



# Application Notes

## Printing with ErgoSoft RIPs



# **Printing with ErgoSoft RIPs**

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The **ErgoSoft RIP** is available in different editions. Therefore the description of available features in this document does not necessarily reflect the license details of your edition of the **ErgoSoft RIP**. For information on the features included in your edition of the **ErgoSoft RIPs** refer to the ErgoSoft homepage or contact your dealer.

Rev. 1.1

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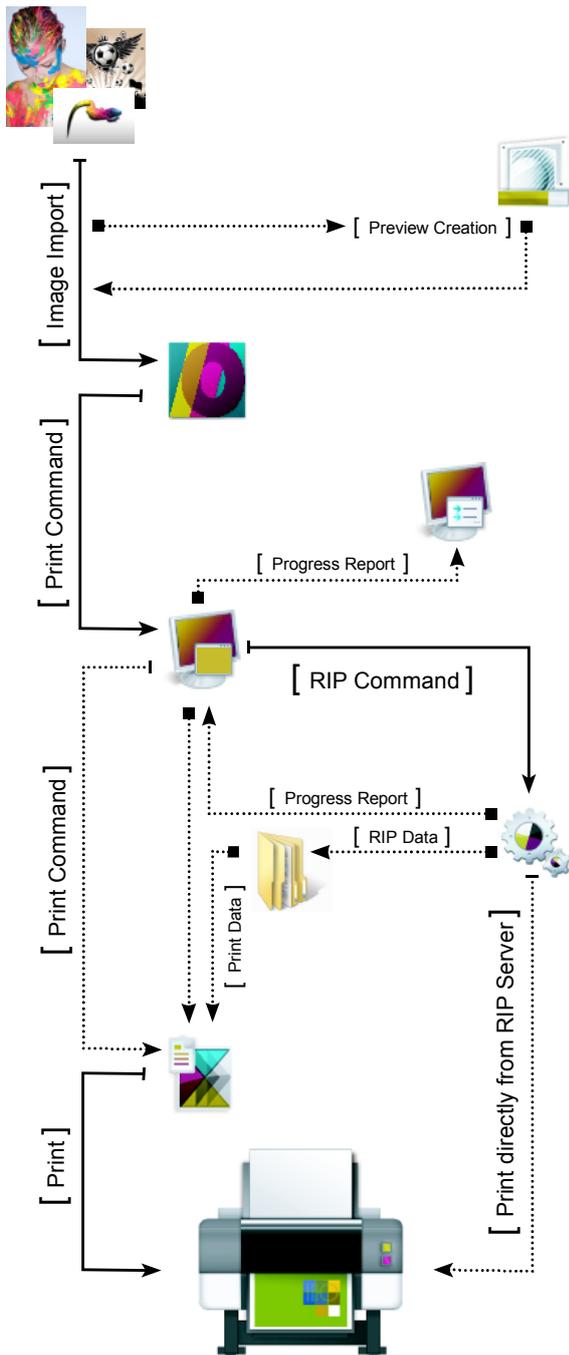
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## Introduction

This documentation explains the process that is started when you launch a print command. Depending on the options selected in the **Print** dialog, the job will follow different paths some of them needing user intervention.

At the end, we will explain how you can use the available features for easy reproduction of already produced jobs and how you can solve some common problems.

