



Universal ScatterProof V1.5 Tutorial

Version 2.0

November 2002



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Chapter 1

Universal ScatterProof Overview

Kodak Polychrome Graphics Universal ScatterProof software makes it easy to assemble multiple digital files for output on a Kodak Approval RIP-A or Kodak Approval RIP HQ-1 System.

SOFTWARE USER INTERFACE

The Universal ScatterProof interface has three primary windows:

- The Universal ScatterProof main window displays the active sheet(s).
- The Library window lists processed files.
- The Status window lists Assembly Folders (queues) and their status.

WORKFLOW

The basic workflow through ScatterProof is:

1. Input files into ScatterProof
 - Manual or automatic mode
2. Place files onto a sheet
 - Manual or automatic mode
 - Add cut marks, margins, data legend
 - Rotate, step and repeat, align
3. Print the sheet as a Postscript file to an output folder

An automatic workflow for Universal ScatterProof requires the following:

- Input hot folder – The folder in which files are placed for input into ScatterProof.
- Go criteria – User-defined conditions, such as number of elements per sheet, which determine when to automatically print an output file.
- Output device or hot folder – The folder to which output files, ready for proofing on a Kodak Approval system, are written.

A manual workflow for Universal ScatterProof requires the following actions:

- Open a new Sheet
- Select Images (files) to scatter
- Add files from the Library window to the Sheet
- Edit the images on the Sheet, if necessary
- Print the Sheet

FILE TYPES

The input file types are:

- Postscript Level 2 or Level 3, composite or separated, including multi-page files
- PDF version 1.4, including multi-page files (Acrobat 5)
- PDF/X
- EPS
- DCS1 and DCS2
- TIFF, including LZW support
- TIFF/IT-P1

The output file type is:

- Postscript Level 3, composite or separated, determined by the input file type

ADDITIONAL FEATURES

- Color Mapping – Changes, or maps, the input separation name to a different output separation name.
- Automatic determination of output file type (composite or separated)

Chapter 2

Automatic Workflow

OPEN THE APPLICATION

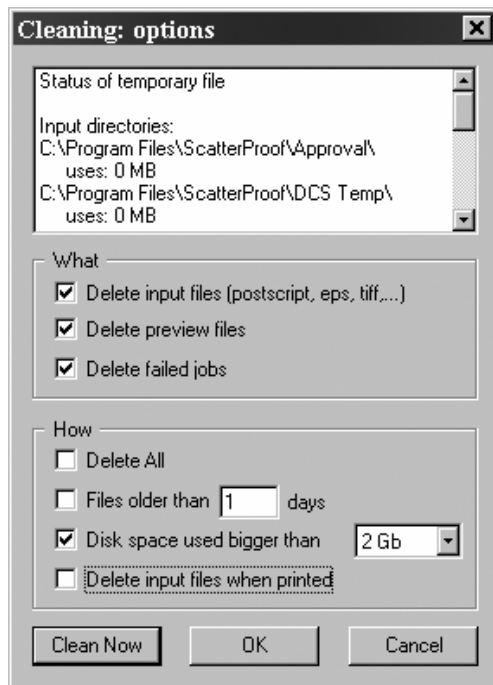
1. Quit all virus software.
2. Start Universal ScatterProof software by double clicking on the application icon.
 - If Universal ScatterProof has never been used, only the Main window opens.
 - If Universal ScatterProof is already running, close any Sheet windows open in the Main window.

SET THE DEFAULT MEASUREMENT UNIT

3. From the Configuration menu select Units -> Inches as the default measurement unit. The current default unit is indicated by a check mark in the menu.

DEFINE THE CLEANING CRITERIA

4. From the Configuration menu select Cleaning. Universal ScatterProof Cleaning options allow you to control how temporary files are managed. Cleaning is important because it ensures that enough disk space is available to process new files. Set the options as shown below:



These cleaning options clean (delete) all temporary files associated with ScatterProof when the total disk space used exceeds 2 Gb.

The cleaning occurs automatically when the ScatterProof program is quit.

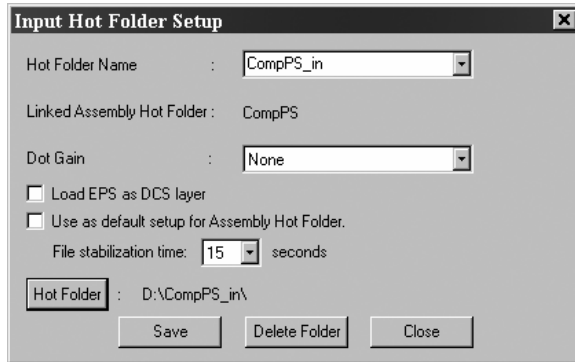
To clean files before quitting, click the Clean Now button.

