore blank separation** option is not selected, the RIP produces all those separations with a check in **Output** column, even if one or more of them are blank.

### Scale(%)

You may not always want to print your job at its original size. The X (horizontal) and Y (vertical) scaling boxes allow you to print out any job at a specified scale. This changes the page size.

All scales are expressed as a percentage of the original size. Thus, to print out a copy of a job at half the liner size, specify 50 in both the X and Y scaling text boxes. To print it out at twice the size, specify 200.

You can specify different horizontal and vertical scales if you wish. Note that the aspect ratio of the image changes unless the values in the X and Y scaling boxes are the same.

**Fit to page:** with this box selected, the RIP produces a job at a scale that fits to the output media size. Selecting the **Fit to page** box will disable the X and Y scaling text boxes and the **Rotate** option in the same dialog box.

### File search path

The **Files search path** edit box specifies the image file paths referred to by the job. The system allows you to specify multiple paths in this edit box, with each path name separated by a semi-colon, as shown in the example: D:\Program Files\Founder\EagleRIP\IMAGE; D:\USER2\IMAGE. The system will search the image by the given order. Alternatively, you may press the **Browse** button to select a suitable path.

Click the button alongside the **Browse** button. The advanced RIP options interface appears. See the next figure:

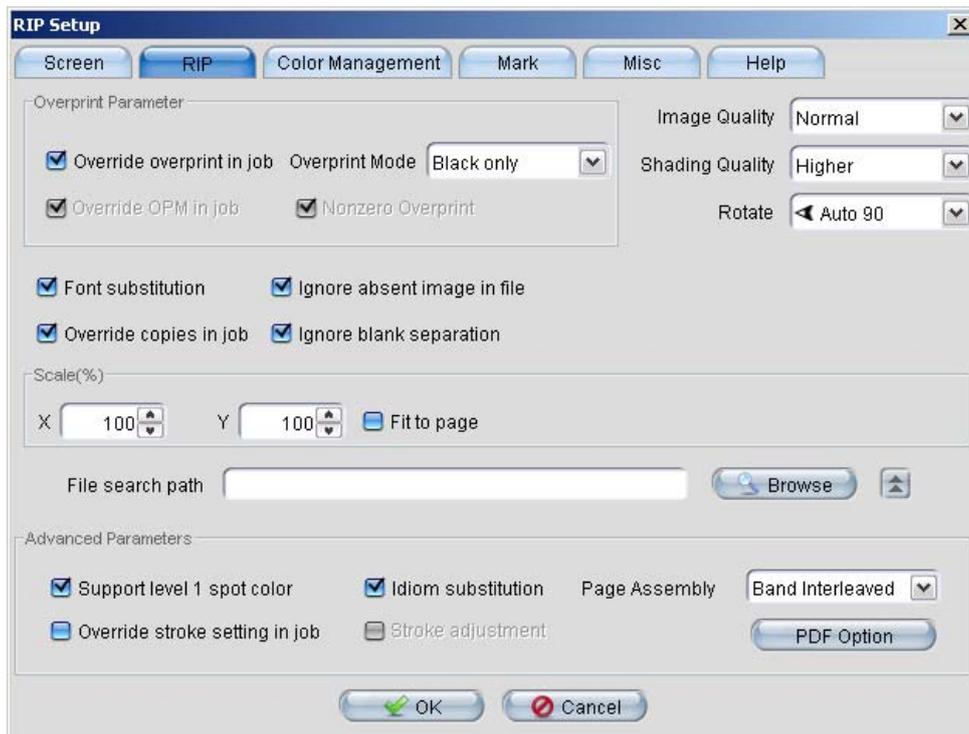


Figure7-7.

### Support level 1 spot color

Spot color is not a standard part of the PostScript Level 1 specification. It is a widely used convention that was defined later. If you wish to separate composite jobs using this spot color convention, select this box.

When you select this box, the RIP converts conventional representations of spot colors in PostScript Level 1 language documents to the current PostScript Language compatibility level. This check box has an effect only when producing spot colors.

### Idiom substitution

The `bind` operator of PostScript Language Level 3 can find and replace certain commonly occurring procedures, called *idioms*, typically appearing in application prologs. The substituted procedure achieves

equivalent results with significantly improved performance or quality. This enables LanguageLevel 3 features to work in applications that have not yet been modified to use those features directly.

The EagleRIP uses idiom recognition to detect PostScript Language procedures and replace procedures that are bound when defined.

Selecting this option greatly improves the quality of gradients and shades on output.

### **Page Assembly**

This option allows you to specify the way in which the RIP renders pages. If **Band Interleaved** is selected, a page is interleaved in bands, into which the RIP divides a page for rendering. If **Plane Interleaved** is selected, a page is interleaved in planes.

### **Stroke adjustment**

When a stroke is drawn along a path, the scan conversion algorithm may produce lines of nonuniform thickness because of rasterization effects. In general, the line width and the coordinates of the endpoints, transformed into device space, are arbitrary real numbers not quantized to device pixels. A line of a given width can intersect with different numbers of device pixels, depending on where it is positioned.

For best results, it is important to compensate for the rasterization effects to produce strokes of uniform thickness. This is especially important in low-resolution output. To meet this need, the RIP provides a stroke adjustment feature. When **Stroke adjustment** is enabled, the line width and the coordinates of a stroke are automatically adjusted as necessary to produce lines of uniform thickness.

This option is only enabled when **Override stroke setting in job** option is selected.

### **Override stroke setting in job**

If a job sets its own stroke adjustment, you can choose to use the stroke adjustment specified in the job or to override this and instead use the adjustment provided by the RIP, by selecting the **Override stroke setting in job** box.

### **PDF Option**

Click the **PDF Option** button to open the **PDF Option** dialog box.

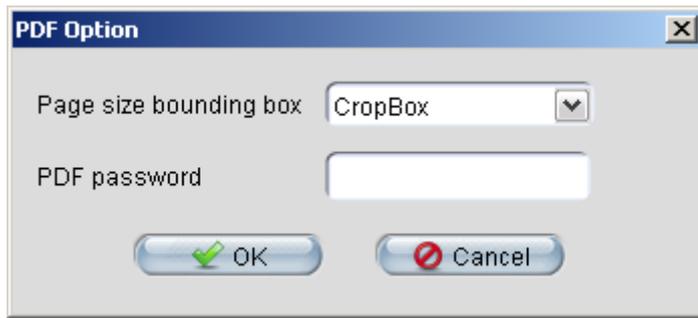


Figure7-8.

**Page size bounding box:** PDF version 1.3 offers several options for defining a rectangular area that is the area of interest for a PDF page. A PDF file may set values for one or more of these areas, to be used as appropriate to the different ways that the PDF file can be used: viewing, office printing, imposition, commercial printing, and so on.

The RIP looks for the values of the option chosen in this list and makes a page buffer of the size set by that option. Only MediaBox must be present in a file, but the other areas inherit default values from MediaBox.

The options in this list are fully defined in the *Portable Document Format Reference Manual*, Version 1.3. The default is **CropBox**.

- |          |   |
|----------|---|
| MediaBox | The size of the media, which may be larger than the page imaged upon it.  |
| BleedBox | The size of the page whose edges must be reached by bleed objects, though the trimmed size of the page may be smaller. There may be printer's marks and parts of the bleed objects outside this area. |
| TrimBox  | The size of the page as intended for delivery to the reader, after trimming any printer's marks and excess bleed areas.   |
| ArtBox   | The size of the rectangle to be used when placing a PDF graphic. (Typically, this is the bounding box of the graphics plus a possible allowance for captions or blank margins.)                       |
| CropBox  | Rectangle specifying the default clipping region for the page when displayed or printed.  |

**PDF password:** if you wish to print a document that has been protected by a password, enter that password in the text field. Enter one password only.

For maximum security, remove the password after use. This removal is optional if your other PDF jobs do not have password protected.

## 7.3 Color Management

The EagleRIP incorporates Founder's color science solution for ensuring color quality and accuracy. With the color management system of the EagleRIP, accurate color reproduction can be managed automatically and without the use of expensive, proprietary systems.

The EagleRIP allows processing of colors in page data using ICC profiles produced by OEMs, third parties, or even end-users using third party characterization and profiling tools. ICC profiles specify a translation between two color spaces. Each profile is prepared for a specific set of imaging conditions. One device may have more than one profile. Each profile may correspond to running the device with different combinations of resolutions, inks and paper.

The ICC profile format is specified by the International Color Consortium. The International Color Consortium, established in 1993, has the charter for creating and promoting the standardization of open, vendor neutral, cross-platform color management systems.

The EagleRIP allows you to install and use any ICC profiles to set up color management workflow. New profiles can be easily added to the EagleRIP, and previously installed profiles can be selected without the need to reinstall each time a profile is used.

### 7.3.1 Types of Profiles

If you have not installed any profile, you must make available at least one from the following types:

- *Input CMYK Profile.* Install an ICC profile as a CMYK input profile or a device link profile.

The Input CMYK Profile describes the characteristic of a source CMYK color working space, providing the transforming method from this working space to device independent color space.

An input profile colorimetrically transforms color data from a device-dependent color space to a device-independent color space, where the RIP options can process the data and supply it to an output profile, which you can choose separately to suit your output device.

A device link profile maps colors between two device-dependent color spaces. In this case, the color data bypasses EagleRIP color management to pass with a predefined transformation directly between the input device and the output device.

- *Input RGB profile.* Install an ICC profile as an RGB input profile or a device link profile. The RGB input profile translates the input to a device-independent color space so that the resulting colors match the colors that can be produced on a monitor. The device link RGB profile bypasses EagleRIP color management to map the RGB colors directly to the output device.

**Note:** *Most ICC profiles are suitable to be selected as either input or output profiles. The same profile, however, cannot be used as both a CMYK and an RGB input profile.*

- *Input Gray Profile.* Install an ICC profile as a Gray input profile or a device link profile. The Gray input profile translates gray data to a device-independent color space. The device link Gray profile bypasses EagleRIP color management to map the grayscale color directly to the output device.
- *Output (or device) profile.* Install at least one ICC profile as an output profile. This profile must be an ICC output profile that is appropriate for the printer to be used. This profile does the opposite of what an input profile does. Based on information about the output device and imaging conditions, the output profile transforms the device-independent color space back into a device-dependent color space.

### 7.3.2 Color Rendering Intents

A rendering intent controls how a transform converts color data from one color space to another. You select a rendering intent based on the type of image you have.

**Perceptual:** Perceptual aims to preserve the visual relationship between colors in a way that is perceived as natural to the human eye,

although the color values themselves may change. This intent is most suitable for photographic images.

**Saturation:** Saturation aims to create vivid color at the expense of accurate color. It scales the source gamut to the destination gamut, but preserves relative saturation instead of hue, so when scaling to a smaller gamut, hues may shift. This rendering intent is suitable for business graphics, where the exact relationship between colors is not as important as having bright saturated colors.

**Relative Colorimetric:** This intent is identical to Absolute Colorimetric except for the following difference: Relative Colorimetric compares the white point of the source color space to that of the destination color space and shifts all colors accordingly. Although the perceptual rendering intent has traditionally been the most common choice for photographic imagery, Relative Colorimetric can be a better choice for preserving color relationships without sacrificing color accuracy.

**Absolute Colorimetric:** Leaves colors that fall inside the destination gamut unchanged. This intent aims to maintain color accuracy at the expense of preserving relationships between colors. When translating to a smaller gamut, two colors that are distinct in the source space may be mapped to the same color in the destination space. Absolute Colorimetric can be more accurate if the image's color profile contains correct white point (extreme highlight) information.

### 7.3.3 Install ICC Profiles

Before you configure color management settings in the EagleRIP, you may install any ICC profiles that you expect to use.

The EagleRIP provides an **Install ICC** tool for you to install ICC profiles. Click on the Tool Box icon from the left window panel in **Settings** mode, and click the Install ICC tool. A normal file browser dialog box appears. See the next figure:

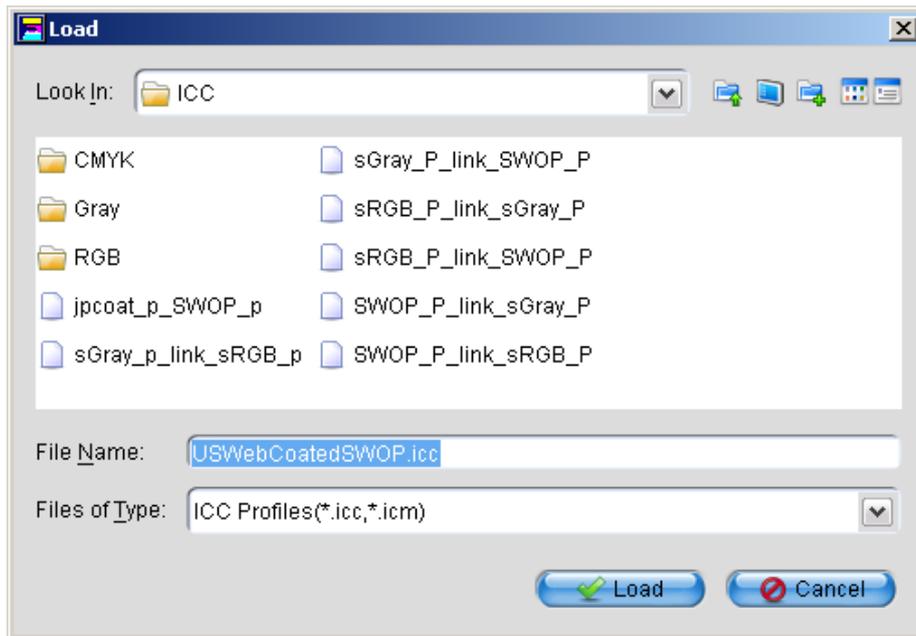


Figure7-9.

Select one ICC profile to be installed and click the **Load** button to import the ICC profile to EagleRIP. The installed ICC profile can be found in the Resource\Profiles folder in the EagleRIP installation directory.

The system is able to automatically recognize the type of an ICC profile: a CMYK profile, a RGB profile, or a CMYK DeviceLink profile, etc. Once an ICC profile is installed successfully, a message like sRGB.icc is installed as RGB profile is displayed in the information window of EagleRIP, showing the name and the type of the installed ICC profile.

#### 7.3.4 Color Management Options

The color management options are contained in the **Color Management** tab in the **RIP Setup** dialog box.

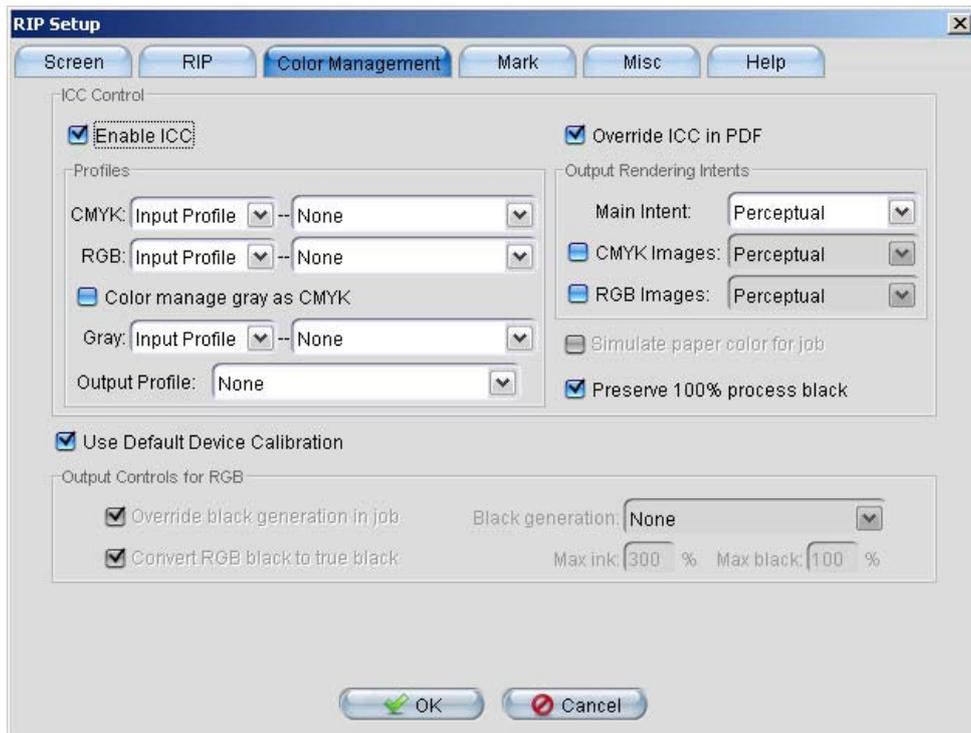


Figure7-10.

By default, the **Enable ICC** box is not selected. The EagleRIP uses the color management facility of the earlier versions. The old color management facility is controlled by the **Use Default Device Calibration** option. If you deselect the check box, the options in the **Output Controls for RGB** section at the bottom of the dialog box will be enabled.

By default, the options in the **Profiles** and **Output Rendering Intents** sections are disabled. Selecting the **Enable ICC** box will enable those options.

**Note:** With **Enable ICC** box selected, you must specify an output profile before saving the color management configuration unless you have a device link profile selected.

**Note:** The options shown in this dialog box (shown in Figure7-10) always take effect for jobs that do not contain color management information. If a PDF job has ICCBased color space, you must select

the **Override ICC in PDF** check box if you want to use the RIP color management options.

The following table describes the options available in the **ICC Control** section under the **Color Management** tab in the **RIP Setup** dialog box.

Fields	Description
<b>Override ICC in PDF</b>	<p>Select this check box to override any ICC supplied in the PDF job and use the options set in this dialog box.</p> <p>If you do not select this check box, the EagleRIP searches the PDF job for ICC profiles provided by ICCBased color space. If there is such an element, the EagleRIP uses it to transform the relevant object on the page and then treats the object as defined in device-independent color.</p>
<b>CMYK</b>	<p>From the menu, select an input or device link profile for all CMYK data including scanned images, line art, text and graphics. The list includes <b>None</b>, and the installed CMYK profiles and CMYK device link profiles.</p>
<b>RGB</b>	<p>From the menu, select an input or device link profile for all RGB data including scanned images, line art, text, and graphics. The list includes <b>None</b>, and installed RGB profiles and RGB device link profiles.</p>
<b>Color manage gray as CMYK</b>	<p>By selecting this option, monochrome (gray) data uses the input profile selected in the CMYK data field and is color managed as CMYK. When this option is selected, the <b>Gray</b> menu becomes unavailable.</p> <p>If this option is unchecked, the selection in the <b>Gray</b> field is used.</p>
<b>Gray</b>	<p>From the menu, select either <b>None</b> or any gray profile you have installed. Incoming gray data uses the selected profile unless you choose <b>None</b>, in which case gray data dose not have</p>

	<p>any color management.</p> <p>Gray ICC profiles can be created from PhotoShop, exported and then installed into the RIP.</p>
<b>Output Profile</b>	<p>From the menu, select an output profile for your device. All installed ICC profiles for the selected color mode are displayed.</p>
<b>Main Intent</b>	<p>You should select a rendering intent from the menu. This is the rendering intent which is used for all objects, unless you have specifically chosen a rendering intent for CMYK or RGB images (described below).</p> <p>The list of options includes Perceptual, Saturation, Relative Colorimetric, and Absolute Colorimetric.</p>
<b>CMYK Images</b>	<p>This option overrides any selection you made in the <b>Main Intent</b> field but for CMYK images only. If you decide not to select a rendering intent for CMYK images, the Main rendering intent is used.</p>
<b>RGB Images</b>	<p>When you select an option from this menu you are effectively overriding, for RGB images only, the options previously configured in the <b>Main Intent</b> menu (described above).</p> <p>If you decide not to select a rendering intent for RGB images, the Main rendering intent is used.</p>
<b>Simulate paper color for job</b>	<p>When you select <b>Absolute</b> in the <b>Main Intent</b> menu, the check box becomes available. Select this check box if you want the output device to lay down a background which matches the paper base color of the input. If you do not select this check box, colors are adjusted so that the white base is mapped to the (final) printer's paper color.</p> <p><b>Note:</b> this check box determines the rendering style the EagleRIP uses with the ICC colorimetric intent. It is absolute colorimetric when this box</p>

	is selected, relative when unselected.
<b>Preserve 100% process black</b>	Select this check box if you do not want the 100% black-only part of your input to be converted to a CMYK equivalent color. This option is particularly relevant for black text because it avoids colored fringes.