# Basics of Printing



**Preview Server**  
Creates previews of images during the import process.

**JobComposer**  
Main module. Layouting and job make-ready interface.

**JobCenter**  
Display interface for JobQueueServer

**JQ-Server**  
Background task. Manages all communication between the different modules.

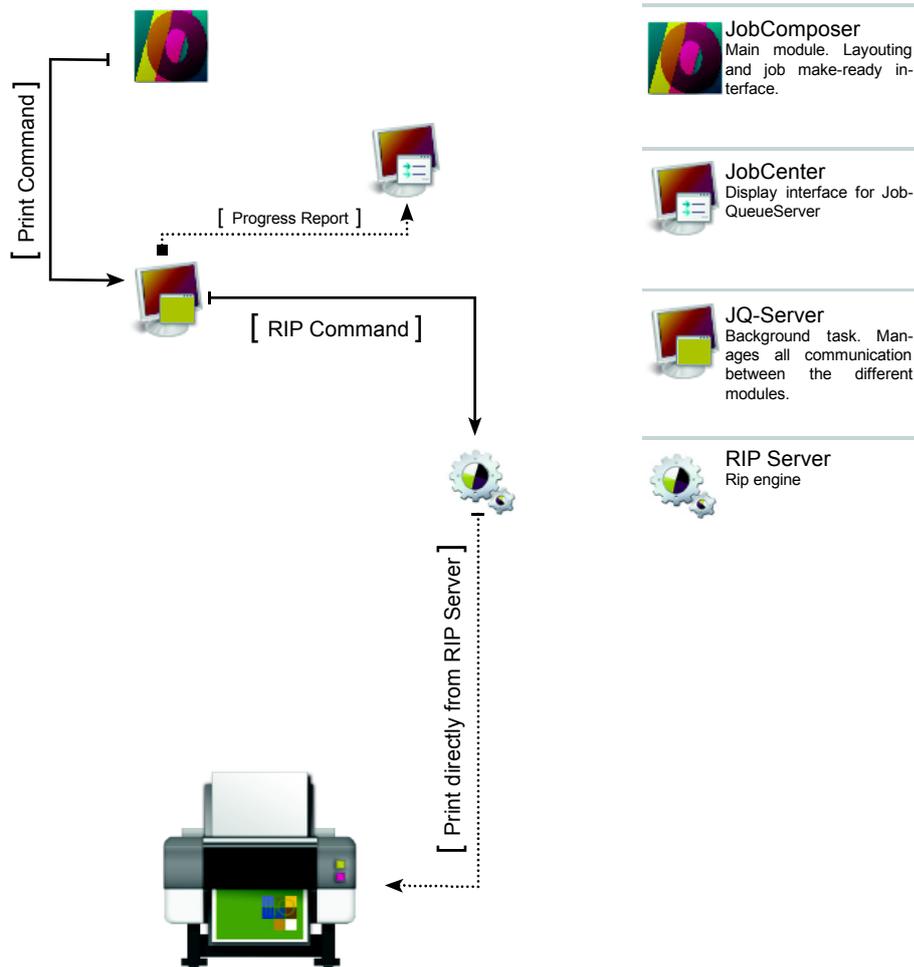
**RIP Server**  
Rip engine

**Print/Cut Client**  
Hosts spool data and print queue for a specific printer. Sends all data to the printer.

**Spool Folder**  
Common Windows folder containing ripped data for the Print Client.

Basically, the data flow when having launched the **Print** command is the same for all possibilities: The **JobComposer** (main program you are working with to create your jobs) forwards the print command including all necessary data and information to the **JobQueueServer** which shows its processes in the **JobCenter** parts of which are displayed in the **JobComposer** windows *Waiting*, *Done*, *Preview*, *Details*, and *Journal*. The **JobQueueServer** controls data ripping in the **RIP Server** and forwards the ripped data either directly to the printer or into a **Print Client** that controls the printer.