If you wish to delete files after they print, select the Delete input files when printed box.

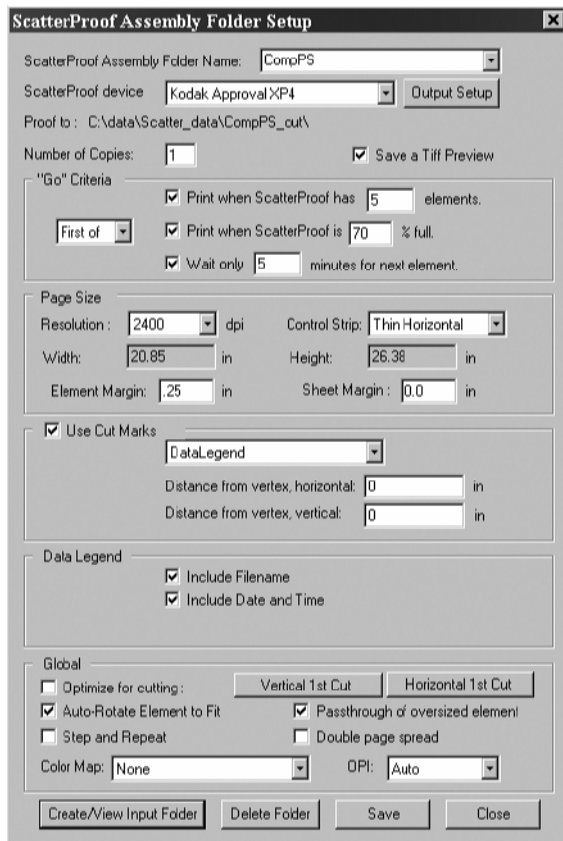
SETUP THE ASSEMBLY FOLDER AND HOT FOLDERS

5. On a local hard disk with at least 8 GB of free space, create two new folders and name them *CompPS_in* and *CompPS_out*.
6. From the File menu, select the command Universal ScatterProof -> Assembly Folder Setup. The Assembly Folder Setup window opens. (An Assembly Folder is like a queue.)
7. Type *CompPS* in the ScatterProof Assembly Folder Name field
8. Click on the drop down box in the ScatterProof Device field and select the Kodak Approval device that you have installed.
9. Click the Output Setup button. Select FILE: in the printer field. Click OK.
10. Navigate to and open the folder *CompPS_out*. The folder name and path appears in the Full Path field. Click OK.
11. Next to Number of Copies, enter 1.
12. Check the box labeled Save a TIFF Preview. This option creates a low-resolution preview of the sheet. It is used here to check output before proofing.
13. Under Go Criteria, check all 3 boxes. Change 1 Element to 5, change 75% to 70%, and 15 minutes to 5 minutes. Leave the drop down box at First Of.
14. In the Page Size area, select the Resolution of your Kodak Approval (2400 or 2540).
15. Select Thin Horizontal for Control Strip. This option does not add a control strip to the output file. It establishes the height and width (page size) of the sheet.
16. Set Element Margin to 0.25 inches.
17. Leave the Sheet Margin at 0.
18. Check Use Cut Marks. Set the Distance from Vertex for both horizontal and vertical to 0 (zero).
19. In the Data Legend area, check the boxes for Include File Name and Include Date and Time.
20. In the Global area, check Auto-Rotate Element to Fit. Do not select Optimize for Cutting or Step and Repeat.
21. Check the Passthrough of oversize element box. This will allow the application to move an oversized input file to the output folder location. When not selected, oversized files must be manually placed in the output folder location.
22. Do not check Double page spread. This option should only be used when processing PS files that have been printed as double page spreads.
23. Leave Color Map set to None.
24. Click on Create/View Input Folder.
25. Type *CompPS_in* in the Hot Folder Name field.
26. Leave Dot Gain set to None.