Table 7.1

When the **Use Default Device Calibration** check box is deselected, the options in **Output Controls for RGB** section are enabled. The following table describes all the options available in the **Output Controls for RGB** section.

Fields	Description
	<b>Note:</b> <i>None of the options in this section are available if an RGB profile is selected from the <b>RGB</b> menu in the <b>Profiles</b> section.</i>
<b>Black generation</b>	<p>This is the process of computing how much, and where, black should be added to the image.</p> <p>This option determines how much black ink should be used to produce colors. Select <b>None</b>, <b>Light</b>, <b>Medium</b>, <b>Heavy</b>, <b>Maximum</b> or <b>UCR</b> from the menu.</p> <p><i>Under Color Removal (UCR)</i> is the process of reducing the amount of other colors present where the black is added.</p>
<b>Override black generation in job</b>	Rarely, a job specifies black generation itself. You can force the scheme set in the <b>RIP Setup</b> dialog box to override those set by the job, by selecting this check box.
<b>Max ink</b>	This value constrains the maximum amount of all four CMYK colors that are generated in the conversion process. Similarly, colors specified explicitly as black are not affected by this.
<b>Max black</b>	This value is the maximum amount of black ink that is generated by the color conversion process. Note that colors specified explicitly as

	black are not affected by this setting.
<b>Convert RGB black to true black</b>	Some applications, and especially Microsoft Word, use RGB colors for everything, including solid black—coded as 0 0 0 setrgbcolor (or 0 0 0 in a DeviceRGB color space). You should choose this option to force the RIP to intercept blacks coded in this way and convert them to (0 0 0 1) in a CMYK color space.

Table 7.2

## 7.4 Mark

The options in the **Mark** tab in the **RIP Setup** dialog box determine the kind of marks the RIP will place on job pages. You can place marks and labels for each page and you can specify the size and location of marks. You can also specify the thickness of the mark lines.

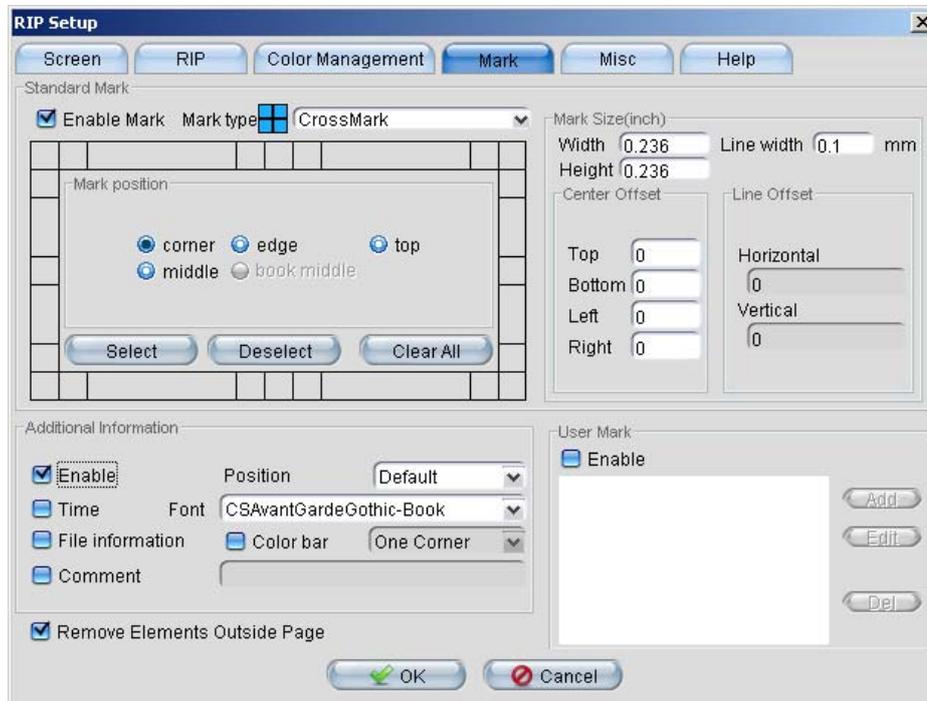


Figure 7-11.

There are three main sections in the **Mark** page in this dialog box: **Standard Mark**, **Additional Informational** and **User Mark**, the options in which are introduced respectively in the following three sections.

### 7.4.1 Standard Mark

Options in this section allow you to add standard marks including registration marks, trim marks, folding marks, etc. to a page. To insert a standard mark, you need to first check the **Enable Mark** box. By default, the **Enable Mark** check box is not selected and the options in the **Standard Mark** section are unavailable. Selecting the **Enable Mark** box enables options in this section.

The **Mark type** dropdown list displays various types of marks that are currently provided by the EagleRIP. 15 types of marks are available currently. They are Cross Mark, Solid Circle, Internal Outline, External Outline, Folding Line, Book Spine, Anti Cross, Rect Mark, Square Mark, Circle Mark, L Cross, U Cross, Corner Mark, Hollow circle and T-shape.

**Mark Position:** Five buttons including **Corner**, **Edge**, **Top**, **Middle** and **Book Middle** are designed to position the added standard mark on a page. The **Select** button allows you to select a mark on a particular position, while **Deselect** button allows you to discard the mark you selected on the current position. **Clear all** will clear all selected marks from the template. The positions are illustrated in the next figure:

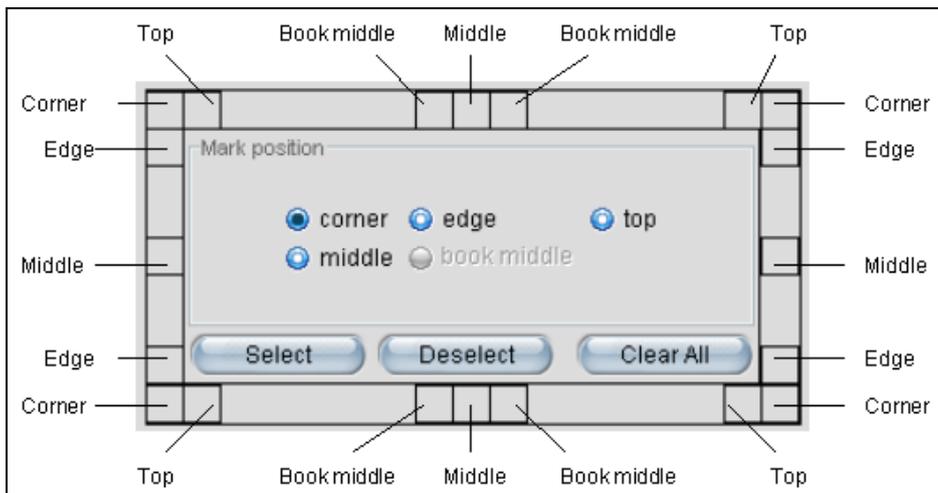


Figure7-12.

**Mark Size:** the options of mark size allow you to specify the size of mark and the thickness of the mark line. The unit for line width is always millimeter regardless of the system unit setting.

**Center Offset:** The options allow you to specify the distance from a mark to the top, bottom, left or right edge of the job page.

**Line Offset:** this option specifies the horizontal and vertical distance between cut lines. This option is only available when Internal Cut Line or External Cut Line is selected.

### 7.4.2 Additional Information

You can place some additional information on the page. Select the **Enable** check box to enable all the options in this section.

**Position:** from the **Position** dropdown list, you can choose a position where the additional information will be placed on a page. The options displayed in the list are **Default**, **Top**, **Bottom**, **Left** and **Right**.

**Font:** the option specifies the font in which the inserted text information is displayed on a page. Select a font you prefer in the dropdown list.

Check the box **File Information** to add the file name and some other information to the page.

Select the **Time** check box to add the current time on the page.

**Color bar:** select the box to add process step wedges. The dropdown list alongside the check box provides two options: **One Corner** and **Four Corners**. If **One Corner** is selected, the step wedges of all process colors are placed on the same position—upper-right of the page. If **Four Corners** is selected, the step wedges of CMYK are placed on the four corners of the page respectively.

**Comment:** you can also add comment text for each page by checking the **Comment** box and entering the text.

### 7.4.3 User Mark

The EagleRIP allows user-defined marks to be added to the job pages. You can load an EPS (Encapsulated PostScript) format file to the EagleRIP and add it to job pages as a mark.

To add a user mark, select the **Enable** check box in the **User Mark** section, and click the **Add** button to open the **User Mark** dialog box as shown in the next figure:

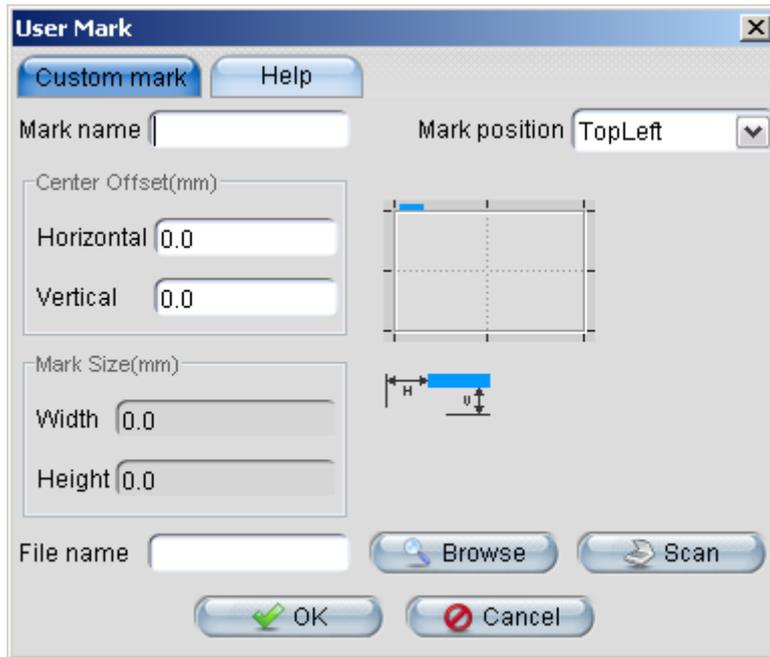


Figure7-13.

Input the name of the user mark in the **Mark name** text box.

The **Mark position** menu allows you to specify the position where the user mark will be placed on a page. The diagram below shows the position of the mark on the page.

The **Center Offset** options allow you to specify the distance from the job image to the mark. Input the values in the Horizontal and Vertical text boxes.

In the **File name** text box, input the path and name of the EPS file to be added as user mark. You can also click the **Browse** button to select an EPS file.

When a file is selected, click the **Scan** button to check if the target file is suitable to be added to the page as a user mark. After scan, the width and height of the mark are displayed in the **Mark Size** field.

**Note:** *only EPS files can be defined as user marks.*

Click **OK** to confirm all the settings of the user mark. The mark is listed in the **User Mark** section in the **RIP Setup** dialog box. You can edit a user mark by selecting the mark in the list and clicking the **Edit** button. You can also delete a selected mark by clicking the **Del** button.

As the marks are printed near the edges of an image, the output page would be larger than the original size of the image. When adding marks to a PDF page that has bounding box, the elements outside the bounding box would be displayed on the expended area where the marks are placed. Generally, these elements outside the bounding box of the PDF page are not desirable. To remove these elements when marks are added to a PDF page, select the **Remove Elements Outside PDF Page** check box. By default, this box is selected.

## 7.5 Misc

Click the **Misc** tab in the **RIP Setup** dialog box. The following interface is displayed:

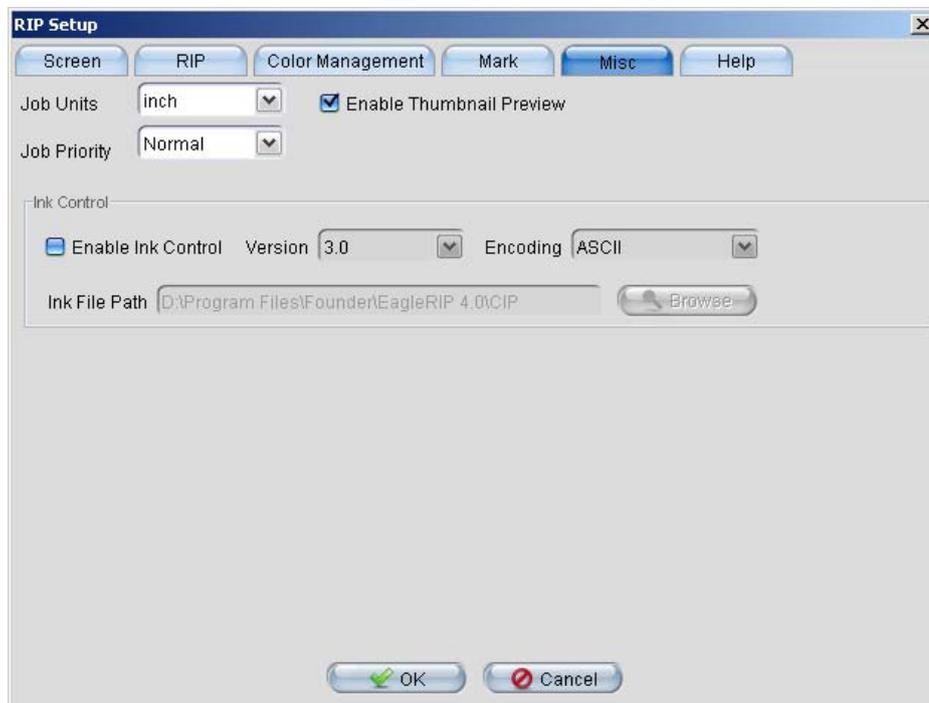


Figure7-14.

The **Job Units** option allows you to specify the unit of measurements in the system. The unit can be **mm**, **inch** or **point**.

The **Job Priority** option allows you to specify the priority of the jobs that go through the current template. The jobs with higher priority will be processed earlier.

If the **Enable Thumbnail Preview** box is checked, a thumbnail preview will be generated in the post-rip bitmap page. Selecting this option may reduce the ripping speed, but greatly increase the speed to preview. If you need to preview the bitmap page, please check the box.

The **Ink Control** section and the options in it are not displayed unless the CIP3 option has been enabled. For details about enabling an option, refer to Section 11.1 Options.

The options in the **Ink Control** section allow you to produce ink-key data file for use with printing presses. Select the **Enable Ink Control** box to ask the RIP to produce ink control files for each job using this template.

Select the version of CIP3 in the **Version** list. Version 3.0 will produce ink-key data files with the extension of 'ppf', and the earlier version will produce files with 'cip' extension.

The encoding mode can be **ASCII** or **Binary**. Select one from the **Encoding** dropdown list. The default mode is **ASCII**.

The **Ink File Path** specifies the location where the ink-key data will be located. You can also specify another location using the **Browse** button.

Click **OK** to confirm all the changes you have made in the **RIP Setup** dialog box. This confirmation is provisional: you must also click **OK** in the **Edit** dialog box (shown in Figure6-3) to finally save your changes.

# 8

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## Device Setup

The installation of a device driver to the EagleRIP always brings a default template that is intended for the installed device. And new templates are based on the default ones. That is to say, any one template in EagleRIP, default or user created, is intended for a particular device. When editing a template, you can click the **Device Setup** button in the **Edit** dialog box to open the **Device Setup** dialog box, where you can configure the settings of the device.

Many devices have features which only apply to that device. For example, a certain device may be able to cut holes on the output media, a feature called punching. Such features may be controllable, in which case the device driver offers an option field unique to that driver containing, for example, buttons to turn punching on or off. Another example is that the device TIFF can have its output file name and format configured.

The following sections in this chapter cover only the device setup options for TIFF, WinPrint and TIFFLOW devices. For details about the setup of other devices, refer to the separate device driver manuals.

### 8.1 TIFF Device Setup

When editing a template that is intended for the device TIFF, click the **Device Setup** button in the **Edit** dialog box to open the TIFF **Device Setup** dialog box.

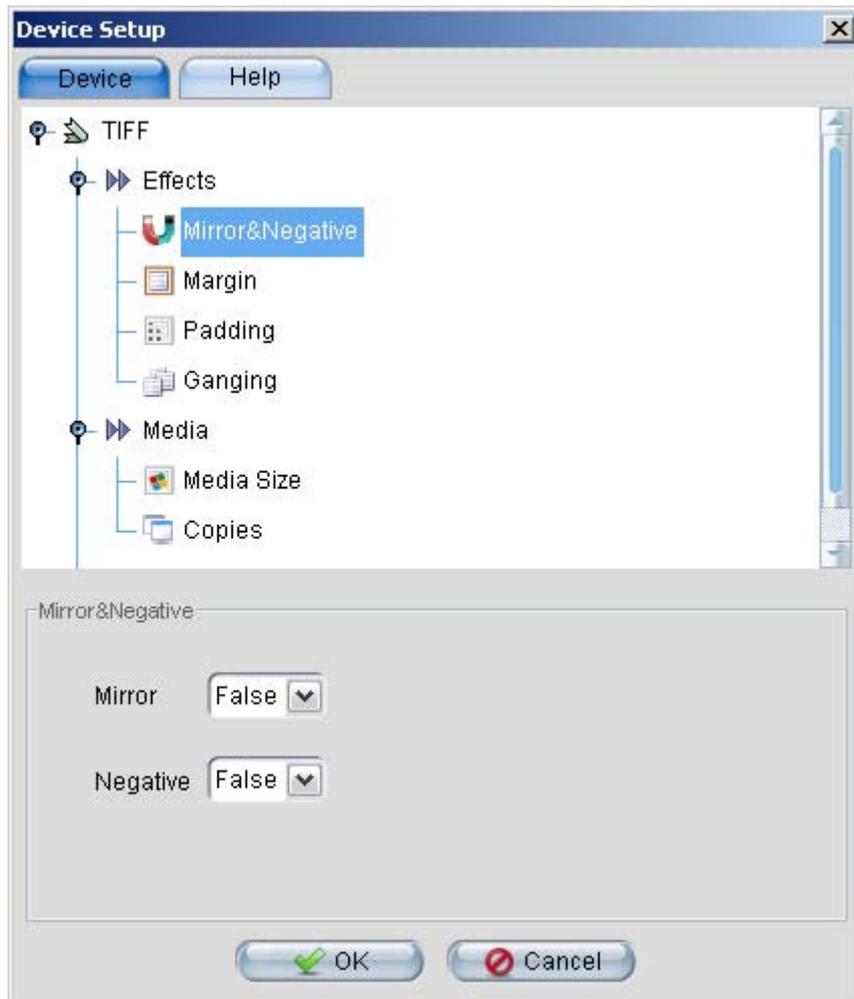


Figure8-1.