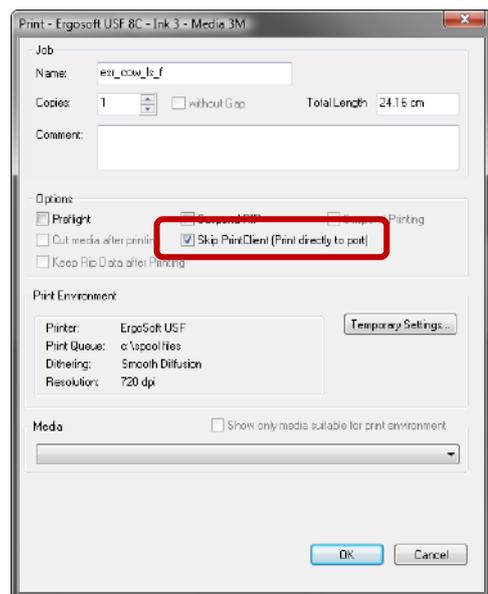
## Printing Directly to the Port



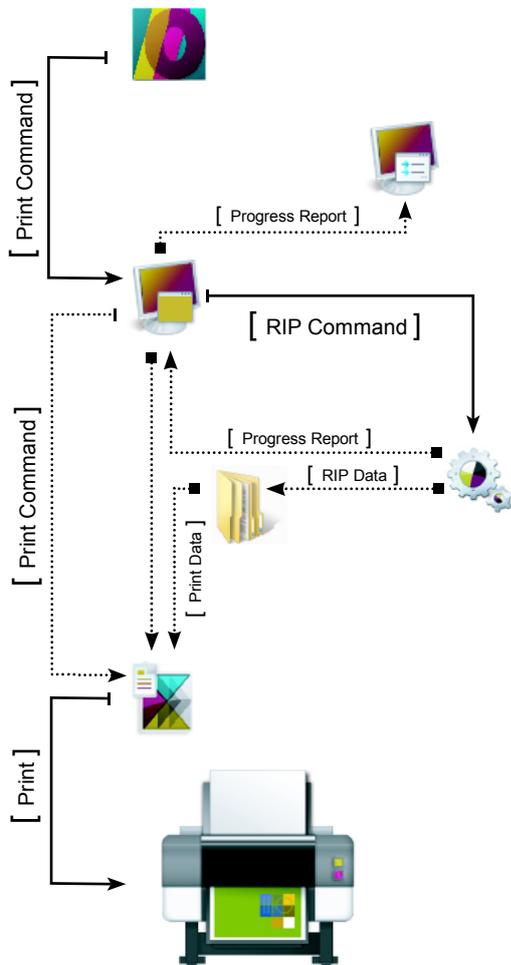
To print directly to the port, the option **Skip Print Client (Print directly to port)** must be checked in the **Print** dialog.

When having launched the print command, the **Job-QueueServer** sends the job data to the **RIP Server** for ripping. The **RIP Server** returns the ripped data to the **JobQueueServer** that send the ripped data to the printer.

Since the ripped data is sent directly to the printer, ripping can be just as fast as the printer is able to capture the data. To avoid problems with mixing two printouts we strongly recommend using just one **RIP Server** to rip jobs for the same printer.



## Printing Using a Print Client



**JobComposer**  
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Background task. Manages all communication between the different modules.

**RIP Server**  
Rip engine

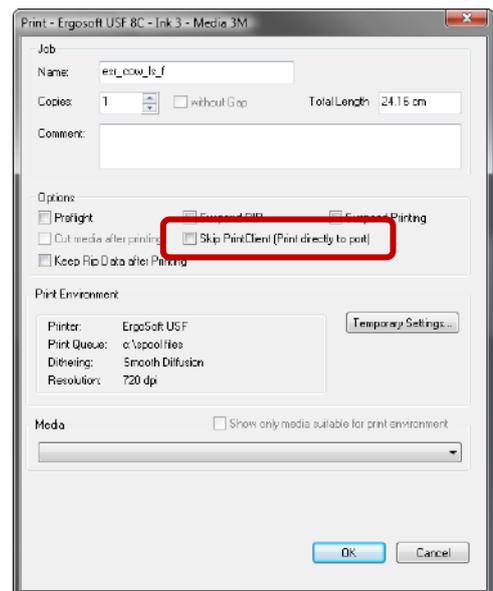
**Print/Cut Client**  
Hosts spool data and print queue for a specific printer. Sends data to the printer.