27. Do not check the box for Load EPS as DCS layer. This box should be checked for Separated workflows only, especially when working with DCS files.
28. Do not check the box for Use as Default Setup for Assembly Hot Folder.
29. Leave File stabilization time set to 15 seconds.
30. Click on the Hot Folder button. Navigate to and open the folder *CompPS_in*. The folder name and path appears in the Full Path field. Click OK.
31. The Input Hot Folder Setup should look like this:




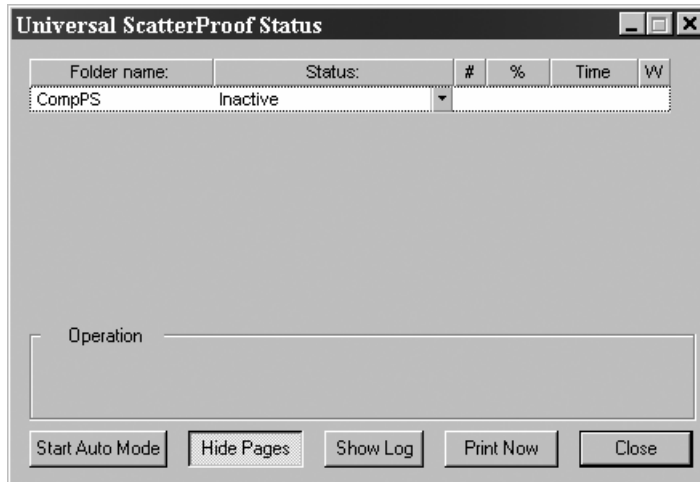
32. Click Save, then click Close. If you close without saving, all changes made to the Input Hot Folder Setup are lost.
33. The Assembly Folder Setup should look like the screenshot below:



34. Click Save, then click Close. Your Assembly Folder (queue) is configured.

RUNNING IN AUTO MODE

35. Click on the Show/Hide Status icon in the toolbar . The Universal ScatterProof Status window opens. The Assembly Folder you just created, CompPS, is listed.



36. Click on the Start Auto Mode button. When Automatic Mode is started, ScatterProof assembles elements on a sheet as soon as they have been processed and placed into the Library.
37. Click once on the CompPS row to select it. Use the drop-down arrow in the Status column to select Start Hot Folders. Once the status reports Idle, the input hotfolder is active. When files are detected, they are processed and placed into the Library.
38. Copy the following files from the *Tutorial_Images/CompositePS* folder on the ScatterProof CD to the *CompPS_in* input hotfolder:
- | | |
|---------------------------|----------------------------|
| <i>ChildsPlay_comp.ps</i> | <i>FANCYCAL_comp_2.ps</i> |
| <i>FANCYCAL_comp_1.ps</i> | <i>WitchesPlay_comp.ps</i> |
39. ScatterProof processes the files, and places them on the sheet.
40. In the ScatterProof Status window, the status of the go criteria is displayed in red:
- (#) number of elements added to the job,
 - (%) usage percentage, and
 - (time) time elapsed since the job started.
41. When the go criteria are met, the sheet is printed to a Postscript file in the output folder *CompPS_out*. In this example, the go criteria are met after the fourth file is placed on the sheet. At that point, the sheet becomes more than 70% full. After printing the output PS file to the output folder, a new ScatterProof sheet opens, waiting for more input files.

42. Check your output file by viewing the TIFF Preview. The TIFF Preview is saved in the Plate Preview folder in the ScatterProof program folder. The name of the TIFF Preview file is the same as the PS file name (check the output folder for the name). Double click on the TIFF file to open it in an Image Accessory window.
43. RIP and print the output PS file on your Kodak Approval system. To automate this step, set the ScatterProof output folder as the input hot folder for the RIP.

Chapter 3


Manual Workflow

The CompPS Assembly Folder, created in Chapter 1, is used in this chapter. However, any Assembly Folder can be used.

Before you begin, copy the following folders and their contents from ScatterProof CD to your local disk:

Tutorial_Images/CompositePS
Tutorial_Images/SeparatedPS







RUNNING IN MANUAL MODE

1. In the Status window, click on the Stop Auto Mode button. Automatic placement of files to the sheet is stopped, and the input hot folder status is changed to Inactive.
2. Close any Sheet windows open in the Main window of Universal ScatterProof.
3. Click the New Sheet button in the toolbar. 
4. Select CompPS. Click OK.
5. From the Image menu, choose Select Image.
6. Navigate to the *CompositePS* folder on the local disk and select the file *ChildsPlay_Comp.ps*. Click Open.
7. The file begins to process in ScatterProof. When processing is complete, the file is placed in the Library.