The upper part of the **Device Setup** dialog box contains a tree of settings, including three nodes of **Effects**, **Media** and **Advanced**. Initially, all of the nodes in the tree are collapsed, but can be expanded individually to show the items that comprise each node.

Click an option item in the tree. The lower part of the window displays the corresponding options. See Figure8-1.

## 8.1.1 Effects

### Mirror & Negative

**Mirror:** if **True** is selected in the **Mirror** menu, the TIFF device produces a mirrored image which is reflected about the vertical axis. The default setting for mirror is **False**.

**Negative:** if **True** is selected in the **Negative** menu, the page produced by the TIFF device is in negative.

### Margin

You can specify margins for a job by clicking **Margin** in the options tree in the upper part of the **Device Setup** dialog box to display the margin options in the lower part of the dialog box.

You can set the margins by typing values into the appropriate text boxes. Any margins you specify are added to values set within the job. When you specify the left margin, the right margin is calculated automatically, based on the total width of the media and the size of the image. If you wish, you can specify a negative value for any margin. For example, a  $-1.0$  inch left margin would clip 1 inch off the left hand side of the page.

The options in **Alignment** dropdown list allow you to specify how to align the image with the output media. You can align the image to an edge of the media or center the image on the media.

### Padding

If the image is smaller than the media size, **Padding** options allow you to specify whether to insert space between the output media border and the image content. You can choose to insert white or black padding.

The next figure illustrates a tiff generated by the TIFF output device with **Black Padding** selected.

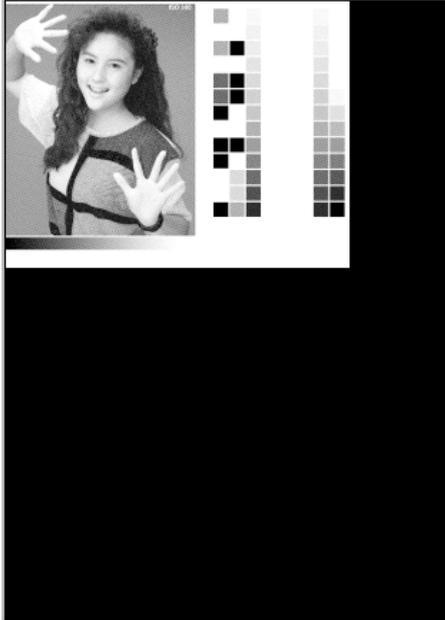


Figure8-2.

The size of the tiff is the same as the one specified in the **Media Size** option (described below) in the **Device Setup** dialog box. Black padding is inserted between the media border and the image content. If **White Padding** is selected, the black area surrounding the image as shown in Figure8-2 should be displayed in white.

### Ganging

Ganging is the process of laying out several pages of a document on one large sheet of paper or film. Using the automatic and manual ganging of EagleRIP, it is possible to take several pages and produce output on a large sheet of paper, each page being printed in an orientation and position determined by you.

Page ganging can be useful for saving media—pages can be orientated so as to use the optimum amount of paper. For details on using automatic and manual ganging, see Section 12.4 Ganging.

Select **Ganging** to display the corresponding options in the lower part of the **Device Setup** dialog box.

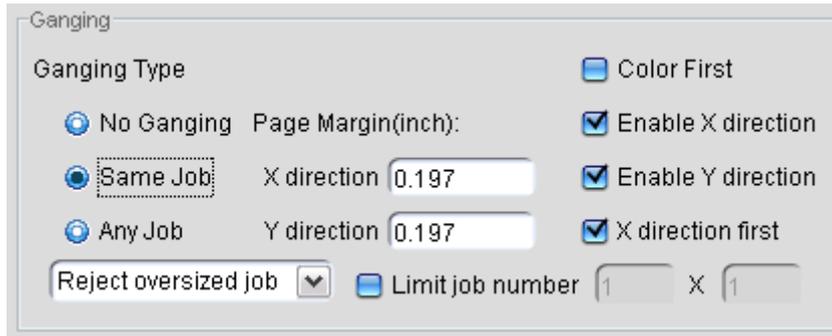


Figure8-3.

The following table describes the options available in the **Ganging** section of the **Device Setup** dialog box.

Fields	Description
<b>No Ganging</b>	If this option is selected, no page ganging is performed. Only one page is placed on a <i>surface</i> . A collection of jobs on a page is known as a surface.  With this option selected, <b>Page Margin</b> and other ganging related options in this section are disabled.
<b>Same Job</b>	If this option is selected, only pages coming from the same job can be imposed on the same surface. Multiple copies of the same page are also regarded as the same job.
<b>Any Job</b>	If this option is selected, pages processed in the RIP are automatically grouped together with pages of other jobs. Jobs will only be added to a surface if the resolution, bit depth, color mode, device, etc. are all the same—if any these are different a new surface will be created.
<b>Page Margin</b>	You can specify the horizontal margin between ganged pages (X direction) and the vertical margin between pages (Y direction) by entering the appropriate values.
<b>Reject oversized</b>	With this option selected, if the job size is larger than the size of the printable area of the media,

<b>job</b>	the EagleRIP refuses to output the job.
<b>Partly print oversized job</b>	With this option selected, if the job size is larger than the size of the printable area of the media, the EagleRIP outputs the upper left part of the job.
<b>Color First</b>	Each surface is dedicated to a particular separation name. For example, cyan separations can only appear on cyan surfaces. The page buffers for a given page must all be at the same position on their respective surfaces.  <b>Note:</b> <i>this option will not work for pre-separated jobs, because the RIP treats each separation as a different job.</i>
<b>Enable X direction</b>	Select this option to arrange jobs on a surface in the fast scanning (X) direction, or in other words, in a row. If <b>Enable Y direction</b> (described below) is not selected, when a row is full, the surface is ready for output.
<b>Enable Y direction</b>	Select this option to arrange jobs on a surface in the slow scanning (Y) direction, or in other words, in a column. If <b>Enable X direction</b> (described above) is not selected, when a column is full, the surface is ready for output.
<b>X direction first</b>	When both of the above options are selected, this option is available.  If this option is selected, the EagleRIP arranges jobs on a surface first in X direction or in a row. When the first row is full, the next row follows.  If this option is not selected, the EagleRIP arranges jobs first in Y direction or in a column, and then the next column, till the surface is full.
<b>Limit job number</b>	For <b>Same Job</b> ganging, if both X and Y directions are enabled, you can specify the page number imposed on a surface by selecting the <b>Limit job number</b> box, and entering the numbers of pages in the text boxes. For example, 2 by 3 means that two columns and

	<p>three rows of pages, altogether, six pages are arranged on a surface.</p> <p><b>Note:</b> <i>the specified numbers are only effective when the surface is large enough to allow the specified number of pages. Take the above example, if the surface is not large enough to contain six pages, the limit page numbers are discarded, and the EagleRIP performs ganging in a way as if there is no limit number specified.</i></p>
<p><b>Clear buffer on Completion</b></p>	<p>This option is only available in <b>Any Job</b> ganging mode.</p> <p>By default, a surface will not be automatically output to the device unless the surface is full. In some cases, however, you do not have enough jobs to fill the surface up, and you still want the surface automatically output to device. <b>Clear buffer on Completion</b> is the solution. If this option is selected, the surface will be automatically sent to the device upon the completion of the RIP process.</p>

Table 8.1

### 8.1.2 Media

#### Media Size

**Media Size** options allow you to specify the size of media to be used in output device. You can specify either a standard media size by name, or the absolute page width and height. If you do not want to use a standard media size, select **Custom** in the drop-down list and specify your preferred values in the **Width** and **Height** text boxes.

#### Copies

The **Copies** option allows you to specify the number of copies to be printed.

### 8.1.3 Advanced

#### Output Property



Select **Output Property** to display the corresponding options in the lower part of the **Device Setup** dialog box.

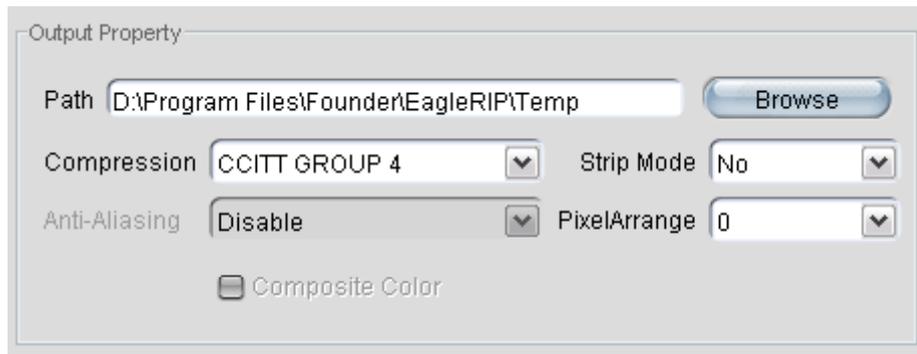


Figure8-4.

**Path:** in the **Path** text box you can specify the location where the TIFF files produced by the TIFF output device are located. You can either input the path in the text box or click the **Browse** button to specify a path.

**Compression:** you can choose the compression format used for the file from the Compression dropdown list. The choices are: NO COMPRESS, PACKBITS, LZW and CCITT GROUP 4.

**Strip Mode:** you can choose the basic internal format used for the TIFF file from the **Strip Mode** dropdown list. TIFF files can either contain the image data all in one chunk, or multiple strips (several chunks). Select **No** to store the TIFF in one chunk, or **Yes** to store the TIFF in multiple strips.

**Pixel Arrange:** select a number of bits in the dropdown list. If **32** is selected, the data will be padded to 32 bit alignment to make each line of the TIFF file data end on a multiple of 32 bits. This is an efficiency setting that may make the file faster to read in some application.

**Anti-Aliasing:** if you have selected **Contone** in the **Pixel Bits** list in the **RIP Setup** dialog box (shown in Figure7-5), the **Anti-Aliasing** and **Composite Color** options are available. You can choose a level of anti-aliasing in which intermediate colors are used to visually smooth boundaries (Anti-aliasing is most useful at low or medium resolutions). Select the desired option from the dropdown list box. **Disable** is the fastest option but provides no anti-aliasing. Of the other two options, **Fine** provides more smoothing than **Normal**, but also requires more time to prepare a given image.

**Composite Color:** if you have selected to produce continuous tone TIFF, you can select this check box to produce a composite color image instead of separated ones.

### **Name Convention**

Selecting **Name Convention** option in the **Device Setup** dialog box allows you to specify the automatic generation of an output file name using different conventions. You can select the name convention of EagleBlaster, Harlequin or ECRM. If you do not want to use these conventional name generation, select **Custom** in the **Convention** dropdown list box, and specify a file-naming convention by including or excluding certain content strings.

**Harlequin convention:** select this option to use the conventional name generation of the Harlequin RIP.

The stem of the name can be a variable stem based on the job name, or a fixed stem. You can use the job name itself as the variable stem of the file name if you select **Use job name as stem**. If you do not want the page numbers to appear at the start of the file name, select the **Not use page as stem** check box.

You can also specify the fixed stem of the file name produced (that is, the first part of the file name) by deselecting the **Use job name as stem** check box, and typing it into **File name stem** text box.

**EagleBlaster convention:** select this option to use the file naming scheme of Founder EagleBlaster.

**ECRM convention:** select this option to use the ECRM file name generation convention.

You can use the time the file is processed as the file stem by selecting the **Time as stem** check box. You can also select the media type in the **Media Type** dropdown list.

**Custom convention:** you can include or exclude certain content strings in the file name stem by selecting or deselecting the corresponding check boxes.

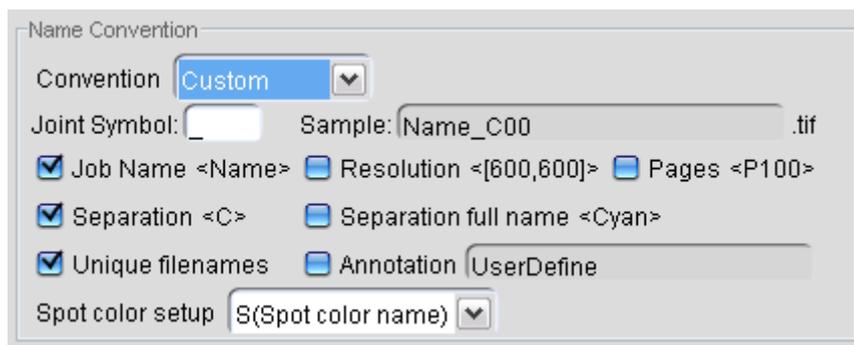


Figure8-5.

Each check box represents a variable such as job name and separation name. Each string is connected with one another by the symbol specified in the **Joint Symbol** text box. The example form of the generated file name is displayed in the **Sample** field. The **Unique filenames** option ensures that a ##number is added to the filename, and is selected as a default. If the **Unique filenames** option is not selected, the filename does not have the unique ## number added to it.

**Note:** besides **Unique filenames**, *make sure at least one check box is selected as the file stem.*

For a file that contains spot color separation(s), when you check **Separation<C>** (which means separation names will be included in the output file name), you may select an option from **Spot color setup** dropdown list to specify the naming convention of the spot color separation. There are three options: S(Spot color name), (Spot color name), Spot color name.

You may view TIFF files produced by the TIFF output device under the path you specified in **Output Property**.

## 8.2 WinPrint Device Setup

When editing a template that is intended for a WinPrint device, click the **Device Setup** button in the **Edit** dialog box to open the WinPrint **Device Setup** dialog box.

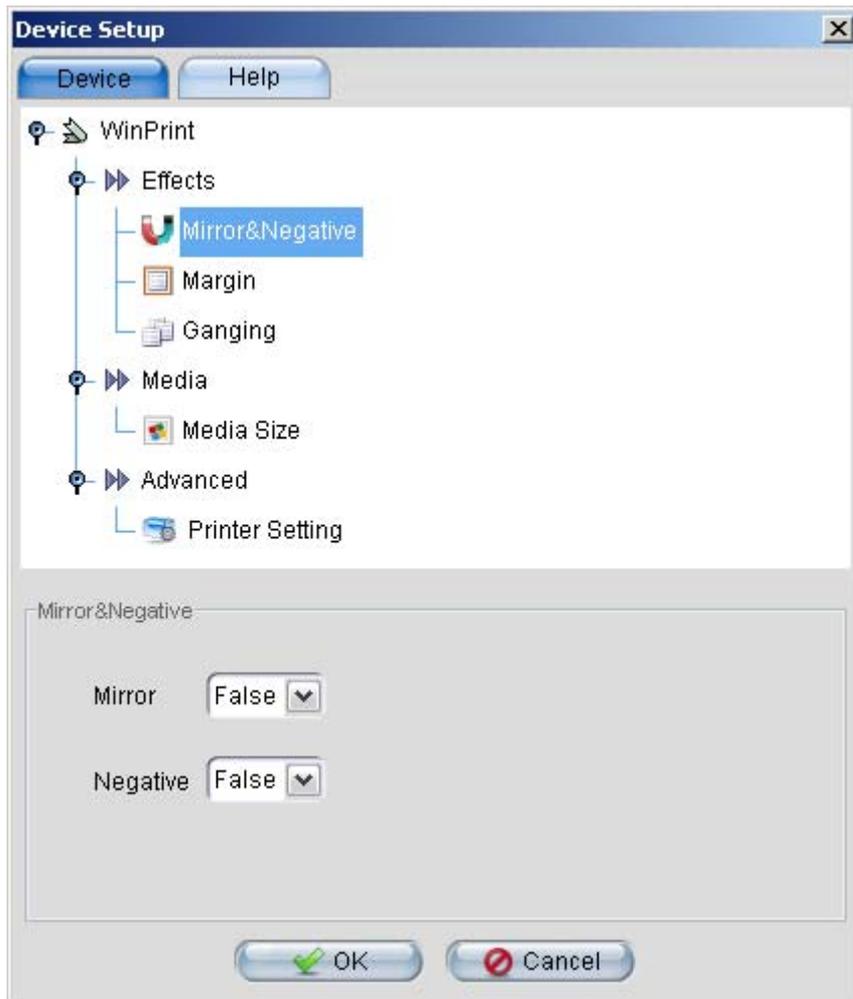


Figure8-6.

### 8.2.1 Effects

#### **Mirror & Negative**

**Mirror:** if **True** is selected in the **Mirror** menu, the WinPrint device produces a mirrored image which is reflected about the vertical axis. The default setting for mirror is **False**.

**Negative:** if **True** is selected in the **Negative** menu, the page produced by the WinPrint device is in negative.

### Margin

You can specify margins for a job by clicking **Margin** in the options tree in the upper part of the **Device Setup** dialog box to display the margin options in the lower part of the dialog box.

You can set the margins by typing values into the appropriate text boxes. Any margins you specify are added to values set within the job. When you specify the left margin, the right margin is calculated automatically, based on the total width of the media and the size of the image. If you wish, you can specify a negative value for any margin. For example, a  $-1.0$  inch left margin would clip 1 inch off the left hand side of the page.

The options in **Alignment** dropdown list allow you to specify how to align the image with the output media. You can align the image to an edge of the media or center the image on the media.

### Ganging

See section 8.1.1 Effects for detailed description of ganging.

## 8.2.2 Media

You need to go to **Advanced > Printer Setting > Advanced Setup** (described below), and edit the media size in the printer setting dialog box.

## 8.2.3 Advanced

### Printer Setting

**Quality:** select the output quality in the dropdown list.

**Properties:** click the **Advanced Setup** button to open the printer setting dialog box of the current selected printer. The options vary from printer to printer. For details, refer to the manual provided by the manufacturer of the printer.

# 8.3 TIFFFLOW Device Setup

When editing a template that is intended for a TIFFFLOW device, click the **Device Setup** button in the **Edit** dialog box to open the TIFFFLOW **Device Setup** dialog box.