**Spool Folder**  
Common Windows folder containing ripped data for the Print Client.

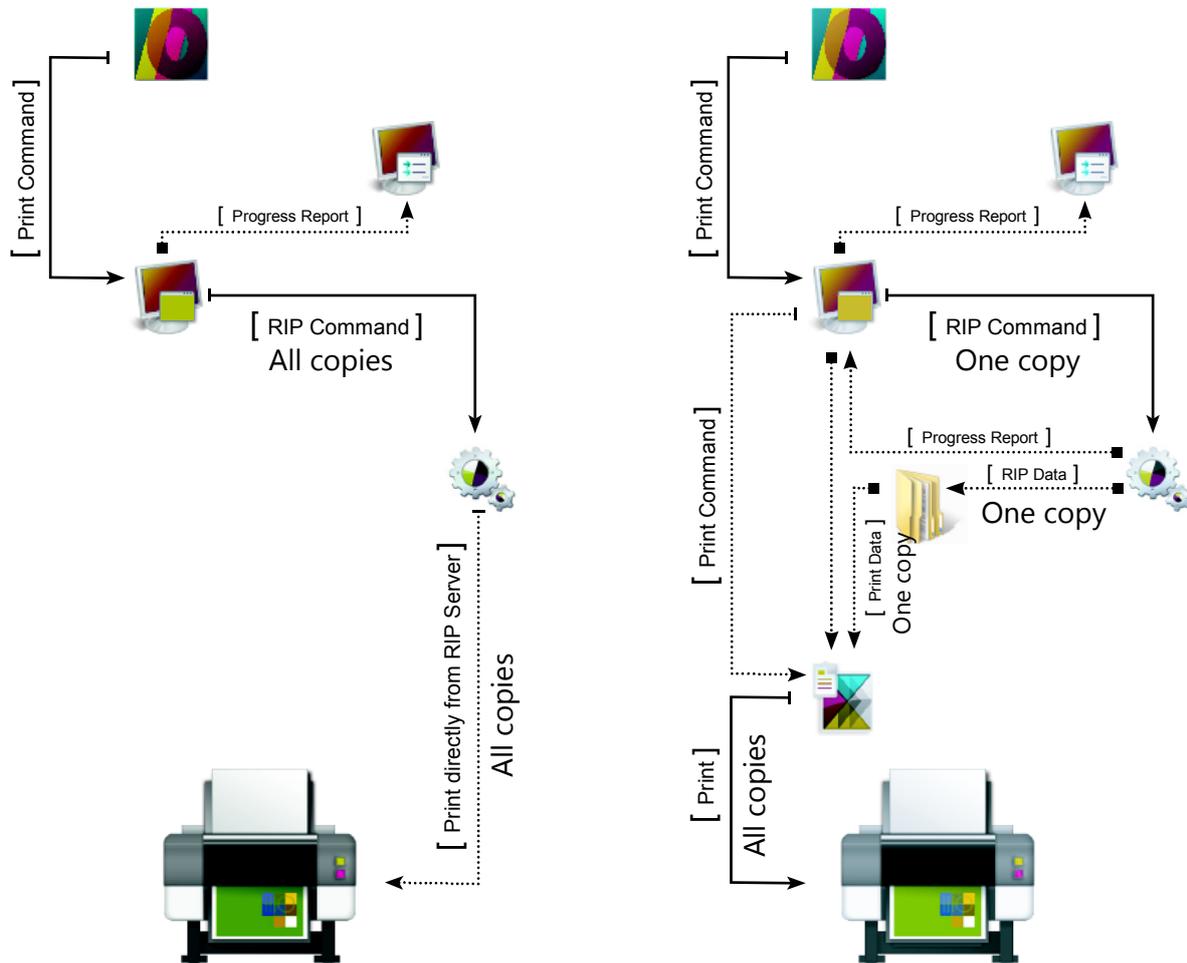
To print using a **Print Client**, the option **Skip Print Client (Print directly to port)** must not be checked in the **Print** dialog. Please note that **Print Client** usage requires also a spool folder being specified in the print environment.

When having launched the print command, the **JobQueueServer** sends the job data to the **RIP Server** for ripping. The **RIP Server** returns the ripped data to the **JobQueueServer** that send the ripped data to the **Print Client** that sends the ripped data to the printer.

Since the ripped data is captured in the **Print Client**, ripping can be faster than the printer is able to capture the data. The **Print Client** also controls which job is sent to the printer; thus you can rip several jobs simultaneously in several **RIP Servers**.



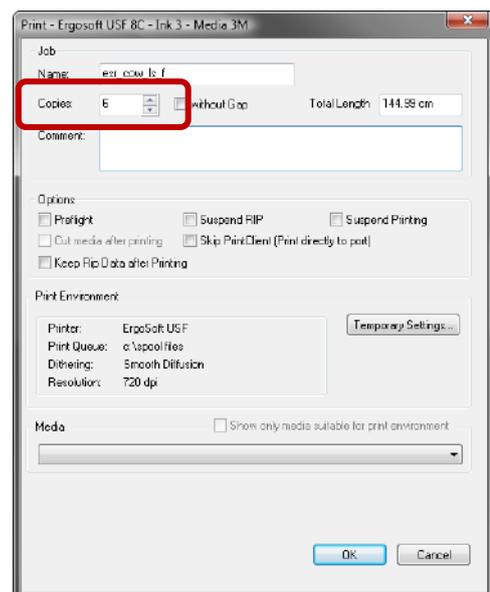
## Printing Copies



To print several copies of the same job, the number of **Copies** must be entered. The **Total Length** of the print job is calculated automatically.

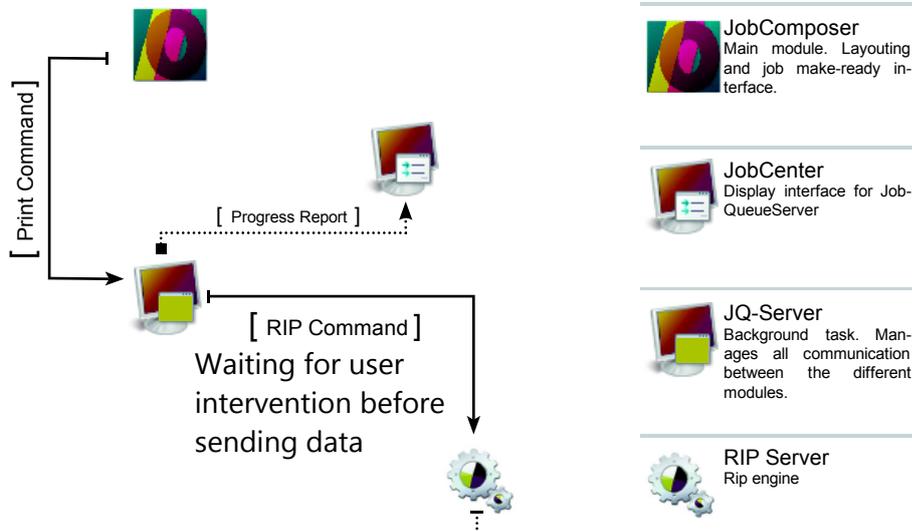
When **printing directly to the port**, the **RIP Server** has to rip the job for each copy needing a lot of time. When **using the Print Client**, the **RIP Server** has to rip just one copy of the job because the **Print Client** will send the same data as often to the printer as copies are requested.

As long as the printing process is not finished, you may change the number of copies by selecting the job in the appropriate job (e.g. *Waiting* window in **JobComposer**) and select **Properties** from the *Job* context menu. The job **Properties** dialog allows changing the number of copies to be processed.