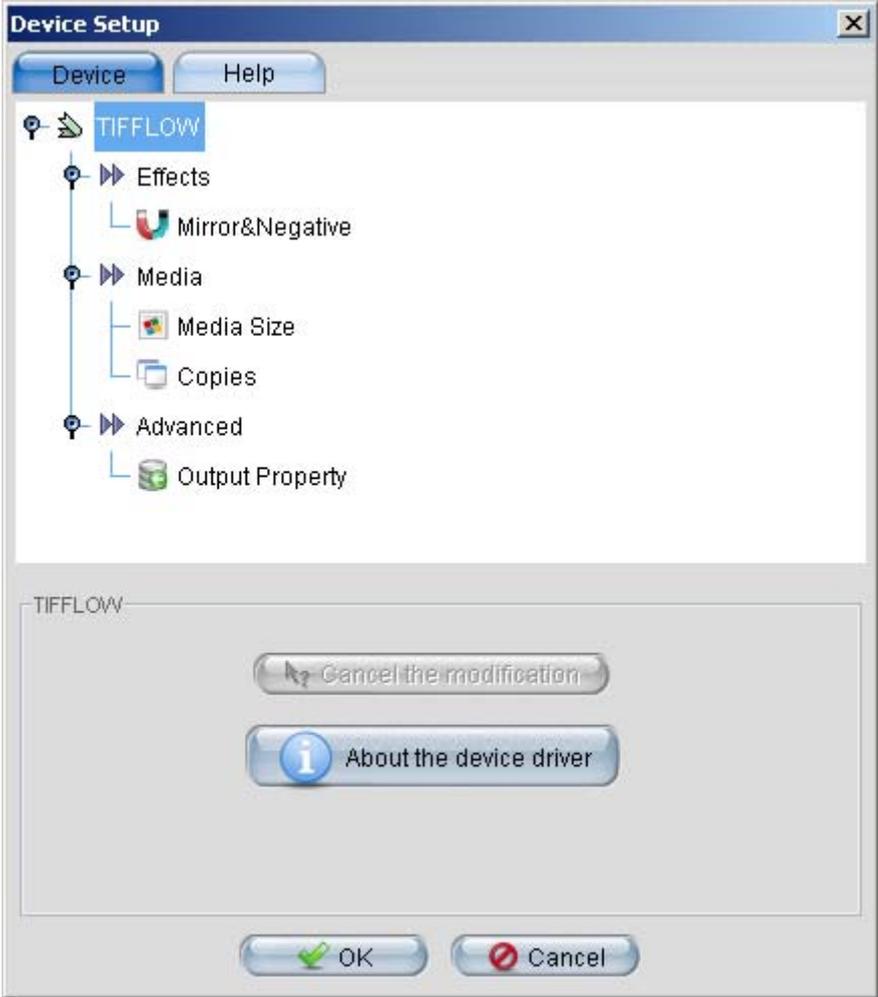


Figure8-7.

### Output Property

Select **Output Property** to display the corresponding options in the lower part of the **Device Setup** dialog box.



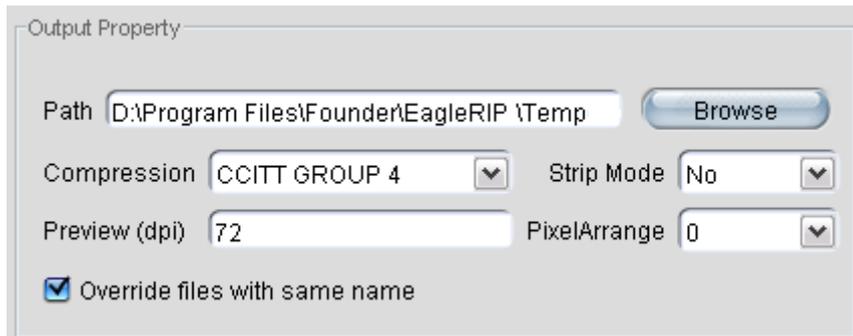


Figure8-8.

**Preview(dpi)**: set the resolution for preview of the TIFF files produced by the TIFFFLOW output device.

**Override files with same name**: when this option is checked, latter TIFF files produced by the TIFFFLOW device will override former files with the same name in the same location.

For the settings of parameter "Path", "Compression", "Strip Mode" and "PixelArrange", please refer to 8.1.3 Advanced.

For parameters setting of **Mirror&Negative**, **Media Size**, and **Copies**, please refer to 8.1 TIFF Device Setup.

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# Configuring Input

This chapter describes the different ways in which the EagleRIP can accept its input, and how to configure the RIP to use each type of input.

There are several ways of providing input to the EagleRIP.

- Using one or more managed inputs, as described in Section 9.1 Managing Inputs , and the following sections. This is the preferred method for routine use because, in general, the managed inputs allow users on many machines to submit jobs to the RIP.
- Using the **Open File** menu command, as described in Section 9.5 Using the Open File command on page 110. This command allows a user on the machine running the RIP to print all the job types possible on that installation of the RIP. You can use **Open File** while managed inputs are active.

## 9.1 Managing Inputs

There are three types of inputs supplied with the RIP, each providing users with the ability to submit jobs. The supplied inputs are:

- Hot Folder. This lets you specify multiple independent folders into which users or applications can place jobs to be printed. The RIP checks for the presence of files in these folders and prints each one automatically.

See Section 9.2 Using the Hot Folder Input on page 107 for more details.

- AppleTalk. This lets the RIP accept input from any AppleTalk network connected to the machine running the RIP.

See Section **Error! Reference source not found.** on page **Error! Bookmark not defined.** for more details.

- NT Pipe. This publishes the RIP as a printer available to the Windows print service.

See Section **Error! Reference source not found.** on page **Error! Bookmark not defined.** for more details.

You control these inputs using the **Input Manager**. Before creating new inputs or changing existing ones, check that you have an appropriate template to associate with each input.

Display the Input Manager window by selecting the Input Manager icon from the left window panel in **Settings** mode. Figure9-1 shows the **Input Manager** window.

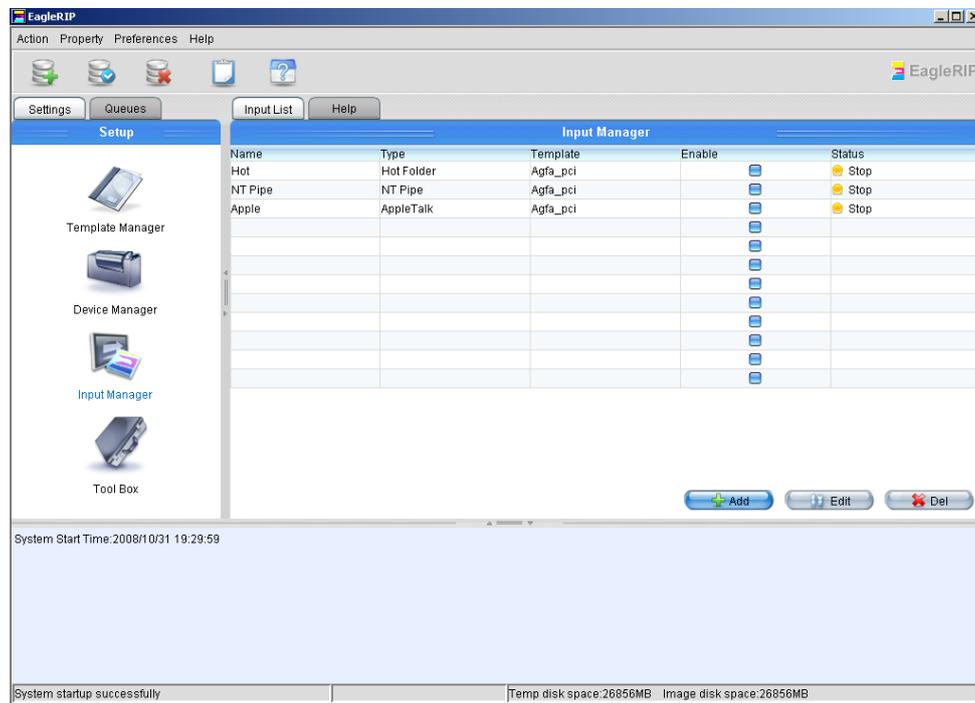


Figure9-1.

The main list of the Input Manager shows the input sources currently available. Each input source can be turned on or off individually using the check box in the **Enable** column—the state is displayed in the **Status** column.

Each row in the list represents one particular source, and contains:

- The **Name** for the input source. This is used to identify the source within the RIP.
- The **Type** of input. This determines what kind of input the RIP uses.
- The **Template**. This is the template used by all jobs arriving through this source.
- The **Enable** state. This box should be checked to make the source available when you start the RIP or start inputs.
- The **Status**. This can be **Stop** or **Run**.

### 9.1.1 Adding a new input to the list

You can create many different input sources for each type of input. For example, you could create 4 hot folder input sources and 9 AppleTalk input sources.

To add a new input source to the list:

1. Click the **Add** button in the Input Manager. The RIP displays an **Add** dialog box, allowing you to fill in the details for this source.

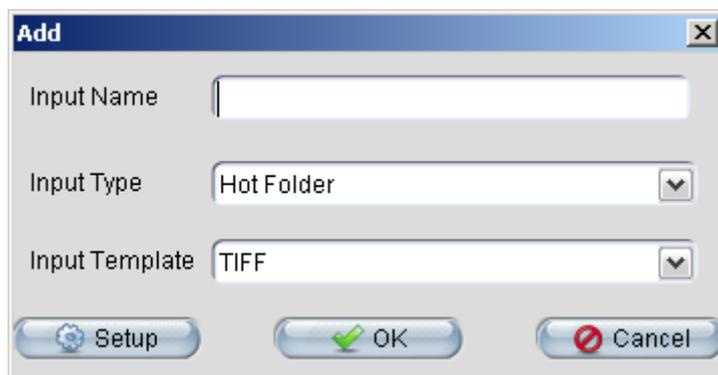


Figure9-2.

2. Type a name for the input source in the **Input Name** text box.

The name is used to identify the source within the RIP. If you create an AppleTalk input, when you start the input, a printer of this name becomes available on the AppleTalk network.

3. Choose the input type from the **Input Type** dropdown list.
4. Choose a saved template from the **Input Template** dropdown list: the RIP applies this template to each job arriving at the source.
5. If a hot folder input is to be created, the **Setup** button is available. Click the **Setup** button to display a **Hotfolder setup** dialog box, allowing you to specify details relevant to hot folder input. See Section 9.2.1 Configuring a hot folder input source on page 108 for details about **Hotfolder setup** dialog box.
6. When you have specified all the details for the new source, click **OK**.

### 9.1.2 Editing the details for an input source

Disable an input before editing it.

The **Name** and **Template** of an input can be edited directly from the list in the Input Manager. To change the name of an input, click on the **Name** cell and type the new name. To change the template, click on the **Template** cell, and select a template available in the dropdown list.

To edit the details for an existing hot folder input, do one of the following:

- Select the hot folder input entry in the Input Manager and click the **Edit** button.
- Double-click the entry in the Input Manager.

The RIP displays an **Edit** hot folder dialog box, allowing you to edit the details for the selected hot folder input. This dialog box is the same as the **Hotfolder setup** dialog box. References to the **Hotfolder setup** dialog box also apply to the **Edit** dialog box. See Section 9.2.1 Configuring a hot folder input source for full details.

### 9.1.3 Deleting an input source

To delete an input source from the RIP, select it in the Input Manager and click the **Delete** button.

### 9.1.4 Enabling and disabling input sources

To enable an input source, select it in the Input Manager and select the check box in the **Enable** column. To disable a source, select it and clear the **Enable** check box.

To automatically publish the enabled input sources each time the RIP starts, select the **Start input when starting up** box in the **System Preferences** dialog box as shown in Figure3-6. See Section 3.2.2 Jobs for details.

## 9.2 Using the Hot Folder Input

A hot folder input source regularly scans a specified disk folder (directory), and process any PostScript-language files (and other suitable files) that are placed there. These files can be deleted or moved to a specified folder after successful processing depending on your selection in the **Hotfolder setup** dialog box. The hot folder can be on a network file server, or the local machine. Users create files from their applications. These applications can create the files directly in the hot folder, or can create them elsewhere (for example, on the local system) for later transfer into the hot folder.

The RIP can process some or all of the following file types using a hot folder: PostScript-language (PS), Encapsulated PostScript (EPS), Portable Document Format (PDF), PRN, and Tagged Image File Format (TIFF). The hot folder can also accept 1 bit TIFF files for final output without RIP processing.

The RIP ignores types of files that it cannot print, and any files that you exclude intentionally by configuring the hot folder input.

You specify which folder the RIP uses in the **Hotfolder setup** dialog box. If needed, you can create several hot folder inputs, each with its own folder, template, and supported file types.

When you specify a folder accessed over a network, make sure that the folder automatically becomes available to the computer running the RIP when that computer is restarted.

Because files are normally deleted as soon as they are printed, it is important to ensure that the RIP has permission to delete files in the hot folder, particularly if the hot folder is on a network file server.

### 9.2.1 Configuring a hot folder input source

To create and configure a new hot folder:

1. Click **Add** in the Input Manager. The RIP displays the **Add** dialog box.
2. Choose **Hot Folder** from the Input Type dropdown list. Give the input a suitable name, and select a template.
3. Click the **Setup** button. The **Hotfolder setup** dialog box appears.



Figure9-3.

Make the settings you wish, and click **OK**. Click **OK** again to close the **Add** dialog box.

The dialog box contains the following control items:

#### **Hot Folder**

Click the **Browse** button alongside the text box to specify a directory using the standard file browsing dialog box. Alternatively, you can type a full path name in the text box but be aware that any typing errors can cause an error.

The location is where the RIP detects the arrival of files and considers them as possible jobs, by looking at the type of file.

**Note:** *Choose a folder that is dedicated to receiving jobs. In particular, avoid using folders where other files are arriving or changing.*

**Include Subfolder:** select this option to regard the subfolders in the specified hot folder path as hot folders, where the RIP also detects the arrival of files, and process them.

#### **Finished file is**

Select **Deleted** in the dropdown list if you want the RIP to delete files that the hot folder succeeds in printing. Or select **Moved**. The RIP moves these files to the **Finish Folder** (described below).

#### **Finish Folder**

If a file successfully prints, the RIP moves it to the location specified in the text field unless **Deleted** is selected for the **Finished file is** option. Click the **Browse** button to specify the location using a standard file browsing dialog box.

#### **Error file is**

Select **Deleted** in the dropdown list if you want the RIP to delete files that the hot folder fails to print. Selected **Moved** if you want failed files to be moved to the **Error Folder**. Note that a file is treated as an error if you abort it while it is being processed.

#### **Error Folder**

If a file fails to print, the RIP moves it to the error folder specified unless **Deleted** is selected for the **Error file is** option. Click the **Browse** button to specify the location using a standard file browsing dialog box.

#### **File type**

Select the check box of a file type if you want the RIP to detect and print the files of this type in the current hot folder. Clear the check box if you want the RIP to ignore the files of this type.

## 9.5 Using the Open File command

When you select **Open File** from the **Action** menu in **Queues** mode, the dialog box shown in Figure9-4 appears.

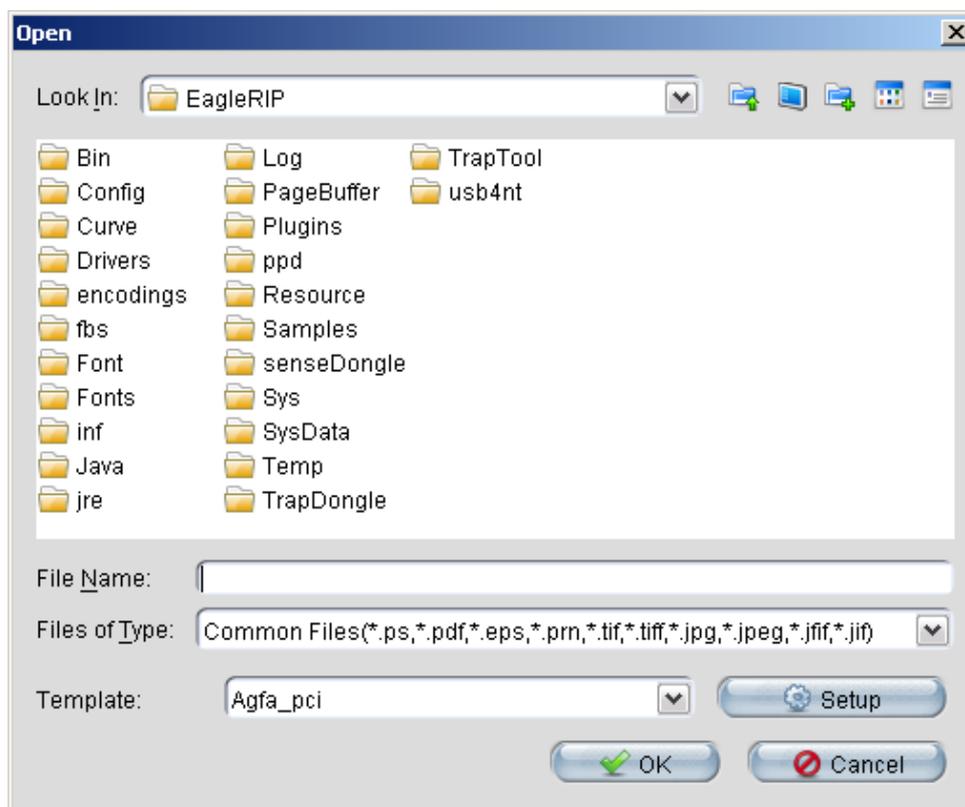


Figure9-4.

Choose an appropriate template for printing the files, from the **Template** dropdown list.

**Note:** *If you do not choose a template, the RIP uses the one that you choose last time you printed a file. If you have not printed a file in this RIP session, the first template in the dropdown list is used.*

The **Open** dialog box shows all files of the currently selected file types in the current folder. To show files of a different type, or all files, use the **Files of Type** dropdown list.

If you want to choose a file that is not in the folder shown, use the dialog box to move to the correct folder.

Use the **Look in** dropdown list to use other folders or drives.

**Note:** *To select all files in the list, click anywhere in the central list of files and type Ctrl+A.*

To print out several files at once, just select more than one file from the **Open** dialog box before clicking **OK**.

You can select a contiguous block of files by selecting the first file in the block, then selecting the last file in the block while holding down the Shift key.

You can select several non-contiguous file names by holding down the Control key while making your selection.

## 9.6 Printing 1-Bit TIFF without RIPping

In both the open file dialog box and the hot folder configuration dialog box, you can select the option of **1-Bit TIFF Without Ripping** to ask the RIP to accept 1 bit tiff files, which is ready to be sent to the output device directly, given that the resolution of the file is the same as that of the device, and that the **Color Mode** set in the template is not RGB.

To send 1-bit tiff files directly to the output device, you must ensure the consistency of resolution between the 1-bit tiff files and the output device. Otherwise, the 1-bit tiff files will be processed in the RIP normally.

**Note:** *A template in RGB color mode does not send 1 bit tiff files directly to output device even if other requirements are met, but accepts and processes them as does other types of files.*

When the 1-bit tiff files are sent directly to the output device, all options except for **Rotate** and **Color Mode** in the **RIP Setup** dialog box will be applied to the job. If the template is in CMYK color mode, all the separations are converted to black. If the template is in Gray color mode, all separations are converted to gray.