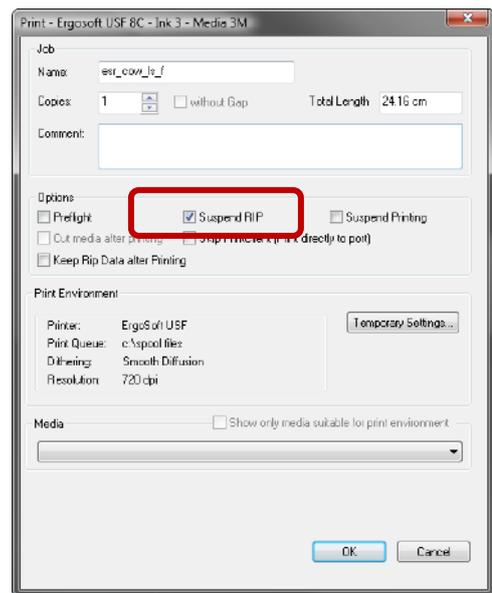


# Other Print Options

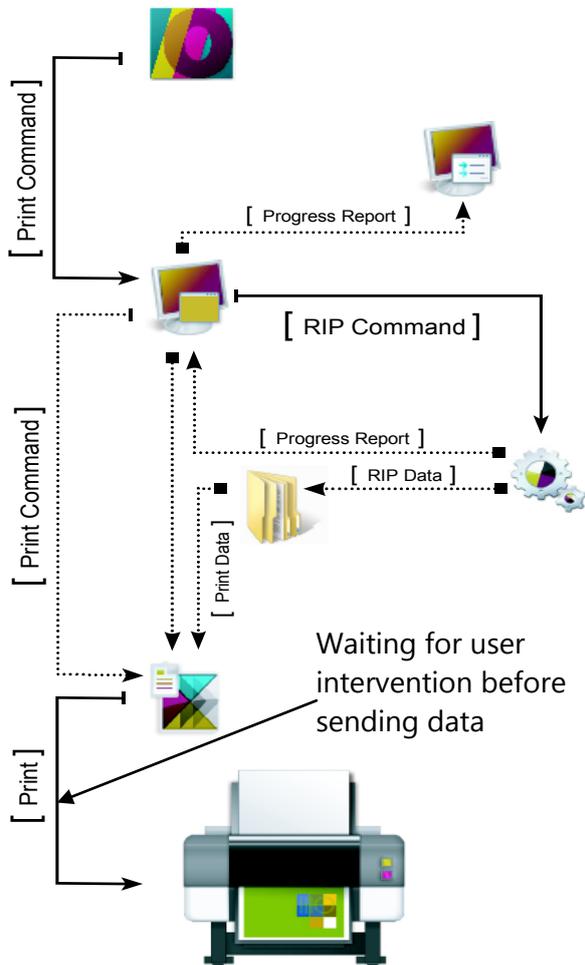
## Suspend RIP



When **Suspend RIP** is checked in the **Print** dialog, the **JobComposer** just sends the job data to the **Job-QueueServer** where it is put into the **Suspended Queue** waiting for user intervention. To start ripping for this job, it must be manually *un-suspended* in the **Waiting** window of the **JobComposer** or in the **Suspended Queue** in the **JobCenter**.



## Suspend Printing



**JobComposer**  
Main module. Layouting and job make-ready interface.

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Display interface for Job-QueueServer

**JQ-Server**  
Background task. Manages all communication between the different modules.

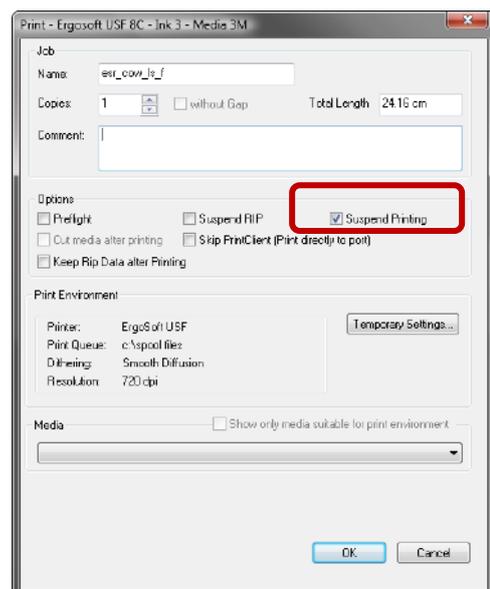
**RIP Server**  
Rip engine

**Print/Cut Client**  
Hosts spool data and print queue for a specific printer. Sends data to the printer.

**Spool Folder**  
Common Windows folder containing ripped data for the Print Client.

When **Suspend Printing** is checked in the **Print** dialog, the print job is going through the normal process to the **Print Client** where the job has to wait for user intervention. To start printing this job, it must be manually *un-suspended* in the *Waiting* window of the **JobComposer** or in the *Waiting for Print* queue in the **JobCenter** or in the *Waiting for Print* queue in the **Print Client**.

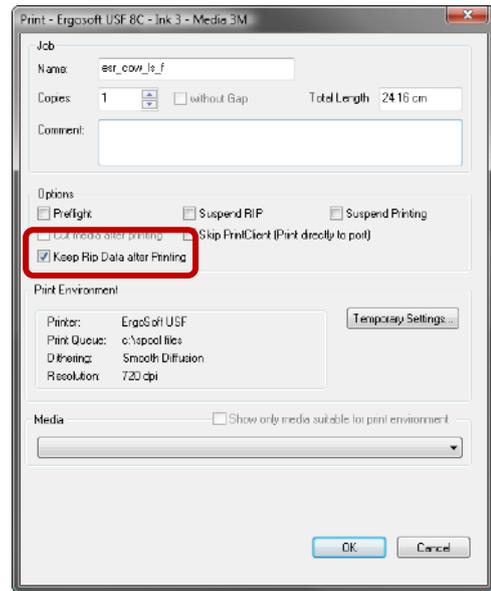
Please note that **Suspend Printing** is only available when using the **Print Client**.



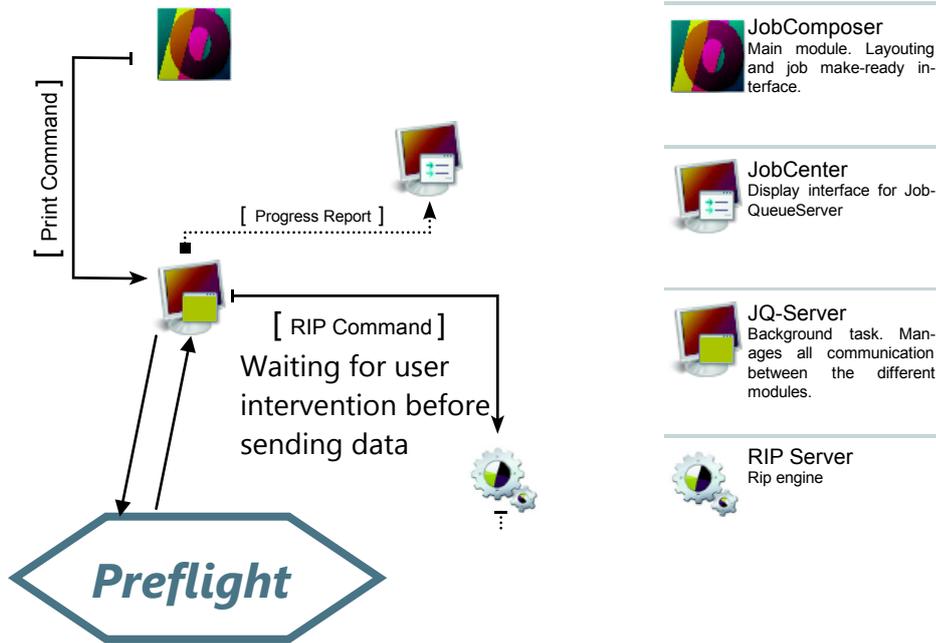
## Keep Rip Data after Printing

When **Keep RIP data after Printing** is checked in the **Print** dialog, the ripped data are not removed from the spool folder when printing is finished but kept until they are removed manually. Keeping the RIP data helps reprinting the same job later by saving ripping time and ensuring that the same data is sent to the printer as last time.

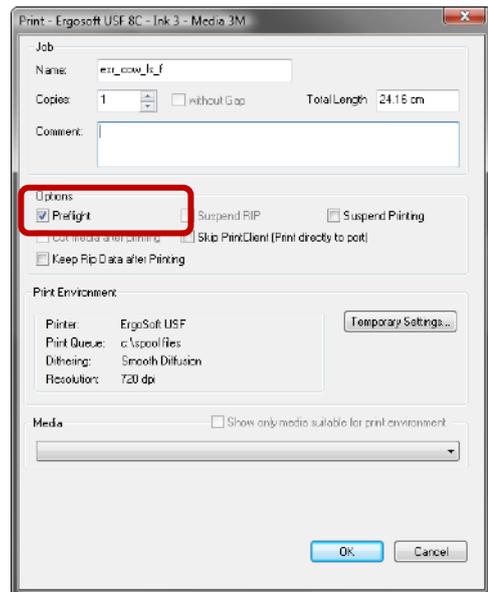
Please note that the ripped data might need a lot of disk space.