When the 1-bit tiff files are sent directly to the output device through the RIP, the effects and options in the **Device Setup** dialog box of a RIP template will be applied to the job.



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# Calibration

This chapter discusses *calibration* of output devices. Calibration involves the measurement of test images produced on an output device and the use of those measurements to produce stable images with good tonal values: here, *good* means consistent and usually linearized (in some measurement system). Some devices have a published specification that you can use in place of measured data: this is true of many printing presses.

This chapter describes types of calibration sets and how to use the Curve Manager tool, which allows you to create different types of calibration sets.

## 10.1 Why Calibration is Needed

Regardless of the accuracy of an output device, the media and other consumable items can vary and have an effect on the output. For example, an imagesetter may produce an accurate and stable exposure of the media on which it is imaging but the reaction of that media varies from paper to film, and from one media manufacturer to another. Also, laser dots are never square (as in an idealized raster), usually overlap, often cannot resolve a single pixel, and cannot always be turned off between adjacent pixels. Similarly, in direct output devices, overlap of toner dots in laser printers or ink spreading in inkjet devices often produces a deviation of some kind between required gray levels and those actually output.

Whatever the physical reason, the result is variability or non-linearity and some adjustment is almost always necessary to compensate for these physical artifacts. This is called calibration.

**Note:** *Calibration is important in color work, but it is not a complete answer. Calibration is sufficient only where the originally requested colors are prepared with the final output device in mind; calibration can adjust the individual color values but not the hues of those colors. A color management system is required to make adjustments which change hues, as for example in digital proofing.*

The RIP allows calibration sets to be built for particular configurations. By choosing appropriate calibration sets, you can make the RIP correct for variations caused by different output devices, line frequencies, exposure values, dot shapes, and negative / positive setting.

## 10.2 Curve Manager

The EagleRIP provides you with a calibration tool called **Curve Manager**, which allows you to create new *calibration sets* and manage your existing calibration sets.

A calibration set is a linear curve that maps requested tint levels to actual tint levels and has some associated information including the intended output resolution, exposure, and negative / positive settings that the calibration set has been prepared for.

Whenever you select one or more calibration sets in the **RIP Setup** dialog box (shown in Figure7-1) while editing a template, the RIP uses those calibration sets to output jobs.

Select the **Tool Box** icon from the left window panel in **Settings** mode, and click the **Curve Manager** icon to display the **Curve Manager** dialog box.



Figure10-1.

This window is composed of three parts: curve qualifications, curve list, and the operation buttons.

Calibration sets are grouped by curve type, by device and by color mode. When you select a device from the **Device Name** dropdown list, the dialog box shows a list of calibration sets for that device and the currently selected color space. If necessary, select the appropriate color space from the **Color Mode** dropdown list.

The list of color modes contains all the color spaces in which a separations style is defined for the device. For example, if the device has separations styles defined in the Gray and CMYK color spaces, then you can create calibration sets in the Gray or CMYK color mode.

By default, the dialog box shows the calibration sets for the direct output device. You can also create calibration sets for printing press. To do this, select **Press Curve** in the **Curve Type** dropdown list. And the **Color Mode** option in the **Curve Manager** would disappear when **Press Curve** is selected.

The ways in which you create and use calibration sets for output device and printing press vary.

### Direct output devices

The way to create the calibration set is to print and measure a calibration target.

To use a calibration set, in the **RIP Setup** dialog box, you can choose any calibration set that was defined for the current device and current color space, in the **Calibration Curve** dropdown list. The choice of separation setup determines the color space. Although an imagesetter is not a multiple-color device, the calibration set for an imagesetter

contains a calibration curve for each color specified in the separation setup and spot color fields.

### Printing Press

You can select **Press Curve** and calibrate the transfer from film to press. You apply a calibration set for the press that you are using by choosing its name in the **Actual Press Curve** dropdown list in the **RIP Setup** dialog box. You can also adjust a job prepared for a different press in the **Intended Press Curve** dropdown list, and making the normal choice for the press that you are using in **Actual Press Curve**.

You can use the above **Curve Manager** tool to:

- Add curves(including calibration curve and press curve);
- edit existing curves;
- recalibrate existing calibration curves;
- delete any curve in the list.

#### 10.2.1 Add curve

Two types of curve may be added in the **Curve Manager** dialog box: calibration curve and press curve. Here we will add a calibration curve as an example.

First select "Calibration" in the **Curve Type** dropdown list, then select a device and a color mode and click **Add** button, the **Add** calibration dialog box will appear. See the following window.

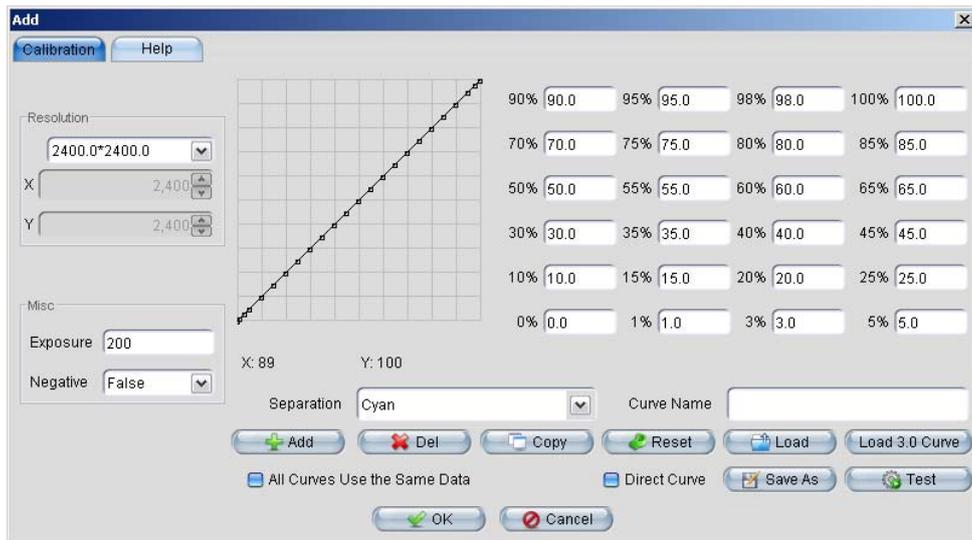


Figure10-2.

The short procedures of creating a calibration curve are as follows:

1. Type a name into the **Curve Name** text box.
2. Measure the dot coverage percentages from densitometer readings taken from the target which has been printed by the device you are using with your preferred settings, and enter these values into the labeled boxes for calibration data.

**Note:** Each value you enter must be consistently greater than the preceding value (or less than it if you are using a negative film or meter).

If a set of values is out of range or non-monotonic a warning will appear when you try to exit from the dialog by clicking **OK**.

3. Select or enter the settings used to create the target: resolution, exposure, and negative / positive settings.
4. Click **OK** to save the calibration curve.

The following table describes all the options available in the **Add** calibration curve dialog box.

Fields	Description
<b>Curve Name</b>	<p>The name of the calibration set. If you are creating a new calibration set, you must enter a name before leaving this dialog box. If you are editing an existing calibration set, the name is not editable.</p> <p><b>Note:</b> <i>to change the name of an existing calibration set, use the following procedure:</i></p> <ol style="list-style-type: none"> <li>1. <i>Select the calibration set in the <b>Curve Manager</b> list, and click the <b>Add</b> button to open a new <b>Add</b> dialog box. This copies a new calibration set.</i></li> <li>2. <i>Name the copy in the <b>Add</b> dialog box and click <b>OK</b>.</i></li> <li>3. <i>Delete the original calibration set in the <b>Curve Manager</b> list.</i></li> </ol> <p><i>This is the only way of changing the name of an existing calibration set without causing any trouble.</i></p>
<b>Resolution</b>	<p>Select the resolution used to create the target.</p>
<b>Exposure</b>	<p>For devices such as imagesetters where calibration is performed with respect to dot area coverage, the first step is to ensure that your output device is setup with the correct exposure. Run a series of test pages at varying exposures to determine the setting required to give a solid black and a clear white.</p> <p><b>Note:</b> <i>If you are creating a calibration set for a device that does not have an exposure control, such as TIFF device, the <b>Exposure</b> option is not available.</i></p>
<b>Negative</b>	<p>Select <b>True</b> from the dropdown list to show that you are measuring data from negative output media. Select <b>False</b> when you are using positive</p>

	media. <b>Note:</b> <i>If a calibration set is in negative, it can be only applied to a template that produces negative output.</i>
<b>Separation</b>	This dropdown list contains the names of the separations defined in the calibration set. Depending on the device, there may be one or several separations. A monochrome device has a single separation, while a color device has several separations labeled with the names of the colors. For example, Cyan, Magenta, Yellow and Black. If the output device can support additional colorants, you can add a separation for a spot color. The separation (Default Spot) allows you to specify a calibration curve for any spot colors that do not have a separate calibration curve.
<b>Add</b>	To add a separation for a spot color, click the <b>Add</b> button. In the prompted dialog box, enter the name of the spot color separation and click the <b>OK</b> button.
<b>Delete</b>	You can delete any spot color separation from the <b>Separation</b> dropdown list by selecting the spot color separation and clicking the <b>Del</b> button.
<b>Copy</b>	If the data for one separation is similar to another separation, you can copy the data and then edit it, rather than having to enter it again. For example, to copy the data from the Cyan separation to the Magenta separation, first select the Magenta separation and click the <b>Copy</b> button. Then, in the <b>Copy From</b> dialog box, select the Cyan separation from the dropdown list and click the <b>OK</b> button.
<b>All Curves Use the Same Data</b>	Select this box to apply the data values entered for the current selected separation to all other separations. When this option is selected, the <b>Add</b> and <b>Del</b> buttons are disabled.

<b>Data boxes and curve diagram</b>	Enter the measured values into the labeled boxes for calibration data. The diagram to the left of the data boxes shows a curve that reflects the changing of the calibration data.
<b>Reset</b>	Reset discards all entered data for the calibration set and displays the default curves for the device.
<b>Load</b>	This button allows you to load the settings of an existing calibration set.
<b>Load 3.0 Curve</b>	This button allows you to load the calibration sets that were created in the EagleRIP version 3.0.  <b>Note:</b> <i>when loading a calibration set from version 3.0 to version 4.x, you must re-specify the resolution.</i>
<b>Direct Curve</b>	If you checked <b>Direct Curve</b> , you will directly use your defined calibration curve, without RIP calculation. For example, if you want 75% area to be output as 68%, you can input 68 in the 75% text box. Then check the <b>Direct Curve</b> box. This function can be used when you output gravure screen dots. You can directly input the calibration value according to its characteristic.
<b>Save As</b>	Click this button to save the calibration set with another name. By default, this option saves the calibration set in the Curve folder in the EagleRIP installation folder.
<b>Test</b>	Click the <b>Test</b> button and choose an appropriate template to print a test strip. If the output is not satisfactory, you need to measure the test strip and adjust the data values of the calibration set. Do the same until you are satisfied with the output.

Table 10.1

When creating a press curve, the dialog box would be like the next figure:

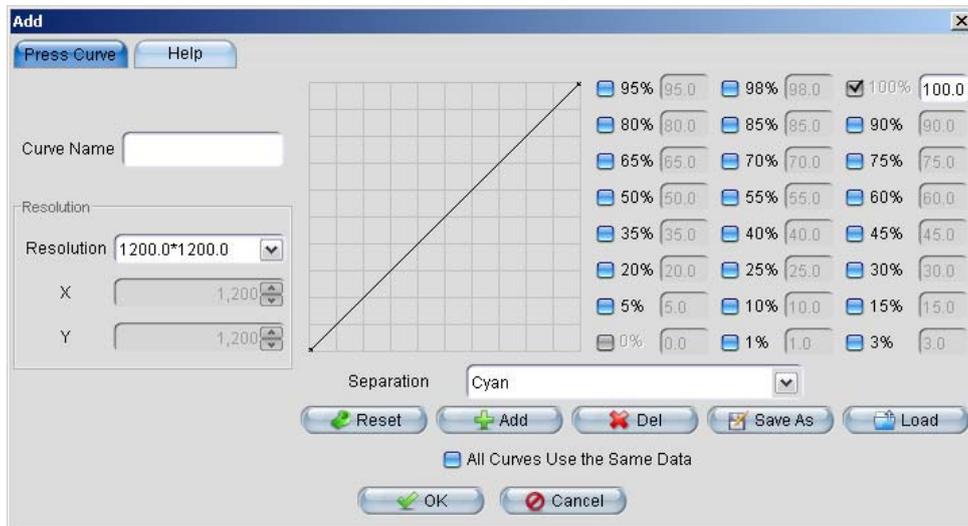


Figure 10-3.

The references to all the items in this dialog box can be found in Table 10.1.

The RIP does not allow you to save an unreasonable curve. One example of an unreasonable curve is a non-monotonic one that rises but then falls before rising again. If you try to save an unreasonable curve, the RIP warns you and prompts you to correct the curve before you can save it.

### 10.2.2 Edit curve

To edit a curve, first select appropriate curve qualifications i.e. curve type, device and/or color mode in the **Curve Manager** dialog box so that the curve you want to edit will be displayed in the curve list. Then select the curve and click the **Edit** button, the **Edit** calibration dialog box will appear. See the following window.

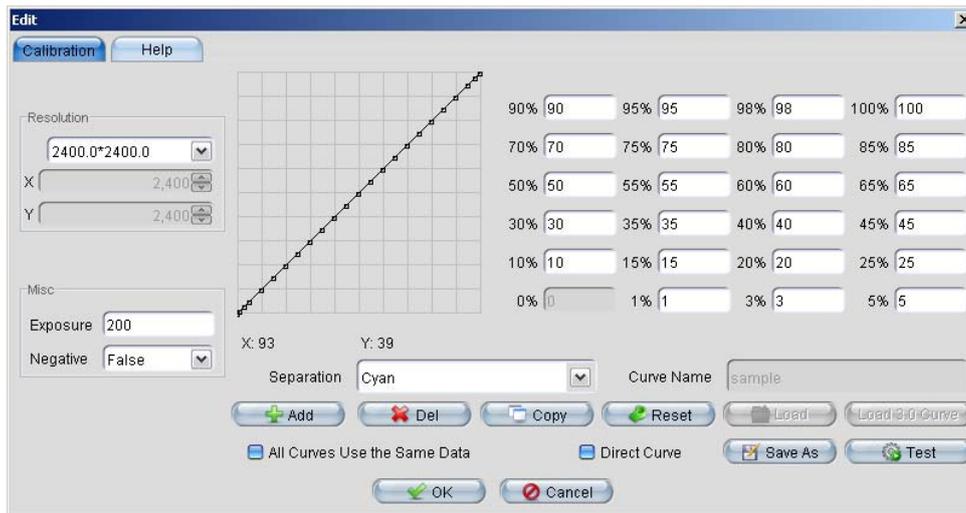


Figure10-4.

Apart from that the curve name is not editable and that **Load** and **Load 3.0 Curve** buttons are grayed, parameters and their functions in the above window are the same as in the **Add** calibration dialog box. Please refer to 10.2.1 Add curve.

After setting, click **OK** to confirm all the changes you have made and close the dialog box.

### 10.2.3 Recalibrate curve

Recalibration is only applicable with calibration curves.

Choose "Calibration" in the **Curve Type** dropdown list of Curve Manager. Then choose the device and the color mode so that the calibration curve to be recalibrated is displayed in the curve list.

The short procedures of recalibrating a calibration curve are as follows:

1. Select the curve and click **Edit** button. Print the test strip in the **Edit** dialog box and measure the dot coverage percentages of the test strip using a densitometer.
2. Select the curve and click the **ReCalibration** button to display the following window.

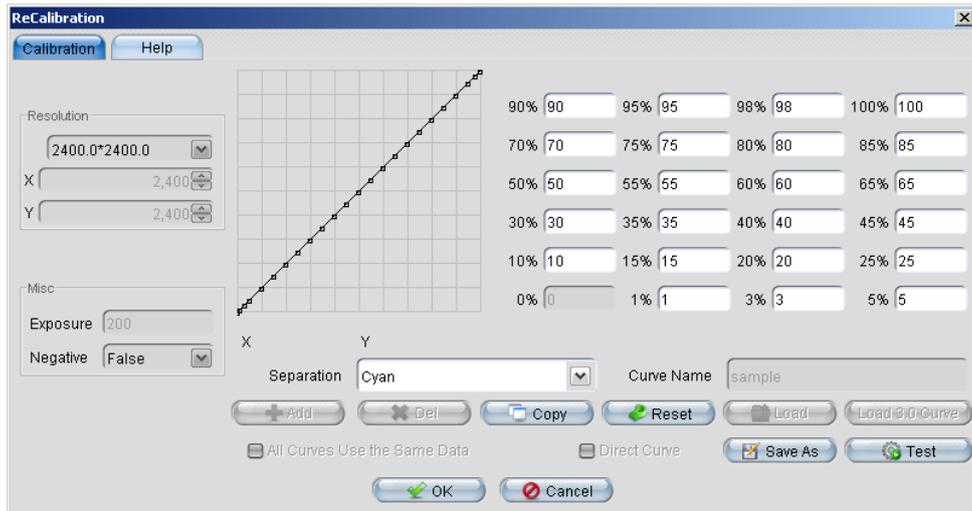


Figure 10-5.

3. Enter the values from densitometer readings of step 1 into the labeled boxes of the above window.

**Note:** Each value you enter must be consistently greater than the preceding value (or less than it if you are using a negative film or meter).

If a set of values is out of range or non-monotonic a warning will appear when you try to exit from the dialog by clicking **OK**.

4. Click **Test** button to print the calibrated test strip.
5. Check the result of the linearity using the densitometer and if the linearity is unsatisfactory, repeat step 3 & 4.
6. Click **OK** to confirm all the changes you have made and close the dialog box.

#### 10.2.4 Delete curve

First select the curve you want to delete in the curve list. Then click the **Del** button, a warning message will pop up.

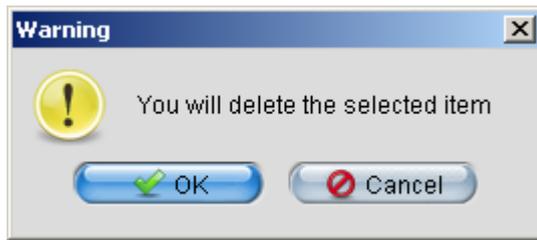


Figure10-6.

Click **OK**, the curve will be deleted.

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## Tool Box

The tools described in this chapter will be used on a regular basis, and are important for anyone who will make extensive use of the EagleRIP.

### 11.1 Options

This section describes the optional utilities provided with the EagleRIP. To use these utilities, you need to enable them by selecting the options and entering the passwords. The options available are TIFF, WinPrint, Trap, CIP3 and TIFFFLOW.

To enable an option, go to the toolbox by selecting Tool Box icon from the left window panel, and click the Options icon in the **Tool Setting** interface. The **Option Information** window appears.

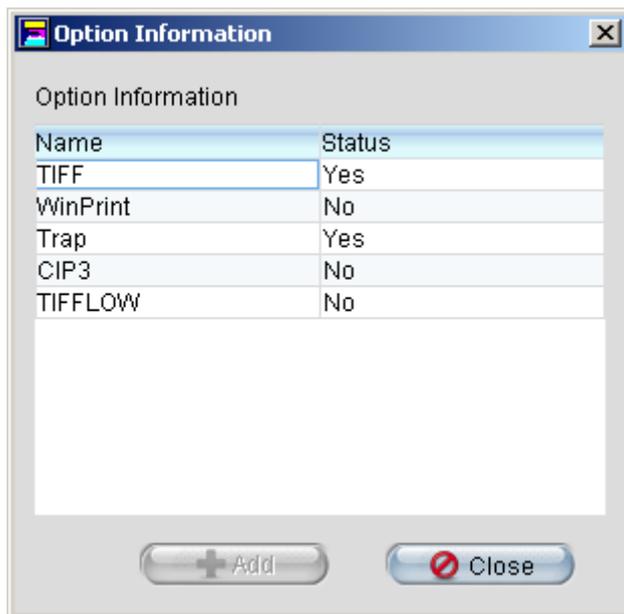


Figure11-1.

The dialog box contains a list of options, showing the name of each option and the status. A **Yes** in the **Status** column means that the option is enable, and is ready to be used in the RIP, while a **No** means that the options has not been enabled.

An enabled TIFF option allows you to install a TIFF device to the RIP, and to produce TIFF files.

WinPrint option enables the RIP to use the printers that have been setup on the Windows system running the RIP.

CIP3 was a group called International Cooperation for Integration of Pre-press, Press, and Post-press (CIP3). The CIP3 group developed the Print Production Format (PPF) for files to contain information about print jobs including administrative data, information about inks and register marks, comments, and preview images. The main purpose of the CIP3 option is to provide ink-key data for use with printing presses. Once CIP3 is enabled, the corresponding control items are displayed in the **RIP Setup** dialog box. See Section 7.5 Misc for details.

To enable an option, select the option in the list, and click the **Add** button—if no option is selected, the **Add** button is grayed out—the RIP displays a dialog box, asking you to input the password of the option.

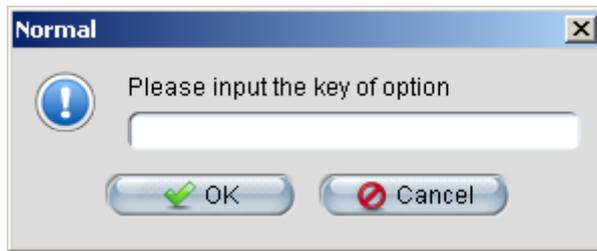


Figure11-2.

Input the password of the option and click **OK**. A dialog box will be displayed, asking you to restart the RIP to activate the option.

**Note:** *If your EagleRIP is in demonstration mode without dongle installed, the key for all the options is twenty-four 1s. Type 1 twenty-four times as the option key to activate an option.*

## 11.2 Curve Manager

Click the Curve Manager icon in toolbox to open the **Curve Manager** dialog box. This allows you to create and edit calibration sets using measurements from test strips or published figures. For details, refer to Chapter 10 Calibration.

## 11.3 PPD

A PPD is a file that defines the characteristics of a printer. When installed correctly, a PPD customizes an operating system printer driver or a creation or page layout application to optimize PostScript-language jobs for the printer described by the PPD. The PPD tool of EagleRIP allows you to generate PPDs for the printers that the imagesetter and printer manufacturers produce.

Click the **PPD** icon to open the **PPD Generator** dialog box.

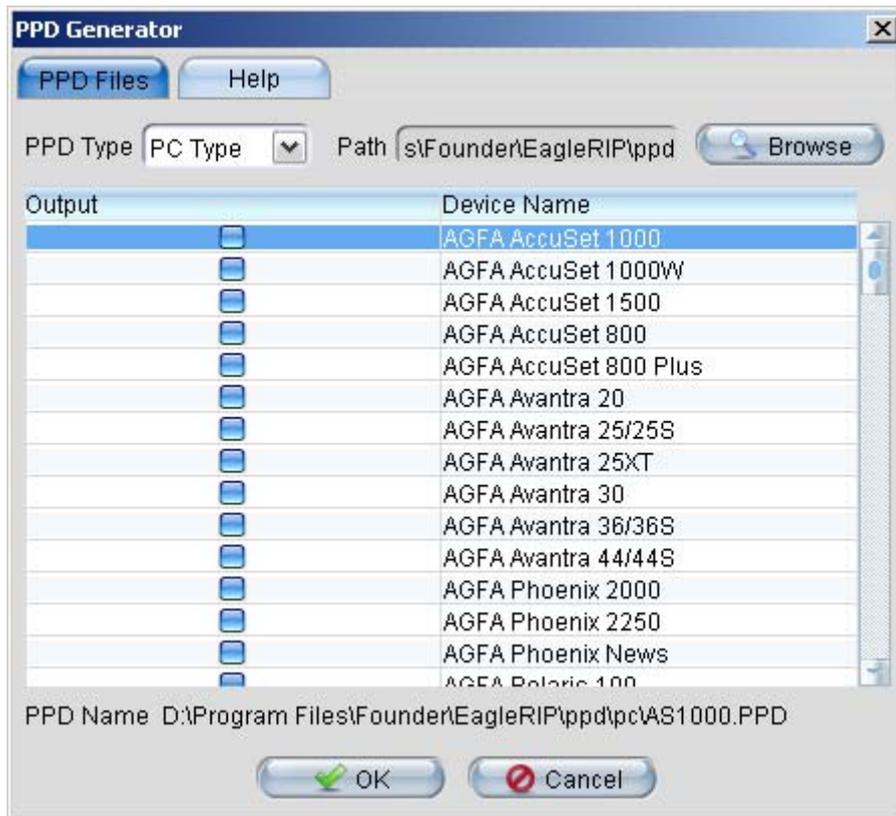


Figure 11-3.

First of all, select the type of the PPD file. You can select **PC Type** in the **PPD Type** dropdown list to ask the RIP to generate PPD for PC, or select **MAC Type** for MAC.

The **Path** field specifies the location where the generated PPD will be located. You can also click the **Browse** button, and specify another location in a standard file browsing dialog box.

The **PPD Generator** dialog box contains a list of devices. You can select the corresponding check boxes of the devices, for which the PPDs will be generated.

The bottom line of the dialog box shows the name and location of the PPD of the currently highlighted device.

Click **OK** to generate the PPDs for the selected devices.

## 11.4 Spot Color Tool

A **Spot Color Tool** is provided with the EagleRIP to help you manage spot colors. Select the **Spot Color Tool** in the toolbox to open the dialog box as shown in the next figure:

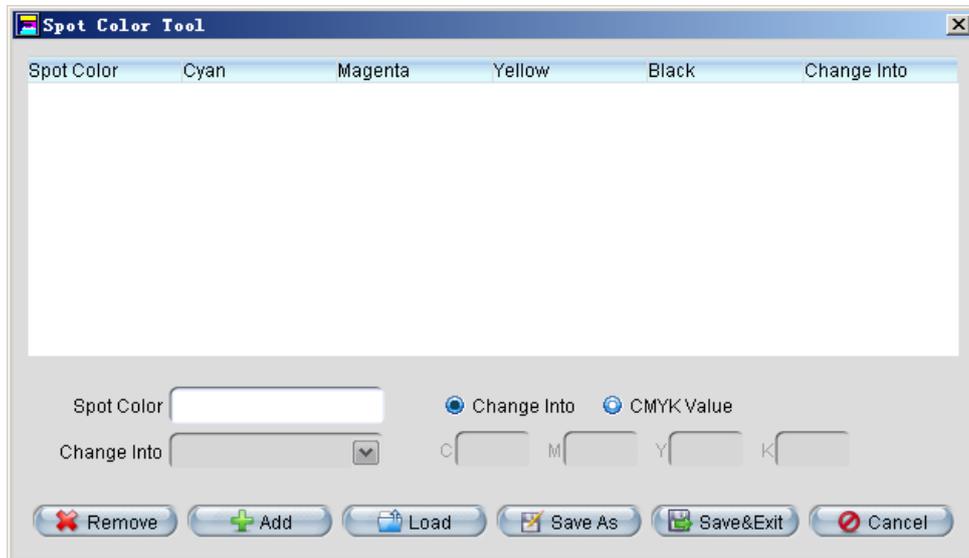


Figure11-4.

In the above **Spot Color Tool** dialog box, you may: (1) load and edit an existing spot color table; (2) create a new spot color table.

The functions of the six buttons at the bottom of the window are as follows:

The **Add** button allows you to add a spot color to the spot color table, change the CMYK values of an existing spot color, or change a spot color into another spot color in the spot color table.

- To add a spot color to the spot color table. First, input the spot color name for example "Red" in **Spot Color** text box. Then select **CMYK Value** option. The C, M, Y and K text boxes are enabled. Input the preferred values respectively, and click the **Add** button.
- To change the CMYK values of an existing spot color. First, input the spot color name for example "Red" in **Spot Color** text box or select "Red" entry in the spot color list. Then select **CMYK Value** option. Input new values respectively, and click the **Add** button.

- To change a spot color (spot 1) into another spot color (spot 2). First, input the spot color name (spot 1) for example "Red" in **Spot Color** text box or select "Red" entry in the spot color list. Then select **Change Into** option. The **Change Into** dropdown list is enabled. Select another spot color name (spot 2) for example "Green" in the dropdown list. Click the **Add** button. Thus, Red is changed into Green. The objects that were defined as Red and Green will be outputted in the same color, that is, with the color values as defined for Green.

**Note:** *In DeviceN color space, multiple spot colors cannot be changed into each other. For example, spot1 and spot2 is in the same DeviceN color space, you cannot change spot1 into spot2, or vice versa. However, you can change a spot color in DeviceN space into a spot color outside the DeviceN space.*

The **Remove** button allows you to delete an entry from the list by selecting the entry and click the **Remove** button.

The **Load** button allows you to load an existing spot color table file.

The **Save As** button allows you to save the spot color settings as a \*.spt file.

The **Save&Exit** button allows you to save the spot color table and close the **Spot Color Tool** dialog box.

The **Cancel** button allows you to discard all the changes you've made and close the dialog box.

**Note:** *The settings in the **Spot Color Tool** are only effective for composite jobs. For pre-separated jobs and DCS jobs, those settings do not take effect.*

## 11.5 Install ICC

This tool allows you to install ICC profile to the EagleRIP. Refer to Section 7.3.3 Install ICC Profiles for details.

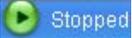
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# EagleRIP Workflow

This chapter describes the general workflow for printing a job, including the interpreting, ganging, previewing, and final output of a job.

## 12.1 RIPping Jobs

Once a job is submitted, and the RIP queue is not activated (click the  icon to activate the queue), the submitted job will be queued in the **Waiting to RIP** queue, which is located on the far left panel of the EagleRIP user interface.

Highlight one or more jobs in the queue and right click to get a menu list, which allows you to perform the possible operations on the selected jobs to be interpreted by the RIP.

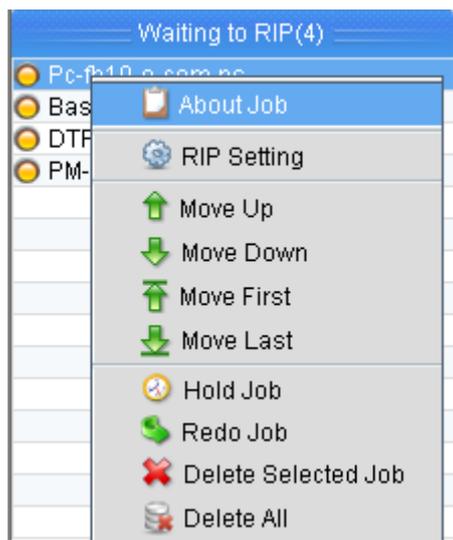


Figure12-1.

### About Job

Selecting this option opens a **RIP Job Info** dialog box, where the specific information of the selected job is displayed.

### Rip Setting

Select this option to open the **Edit** template dialog box (shown in Figure6-3), where you can configure the parameters of the template selected for the current job.

**About Job** and **Rip Setting** options would be grayed out if more than one job is selected in the queue.

### Move Up / Move Down / Move First / Move Last

**Move Up** moves the selected job(s) one position up in the queue, and **Move Down** moves the selected job(s) one position down in the queue. **Move First** moves the selected job(s) to the top of the queue, while **Move Last** moves the selected job(s) to the bottom of the queue. For jobs with the same priority, once the queue is activated, the job queued higher in the queue will be processed earlier than the one lower. The error and aborted jobs, however, always stay at the bottom of the queue, and cannot be moved.

You can also move a selected job up and down the queue by selecting it and dragging to the new position while holding **Alt** on the keyboard.

### Hold Job / Redo Job

**Hold Job** holds the job. The held job will not be interpreted when the queue is activated, until you Redo the job. **Redo Job** is the opposite action of **Hold Job**. It activates the held jobs.

If a job is aborted, it stays in the **Waiting to RIP** queue. Redo Job option can also activate the aborted job.

### Delete Selected Job

This command deletes all the selected jobs from the queue.

### Delete All

This command deletes all the jobs from the **Waiting to RIP** queue.

To activate the queue and begin interpretation, click on the  icon to switch it to .

The RIP begins interpreting the jobs. A progress bar and text reporting the progress of the job appears on the top of the **Waiting to Print** queue, and disappears when the RIP finishes processing the jobs. The RIP interpreted pages are listed in the **Waiting to Print** queue. You can click the **Abort** button on the top of the **Waiting to Print** queue to terminate the job that is being processed.

## 12.2 Operations on Jobs Ready for Output

RIP interpreted pages are listed in the **Waiting to Print** queue, waiting to be printed. Before activate the print queue to send the pages to the output device, you may do some necessary operations on the job. Select one or more jobs in the queue and right click to get a menu list.

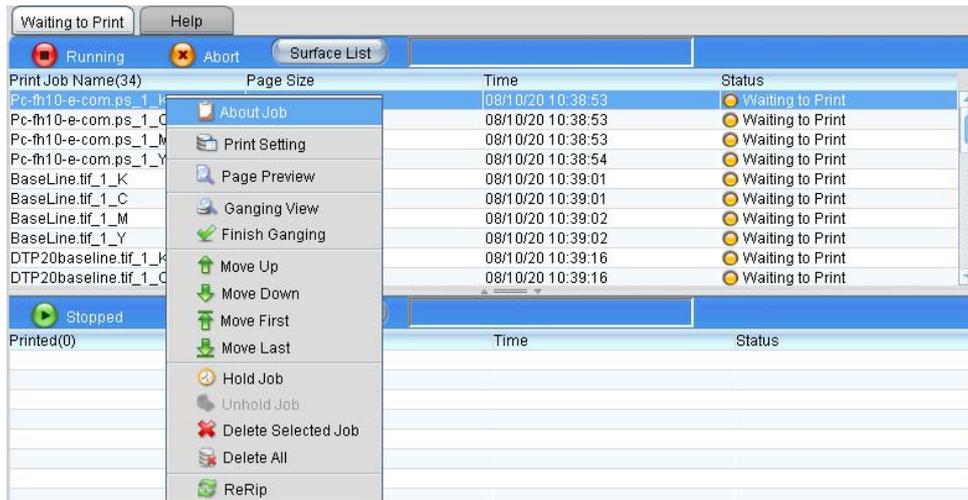


Figure12-2.

### About Job

Selecting this option opens a **Print Job Info** dialog box, where the specific information of the selected job is displayed.

### Print Setting

Select this option to open the **Device Setup** dialog box, where you can configure the parameters of the device selected for the current job.

### Page Preview

This option allows you to open the preview window to preview the pages for a given job. If you select pages of different jobs, this option is available. For details about previewing pages, see Section 12.3 Page Preview.

### Ganging View

Select this option to open the **CombinePage View** window, where you can view or edit the surfaces, into which the jobs are combined. For details about using ganging utility, refer to Section 12.4 Ganging.

### Finish Ganging

By default, the **Enable Auto Output** option in the **CombinePage View** window is selected. As soon as a surface is full, it will be output to the device. A surface is deemed "full" when it reaches that stage where any new page of the same specification will not fit in the surface.

You can send a surface to the output device before it is completed by selecting the **Finish Ganging** option.

#### **Move Up / Move Down / Move First / Move Last**

**Move Up** moves the selected job(s) one position up in the queue, and **Move Down** moves the selected job(s) one position down in the queue. **Move First** moves the selected job(s) to the top of the queue, while **Move Last** moves the selected job(s) to the bottom of the queue. For jobs with the same priority, once the queue is activated, the job queued higher in the queue will be printed earlier than the one lower.

You can also move a selected job up and down the queue by selecting it and dragging to the new position while holding **Alt** on the keyboard.

#### **Hold Job / Unhold Job**

**Hold Job** holds the job. The held job will not be printed when the queue is activated, until you Unhold the job. **Unhold Job** is the opposite action of **Hold Job**. It activates the held jobs.

#### **Delete Selected Job**

This command deletes all the selected jobs from the queue.

#### **Delete All**

This command deletes all the jobs from the **Waiting to Print** queue.

#### **ReRip**

You may want to re-RIP a job if you are not satisfied with the interpreted pages of the job. Select a page of the particular job, right click it and select **ReRip** to send the job back to the **Waiting to RIP** queue.

The **Surface List** button on the top of the **Waiting to Print** queue allows you to switch between page list and surface list. The surface list contains a list of all existing surfaces, showing the name of each surface, number of pages on the surface, media used, and the status of the surface (whether the surface is full). You can right click a selected surface to get a menu list, from where you can access the ganging view window.

## 12.3 Page Preview

Select one or several pages of a particular job in the **Waiting to Print** queue, right click and select **Page Preview** from the menu list. The Preview Client window appears:

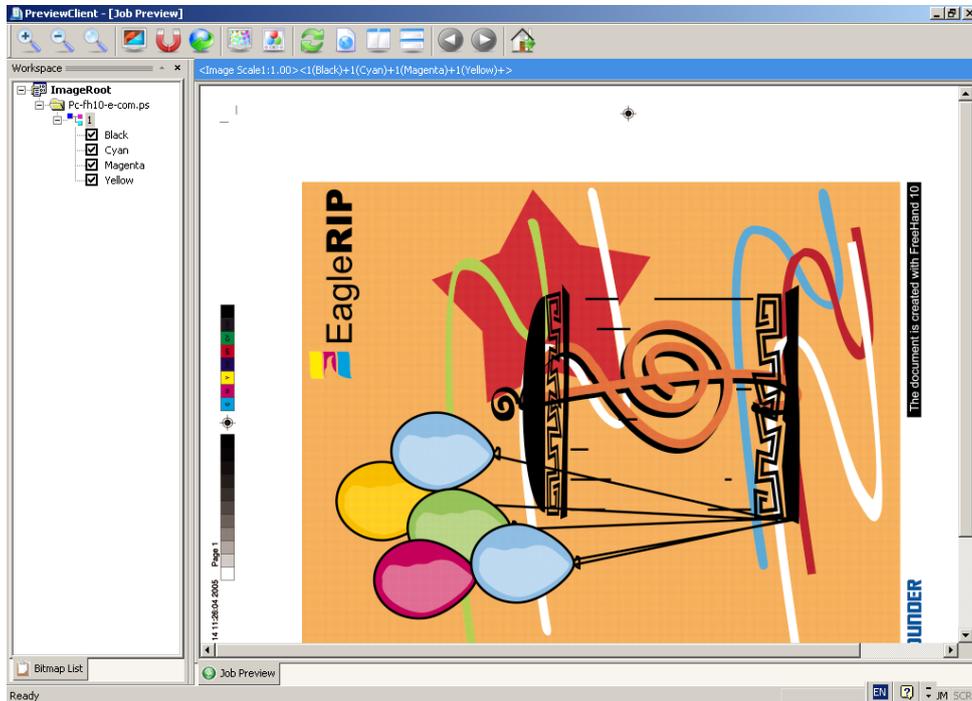


Figure12-3.