# Preflight



When **Preflight** is checked in the **Print** dialog, the **JobComposer** sends the job data to the **JobQueue-Server** where the **Preflight** is done according to the settings in the *Job Processing Policies*. Then, it is put into the *Suspended Queue* waiting for user intervention. To start ripping for this job, it must be manually *un-suspended* in the *Waiting* window of the **JobComposer** or in the *Suspended Queue* in the **JobCenter**.



# Reprinting Jobs

## Preparing for Later Reprinting

Sometimes, jobs have to be reprinted e.g. because the customer orders another printout some time later. When you know or expect that you might have to reprint a job some time later, you can prepare your production for easy reprinting:

- 1) Check **Keep RIP data after Printing** in the **Print** dialog.
- 2) In the **JobCenter**, archive the printed and accepted job including print environment, images and ripped data as soon as possible. Save the archived job from the archive folder to your preferred user data storage.

## Reprinting on the same Printer

As long as the job still is available in the *Done* queue of the **JobCenter** or **Print Client**, you just have to select the job and launch the **Reprint** command from the *Job* context menu.

When the needed job is saved somewhere on a data storage medium:

- Copy the job (\*.pja file) to a location in which it is accessible by the system.
- In the **JobCenter** launch menu *File > Restore* and select the job to be reprinted.
- When clicking the **Open** button in the **Restore jobs from archive** dialog, the job is imported into the *Done* queue with status "Restored".
- Reprint the restored job by launching the **Reprint** command from the *Job* context menu.

When the archived jobs included the ripped data also, the job is immediately sent to the printer; the colors of the printout will be the same as before – except for changes because of ink changes, media changes, head usage, etc.

## Reprinting on another Printer

When you have to reprint a job on another printer, you cannot use the information in the archived job except the information about the job layout. Ripping including color management must be re-done according to the new printer.

To reprint the archived job:

- Copy the job (\*.pja file) to a location in which it is accessible by the system.
- In the **JobComposer** launch menu *File -> Import Job from Archive* and select the job to be imported.
- Enter a name that is used to save the extracted job.
- If you need to see the settings of the used print environment you can import it also.
- Now, the job can be printed like any other job in the **JobComposer** by selecting the correct print environment and launching the print command.

## Solution to Common Problems

### Changing Copies during Printing

As long as the printing process is not finished, you may change the number of copies by selecting the job in the appropriate job (e.g. *Waiting* window in **JobComposer**) and select **Properties** from the *Job* context menu. The job **Properties** dialog allows changing the number of copies to be processed.

### Print Client does not start Printing

There are several reasons why a job might not be printed though its status in the *Waiting* queue is "Waiting" or "Waiting for Print":

- The **Print Client** is set to "offline" or "start manually".
- The printer is not ready.
- The media check in the **Print Client** is activated and the media settings in the job are different from the media settings in the **Print Client**.

### RIP Server Crash

When the **RIP Server** crashed because of problems with a PostScript file you should proceed as follows:

- 1) Select the responsible job in the *Waiting* queue (it shows that it is ripping but nothing happens) and set it to "Suspend" in the *Job* context menu. Do not care that the "Suspend" status is not applied.
- 2) Save the job in the **JobComposer**.
- 3) Close all running RIP modules.
- 4) Restart the computer or launch the **Maintenance Tool** from the **ErgoSoft RIPs** program group and select **Shutdown ErgoSoft RIP**.
- 5) Start the **JobComposer** and verify that the responsible job really is set to "Suspend". If it is not set to "Suspend" when launching the next print job, this job will first be ripped causing the **RIP Server** again to crash. Delete the job.
- 6) Load the job saved in step 2 and check the PostScript parameters. Convert the image to another PostScript level or another file format if necessary.