This window allows you to preview any processed jobs on your monitor.

The left panel of the preview window displays the job tree that allows you to select an individual separation or multiple separations to preview. You can click the page name node to collapse or expand the job tree to display or show the separations that comprise each page.

The main panel of the window shows the preview of the selected separations.

The tool bar on the top of the preview window contains a set of icons that correspond to the commonly used functions for previewing a job.



### **Zoom In**

Enlarges the displayed image by going to the next zoom factor.



### **Zoom Out**

Reduces the displayed image by going to the next zoom factor.



### **Fit Window**

Calculates the best scale factor to display the whole image in the preview window.



### **Negative**

Switches the image display to negative or positive.



### **Mirror**

Reflects the displayed image about the vertical axis.



### **Reset**

Resets the displayed image to its original appearance.



### **Screen view**

Allows you to view the screening of the displayed image. Click the icon. A blue square border appears on the displayed image. Drag the border to a particular position where you want to view the screening, and double-click within the border, the main panel will shift to a screen dots view of the bordered area. You can pan the screen dot image by holding down the mouse button on the image and moving the mouse around. Click the **Job Preview** tab at the bottom of the image area to return to the image view.



### **Spot Color**

If a job contains spot color, and the template used allows spot color output, you can click this icon to get the **Spot Color Set** dialog box, where you can specify the values of the spot colors.



### **Refresh Image**

Click this icon to refresh the image.



### **Job Information**

Shows you the detailed information about the displayed job.



### **Tile Horizontally**

If you have selected to view the screening of the processed image, select this icon to tile the **Job Preview** window and **Screen Preview** window in the same window horizontally.



### **Tile Vertically**

If you have selected to view the screening of the processed image, select this icon to tile the **Job Preview** window and **Screen Preview** window in the same window vertically.



### **Previous / Next Page**

If the job contains multiple pages, you can select the icon to view the previous page or the next page.



### **Close**

When you have finished inspecting the page preview, close the preview window by clicking this icon.

The figure below shows a preview window with the screening dots view:

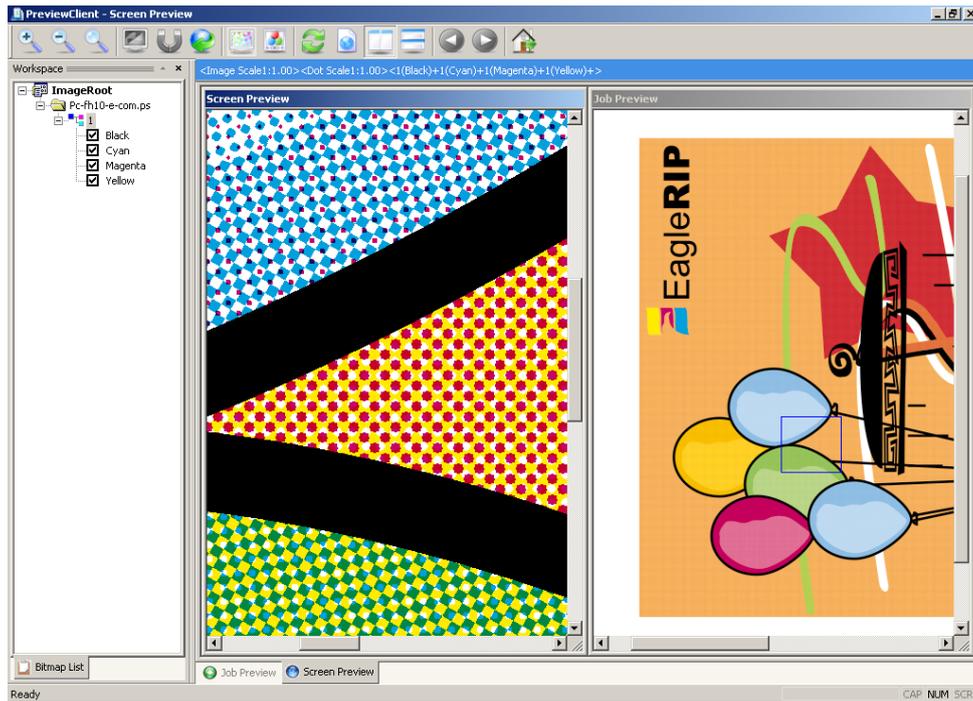


Figure12-4.

A blue block on the **Job Preview** area indicates which area of the image is being displayed in the **Screen Preview** area.

## 12.4 Ganging

Ganging allows you to instruct the EagleRIP to automatically fit pages onto the output media in a way that makes the most efficient use of the media. Starting with EagleRIP 4.0, manual ganging is provided as a supplement to the automatic ganging, making ganging function more flexible and useful.

### 12.4.1 Automatic Ganging

If you have enabled ganging in a template, the jobs using that template will be added to a surface if the resolution, bit depth, device, etc. are all the same—if any of these are different a new surface will be created. The way in which the pages are combined is defined in the

template (refer to Section 8.1.1 Effects for details about ganging options). This process is called *automatic ganging*. You can view the ganging of the pages in two ways: by selecting **Ganging View** from the right-click menu in the Page List, or by selecting the same menu item in the Surface list. The ganging view window will typically be similar to this:

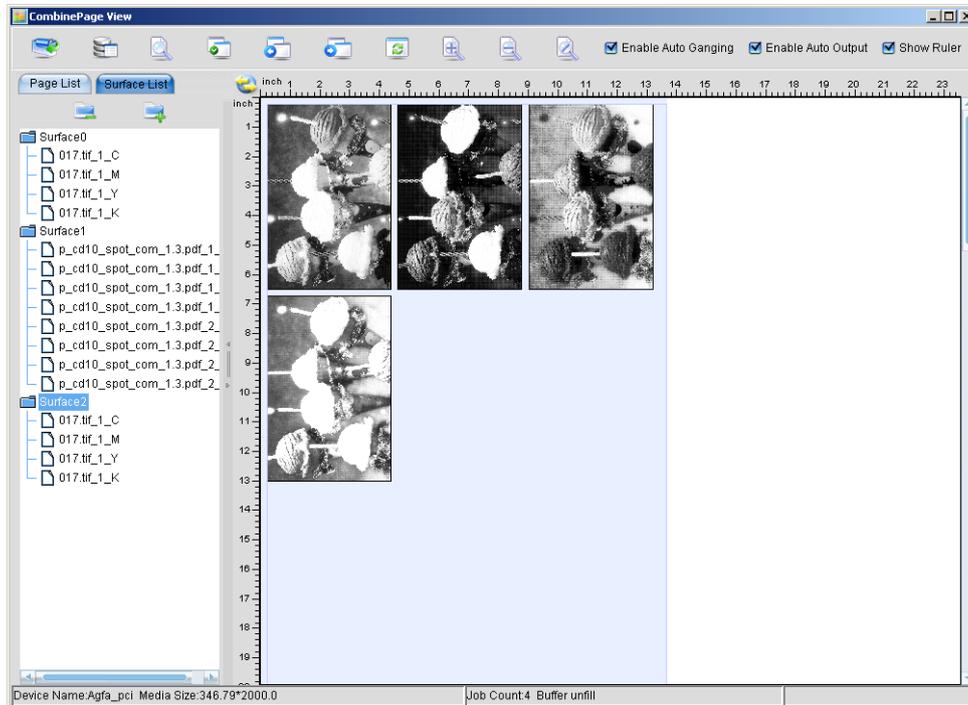


Figure12-5.

The left window panel contains two lists: **Page List** and **Surface List**.

Click the **Page List** tab to display a list of pages processed. Three views are available for viewing the pages: list view, thumbnail view and details view. Select one of the three icons on the top of the page list. Different colors are used to distinguish pages with different statuses. The pages in green represents the pages combined into the currently selected surface. The pages in gray indicate that the pages are combined into surfaces other than the current one, or are not available to be combined into the current surface. And the blue pages are those available to be combined into the current surface. You can drag one of these blue pages into the current surface when Manual ganging is

enabled. For details about manual ganging, refer to Section 12.4.2 Manual Ganging.

Click the **Surface List** tab to display a list of surfaces. Each node in the list can be collapsed or expanded to hide or show the pages that were combined into each surface.

The main area of the window shows the currently selected surface. In automatic ganging mode, the surfaces cannot be edited.

The icons and check boxes on the top of the window control the commonly used functions for ganging.



#### **Output Now**

By default, a surface will be automatically sent to the output device when it is full. If you want to avoid the possibility of a flat never being output, because there may never be enough page buffers of the same type, you can click the **Output Now** icon, and the incomplete surface will be output to the device.



#### **Property**

Click this icon to view the information about the current surface.



#### **Page View**

Select this icon to view the selected page on the current surface.



#### **Select Page**

This icon opens a dialog box, which allows you to select a surface intended for a particular device.



#### **Previous Page**

This option allows you to select the previous surface in the surface list.



#### **Next Page**

This option allows you to select the next surface in the surface list.



#### **Refresh**

This option refreshes the surface list.



#### **Zoom In**

Enlarges the displayed surface by going to the next zoom factor.



#### **Zoom Out**

Reduces the displayed surface by going to the next zoom factor.



#### **Fit to Window**

Calculates the best scale factor to display the whole image in the preview window.

#### **Enable Auto Ganging**

Select this box to use automatic ganging, deselect this box to use the manual ganging. By default, the box is selected.

#### **Enable Auto Output**

With this box selected, a surface will be automatically sent to the output device when it is full. By default, this box is selected.

#### **Show Ruler**

Select this box to show rulers around the surface preview area. Deselect the box to hide the rulers. Click the icon at the crossing of the horizontal ruler and vertical ruler to switch the unit of the ruler between centimeter and inch.

### 12.4.2 Manual Ganging

To use the manual ganging function, make sure that the **Enable Auto Ganging** check box is NOT selected. In manual ganging mode, the tool bar icons and check boxes on the top of the window work in the same way as they do in automatic ganging mode. The related description for automatic ganging also applies to manual ganging.

In manual ganging mode, you can create a new surface, edit an existing surface, and manually combine pages into a surface.

#### Creating a new surface

To create a new surface, right click on a surface name or the blank area in the Surface List, and select the **New** menu item. A new surface is displayed.

## Sending pages to surface

Then go to the page list by clicking on the **Page List** tab. Note that only the pages in blue color can be combined into the current surface. Drag a page in blue with the mouse to the surface preview area on the right part of the window, and the page will be placed on the surface, as long as the page is not too big to fit in the surface. Combine more pages into the surface in the same way.

Sometimes you may want to send several copies of one page to the surface at once. You may do so by the **Step&Repeat** command. Right click the page in blue, and select the **Step&Repeat** command from the pop up menu. A dialog box appears.

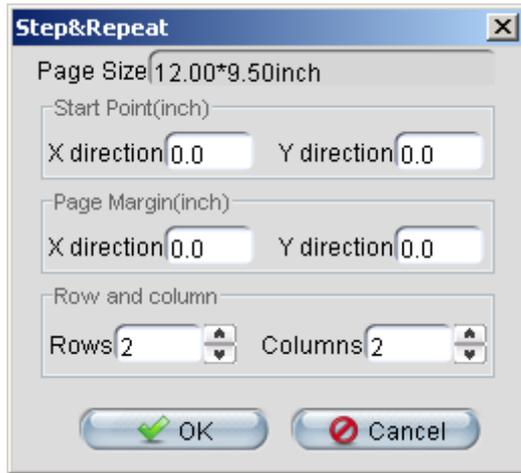


Figure12-6.

This dialog box allows you to specify the start point of the group of pages, the margin between pages, and the page number of the row and column of the page group. After specifying values in the appropriate text boxes, click **OK**. A group of copies of the same page appears on the surface.

The copies are combined into the surface as a group and are locked, meaning that you cannot move a single page or the whole group freely before ungrouping and unlocking (described below) the group.

## Editing a surface

In manual ganging mode, you can move a page or grouped pages on a surface by holding down the left mouse button when the cursor is over

the page or the group of pages, and moving the mouse. You can also absolutely position one or more pages on a surface by specifying values for the **Anchor** options (described below).

You can perform some necessary operations on the pages by right clicking the selected page(s) and selecting the corresponding options from the menu. The options in the menu are described below.

**Note:** *If the page is processed by a template, which does not allow ganging, that is **No Ganging** is selected for ganging type, or by a template that has **Alignment** setting, you cannot do manual ganging with the page. When you right click such a page, all the menu options, with the exception of **About Job** and **Page Preview**, are unavailable.*

**About Job** This option opens the **Print Job Info** dialog box. You can also do this by double clicking on the page. This option is unavailable if multiple pages are selected.

**Page Preview** Select this option to open the preview window, which allows you to review the selected pages before they are output.

**90, 180, 270** The options allow you to select 90, 180 and 270 degree rotations. If more than one page are selected, these options are not available.

**Group/Ungroup** The options allow you to group and ungroup pages—that is, combine pages temporarily, and they can be moved and altered as a unit, as well as separate such groups.

To group a number of pages, first the pages need to be selected. This can be accomplished by clicking on each page to be included in the group while holding the Ctrl key down. Once the pages have been selected, right click and select **Group**.

To ungroup the pages in a group, simply select the group, right click and select **Ungroup**.

**Lock/Unlock** It is possible to lock a page: when this is done, a page cannot be moved or rotated. When a collection of images to be grouped contain a mix of locked and unlocked pages, all will be locked after the pages are successfully grouped.

To lock a page, select the page, right click it, then select **Lock**. To unlock a locked page, select the page, right click it, then select **Unlock**.

- Delete Selected Job** This option removes the selected page(s) from the current surface. The locked page(s) cannot be removed by this option. You can also remove a page by dragging the page on the surface to the page list.
- Delete All** This option removes all the pages from the current surface.
- Anchor** Select this option to open the **Anchor** palette, which allows you to view or specify the position of a page on the surface.
- Alignment** Select this option to open the **Alignment** palette, which can line up selected objects precisely along a horizontal or vertical axis.

### Using Anchor Palette

The **Anchor** palette appears when you select **Anchor** from the menu.

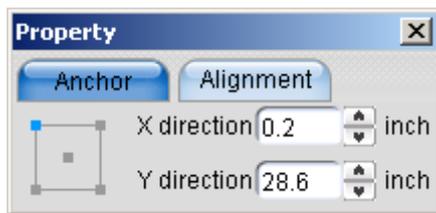


Figure12-7.

Use the **Anchor** palette to view or specify the values for position of pages on surface. When you select a page, its position information appears in the **Anchor** palette. If you selected multiple pages, the information represents all selected objects as a unit.

The position is defined in relation to a fixed point on the page, called the point of origin, which you can change. To specify a point of origin at a corner or the center of the selected page, click any of the five points on the proxy  in the **Anchor** palette.

The **X direction** and **Y direction** (horizontal and vertical position) options in the palette represent a page's point of origin. The position values are relative to the ruler origin.

**Note:** *you cannot specify values for the pages to which you have applied the **Lock** command.*

### Using Alignment Palette

To display the **Alignment** palette, select a page on the surface, right click and select the **Alignment** command.

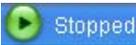


Figure12-8.

To align pages, first select at least two pages to align and click the button for the type of alignment you want in the **Alignment** palette. For example, if you click the vertical align left button, all selected pages align to the left edge of the selected page furthest to the left.

**Note:** *the **Alignment** palette does not affect pages to which you have applied the **Lock** command.*

## 12.5 Final Output

Once the ganging is completed and preview is approved, you can output the separations to your plate or film device by activating the output queue. To do this, click the  icon on the top of the Printed job queue. Once the queue is activated, the interpreted pages are automatically sent to the output device.

EagleRIP runs in parallel mode, in which it sends interpreted pages to the output device while interpreting other pages at the same time.

The pages sent to the output device are displayed in the Printed job queue. Right clicking a selected page in this queue displays a menu. From the menu, you can choose the **Redo Job** option to re-output the

page without re-interpretation, or **ReRip** option to re-interpret the page.



# Appendix A

## Converting Templates from v3.0 to v4.x

A utility for converting EagleRIP version 3.0 templates to version 4.x templates is provided with the EagleRIP. You can find the v3.0 template conversion tool in the `Bin` directory in the folder in which the EagleRIP is installed.

To launch the tool, go to the `Bin` folder, and double click `Trans30TPLtool.exe`. The dialog box as shown in Figure A.1 appears.

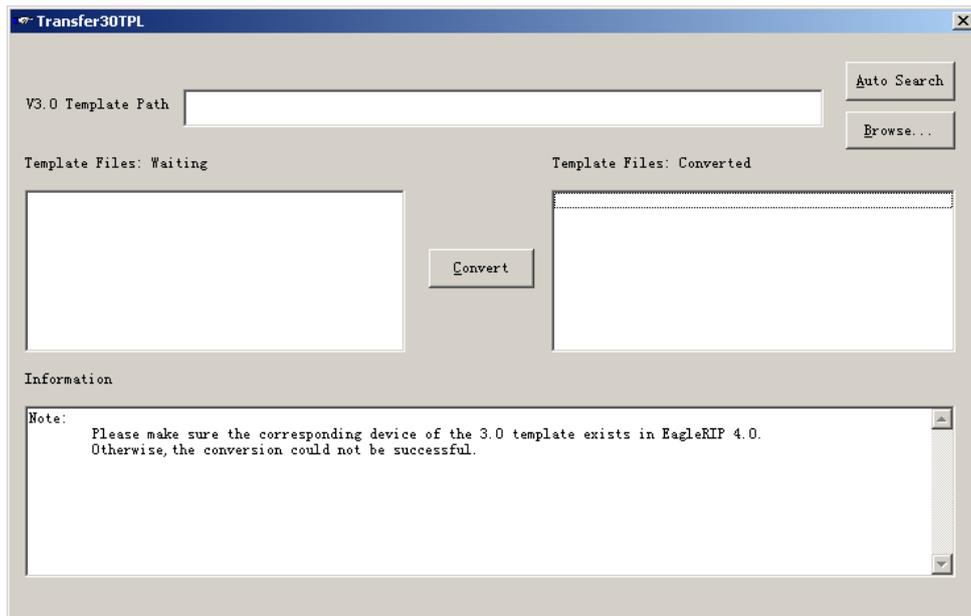


Figure A.1.

**Note:** Before converting templates from version 3.0 to 4.x, make sure that the corresponding device of a 3.0 template to be converted has been installed in the EagleRIP 4.x.

If you have EagleRIP 3.0 installed on your computer where the EagleRIP 4.x is located, click the **Auto Search** button to automatically locate the \ParamTPL directory where the EagleRIP 3.0 templates are stored. You can also click the **Browse** button to manually locate the \ParamTPL folder. The template files contained in the \ParamTPL folder will be displayed in the middle left section of the dialog box.

To convert the located 3.0 templates to 4.x templates, click the **Convert** button. The converted template files appear in the middle right section of the dialog box. And the **Information** section at the bottom of the dialog box displays the information about the source and target templates.

# Appendix B

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## Exporting and Importing Page Bitmap

Exporting page bitmap allows you to transfer the RIP-interpreted page bitmaps from EagleRIP 4.x to other locations.

Importing page bitmap is the opposite operation to exporting page bitmap. It imports the page bitmaps from some locations to EagleRIP.

These two functions are controlled respectively by the **Page Bitmap Export** and **Page Bitmap Import** items in the **Action** menu in **Queues** mode.

### B.1 Exporting Page Bitmap

To export page bitmaps, select **Page Bitmap Export** from the **Action** menu in **Queue** mode, and the **Page Bitmap Export** dialog box appears.

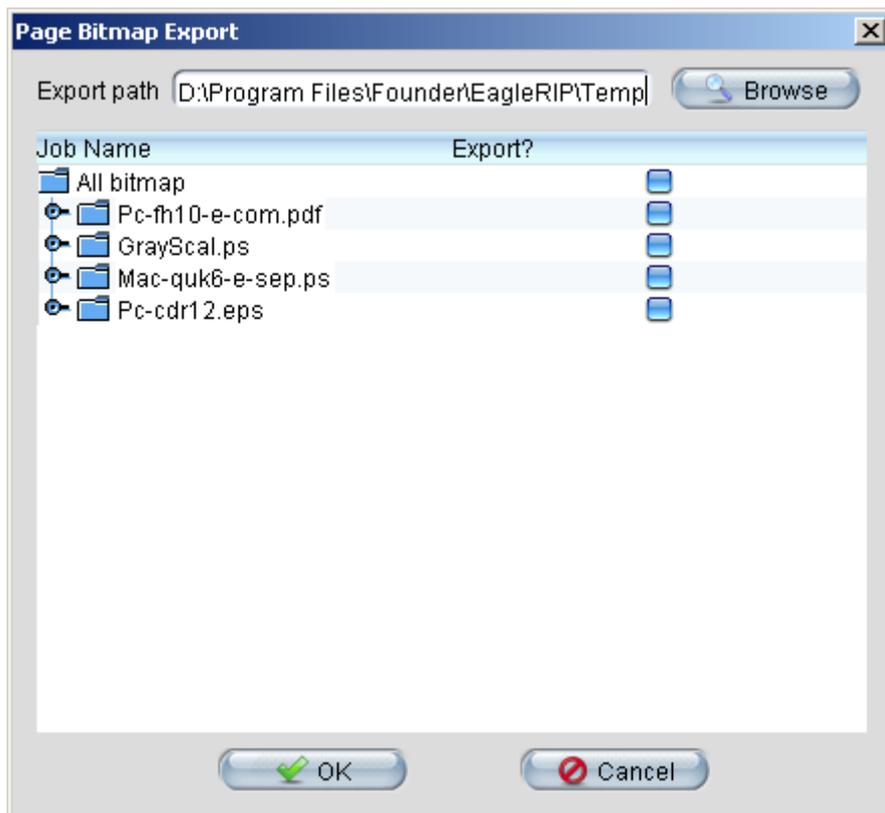


Figure B.1.

The **Export path** text box displays the directory where the page bitmap will be exported. You can click the **Browse** button to specify another directory.

The **Job Name** column contains a tree of all bitmap available in the EagleRIP. Initially, all of the jobs in the tree are collapsed but can be expanded individually to show the pages that comprise each job, and the separations that comprise each page.

Select the check box alongside an entry, which is to be exported, and click **OK**. The selected page bitmap is exported to the specified directory.

## B.2 Importing Page Bitmap

To import page bitmaps, select **Page Bitmap Import** from the **Action** menu in **Queue** mode, and the **Page Bitmap Import** dialog box appears.

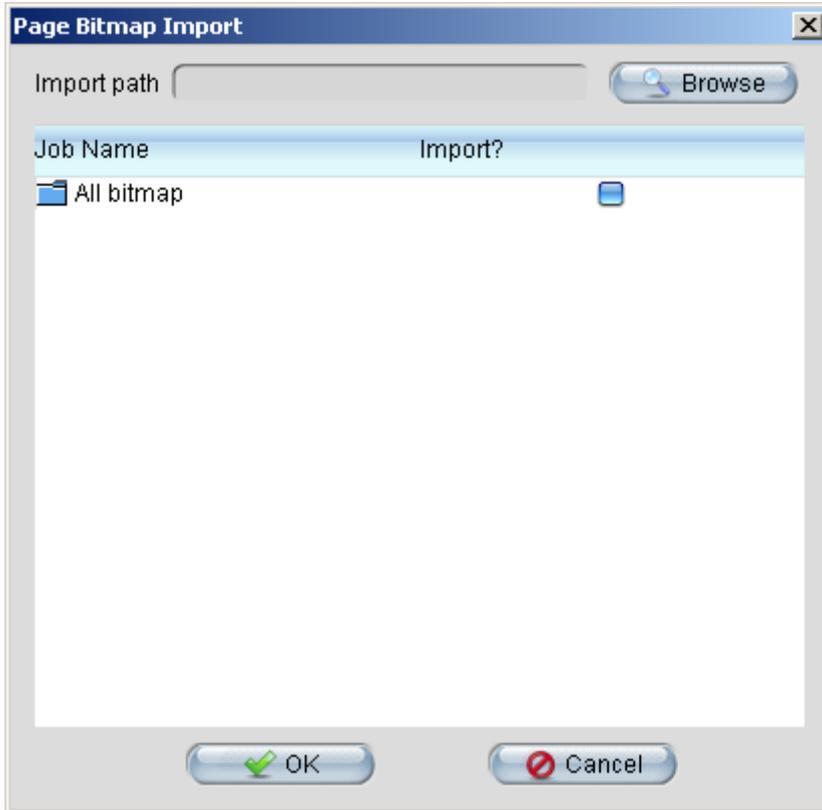


Figure B.2.

First, specify the path where the page bitmap is located by the **Browse** button. After specifying the path, all the page bitmaps in the path are displayed in the **Page Bitmap Import** dialog box.

Select the page bitmap to be imported to the EagleRIP, and click **OK**. The selected page bitmap is imported to the EagleRIP, and displayed in the **Waiting to Print** queue in the EagleRIP interface.



# Appendix C

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## Error Job Package

Error Job Package is a utility provided with the EagleRIP to deal with the error jobs. The utility allows you to pack the related information about a job, such as the file name and working environment, into a file. You can then send the error package to the EagleRIP support center, which will try to solve your problem with the error package.

If error occurs when the RIP is processing or printing a job, the error job stays in the queue. To use the error job package utility, do the following:

1. Select the error job, right click it and select **Error Job Package** from the pop up menu. The **Pack Wizard** dialog box appears.

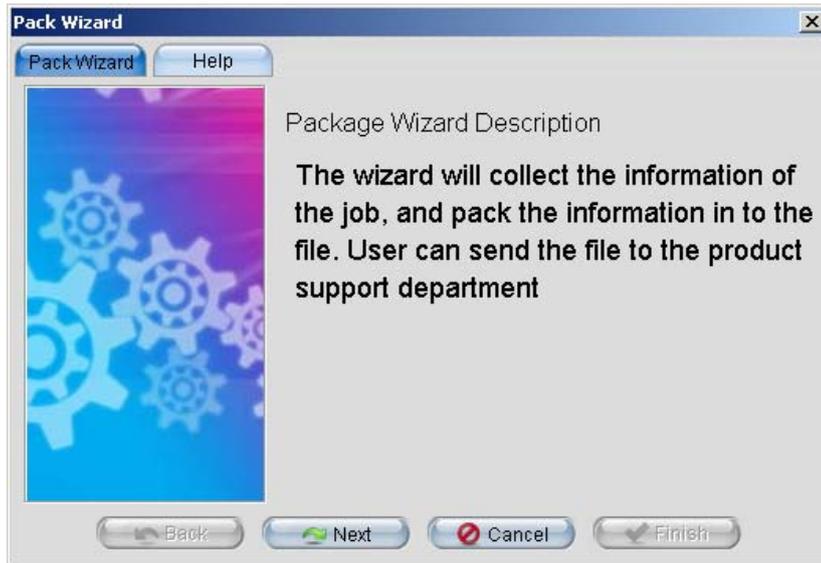


Figure C.1.

2. Click **Next** to continue.

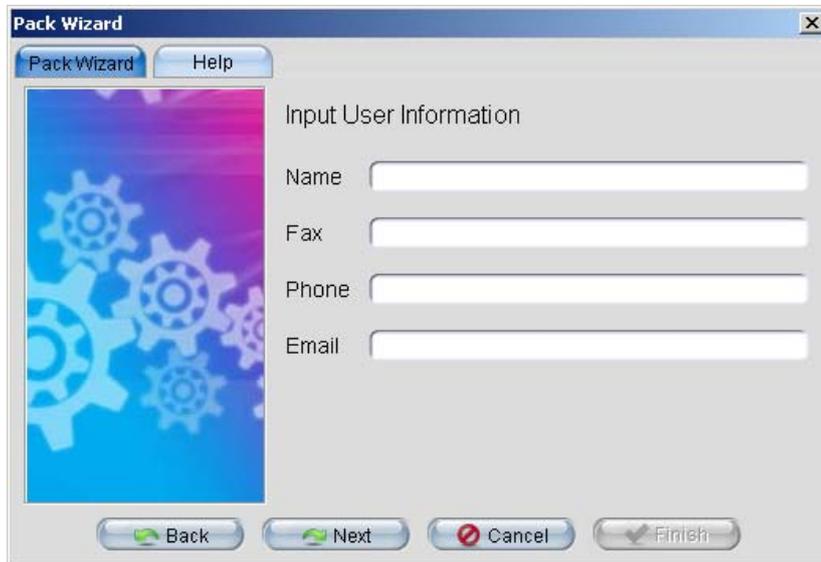


Figure C.2.

3. Input the user information. Click **Next**.



Figure C.3.

4. The dialog box displays the information about the operating system on which your EagleRIP is running. Click **Next** to continue.



Figure C.4.

5. The information of the EagleRIP is displayed. Click **Next** to continue.

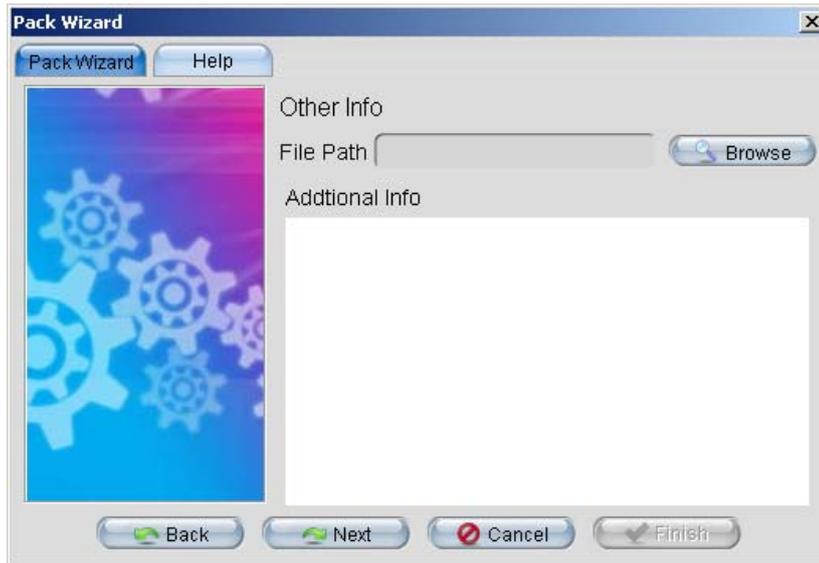


Figure C.5.

6. Specify the path where the error package will be stored by the **Browse** button. In the **Additional Info** text box, you can also input some information you would like the support center to know. Click **Next** to continue.

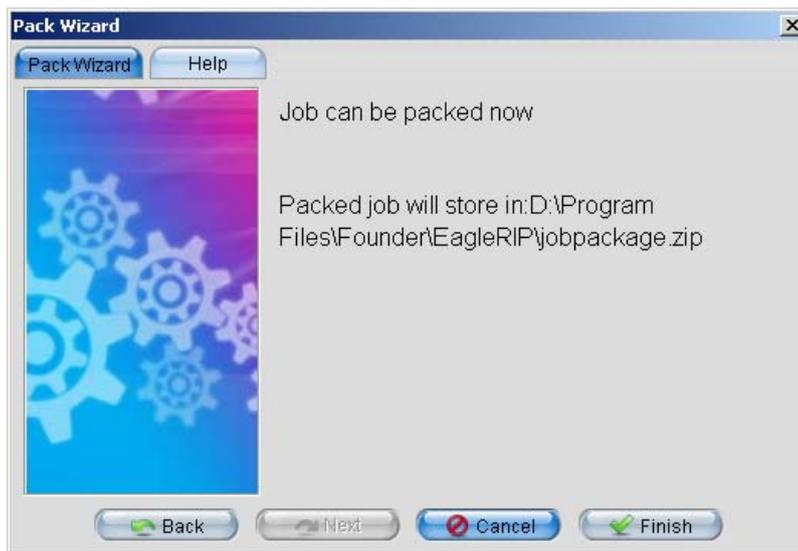


Figure C.6.

7. The dialog box shows the path and name of the error package. Click **Finish** to complete the job packaging.
8. A dialog box appears, showing that the job package action is finished. Click **OK**.



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# Glossary

This glossary gives a brief description of many of the important terms and concepts surrounding the Founder EagleRIP.

## **Anti-Aliasing**

A technique in which intermediate colors or grayscale tones are used to visually smooth boundaries between different colors. Anti-Aliasing is most useful at low or medium resolutions and with boundaries between very different colors. The Founder EagleRIP TIFF output device can perform anti-aliasing, with a control offering choices between more smoothing and faster preparation.

## **Black Generation**

The process of adding black to CMYK images in variable amounts according to printing effects required.

## **CIP3**

CIP3 was a group called International Cooperation for Integration of Pre-press, Press, and Post-press (CIP3). The CIP3 group developed the Print Production Format (PPF) for files to contain information about print jobs including administrative data, information about inks and register marks, comments, and preview images. CIP3 has become CIP4, and maintains a web site at <http://www.cip4.org/>.

CIP4 is a similar group called International Cooperation for Integration of Processes in Prepress, Press, and Postpress, formed to continue the work of CIP3 and to develop a new file format called Job Description Format (JDF).

**CMYK**

A color representation scheme (or color space) where cyan, magenta, yellow and black are combined to create full-color images.

**Color Separation**

A monochrome image that describes a component of a color image that has been described using a particular color space. In printing, images are commonly depicted in the CMYK space, leading to four separated pages for each full-color page.

**Crop Mark**

Marks, printed near the edges of an image, which indicate where the paper should be trimmed.

**Device Driver**

A piece of software, that helps the RIP communicate with a particular printer, imagesetter, or other output device. You can link the RIP with any output device, given the correct device driver.

**DPI**

Dots per inch. A measure of the resolution of an output device.

**Encapsulated PostScript (EPS)**

EPS is a subset of the PostScript language which allows images to be described in a format which can be imported into other documents. EPS images are independent of the format of the document, and so may be imported into documents using a wide variety of applications, from within the application itself, or can even be imported into other PostScript-language page descriptions.

**Exposure**

Some imagesetters (for example, Pelbox) have an exposure setting which can alter the strength of the laser which produces the image. In these cases, the exposure may be set using the **Device Setup** dialog box.

### **Font**

A set of type characters for use in a textual printing job. The EagleRIP is supplied with the industry standard 35 fonts. Users can install third-party fonts as required.

### **Halftone**

A complex image which has been broken up into a series of very small dots so as to reproduce it. A newspaper photograph is a good example of a halftone image.

### **Media**

The various materials, such as paper or film, that are used in producing hard copy of a document.

### **Mirror**

An option in the **Device Setup** dialog box which allows you to produce a mirror-image copy of your job. See Chapter 8, "Device Setup".

### **Moiré Pattern**

A printing effect that occurs when a color separation is printed with incorrect screen angles. It is undesirable and can be minimized by the use of correct screen angles.

### **Output Device**

A computer peripheral capable of producing printed copy of a document, such as an imagesetter or laser printer.

### **PDF**

Portable Document Format. A PDF file describes pages, using graphic capabilities similar to those in the PostScript language. Compared to PostScript-language files, PDF files are typically

smaller and more portable to different printers while producing more predictable output.

**PPD**

PostScript Printer Description. Each PPD is a file that defines the characteristics of a printer. When installed correctly, a PPD customizes an operating system printer driver or a creation or page layout application to optimize PostScript-language jobs for the printer described by the PPD. Many imagesetter and printer manufacturers provide PPDs for the printers that they produce.

**Preview**

To view an interpreted job on the screen before producing a hard copy of it.

**Profile**

In printing and color science, a profile is a description of the color performance of an input or output device such as a scanner, printer or display monitor. With suitable software, it is possible to transfer color definitions between different devices, and to have the same colors appear on each.

**Resolution**

The degree of detail with which an image is reproduced, usually measured in dots per inch (dpi). The higher the resolution, the greater the detail in which the image will be reproduced. The resolution of a computer screen is usually around 72 dpi, whereas an image detailed enough to print in a magazine may be closer to 2500 dpi.

**RGB**

A color representation scheme (or color space) where separations in red, green, and blue are overlaid to create full-color images. The RGB scheme is usually used by computer monitors and televisions, and by some printers.

**RIP**

Raster Image Processor. A standard term used to name programs or devices which take an image of some description—

text, line (vector) drawings, or photographic images—and convert it into a bitmap for display on a computer screen or output on an imagesetter. The final bitmap is the raster referred to in the name.

### **Screen Angles**

The angles at which the halftone screens are placed in relation to one another.

### **Screen Frequency**

The density of dots on the halftone screen, commonly measured in lines per inch (lpi).

### **Template**

In the EagleRIP, a template is a named collection of settings used to process a PostScript-language job. All templates are visible in the Template Manager, which allows you to create new templates and to edit existing templates. Using the Input Manager, you can create multiple ways of sending a job to the RIP, each with an associated template, so that any user can choose an input that applies the desired settings for each job.