THE LIBRARY WINDOW

8. Click the right mouse button inside the Library window. Left-click on Detail. The Library window changes to a list view with details. Use the scroll bar, if necessary, to view the detail columns.
9. Again, click the right mouse button in the Library window. Select Options. The Library options window appears. Check the box for Filename Only.
10. Click OK. The File Name column changes to show filenames only, omitting the path.
11. Double-click on the Library file *ChildsPlay_Comp.ps*. The file appears on the sheet in the main window.

MANIPULATING THE SHEET

12. Click the Align Center button on the main toolbar.  The file centers on the sheet.
13. Click the Align Top Left button.  The file moves back to the top left of the sheet.
14. Click the Step & Repeat button.  The file is duplicated as many times as possible to fill the sheet.
15. Click on one of the files on the sheet to select it. Hit the Delete key on the keyboard to remove it from the sheet.
16. Delete the remaining files. From the Sheet menu select Clear.
17. Add the file *ChildsPlay_Comp.ps* to the sheet and select it.
18. Click the Rotate Image button.  The image rotates 90 degrees.
19. From the Image menu choose Select Image and select the file *WitchesPlay_sep.ps* from the *SeparatedPS* folder on the local disk.
20. The file begins to process in ScatterProof. When processing is complete, the file is placed in the Library.
21. In the Library window, double click on the *WitchesPlay_sep.ps* file. ScatterProof evaluates the first file placed on a sheet and determines its file type—composite or separated. Only files of the same type can be added to that sheet, until the sheet is printed. Each new sheet can be either composite or separated, depending on the first file added. Composite input files are output as composite Postscript. Separated input files are output as separated Postscript.
22. Add the files *FANCYCAL_comp_1.ps*, *FANCYCAL_COMP_2.ps* and *WitchesPlay_comp.ps* to the sheet.
23. Click the Rearrange button  to automatically reposition pages on the sheet.
24. Click the Zoom in button  to enlarge the sheet view.

Note: The preview of the data legend (filename, date and time) is for position only. The information that appears on the proof is accurate.

PRINT THE SHEET

25. Click the Print button  to print the sheet.

Chapter 4

Color Mapping

HEXACHROME COLOR MAPPING EXAMPLE

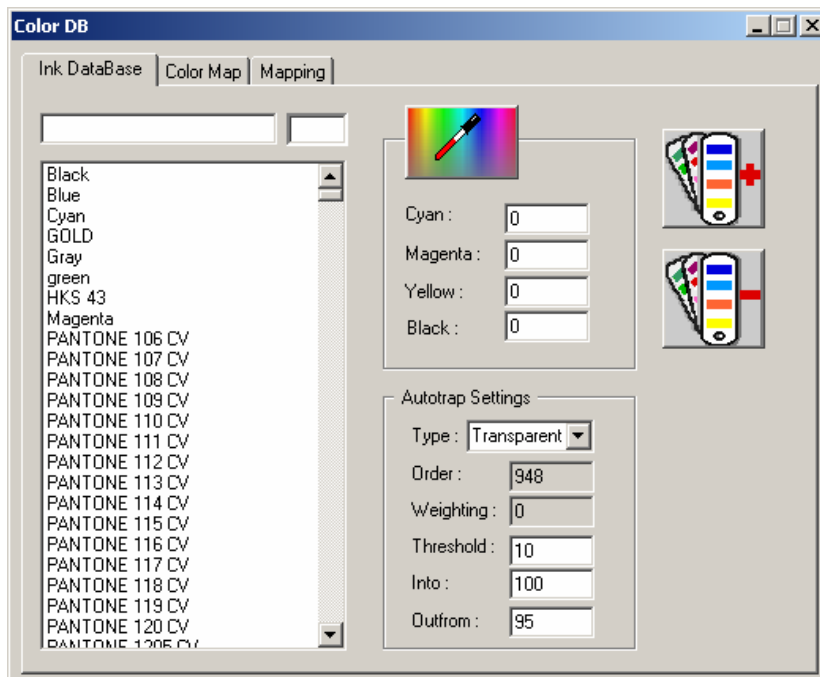
This chapter describes how to use the Color Mapping feature in Universal ScatterProof to map a Hexachrome digital file for proofing to a Kodak Approval.

A Hexachrome digital file contains six separations names, as listed below in the Input Separation Name column. Color Mapping is used to map the Hexachrome separation names to Approval Donor names:

<u>INPUT SEPARATION NAME</u>		<u>OUTPUT SEPARATION NAME</u>
Hexachrome Cyan	↑	Process Cyan
Hexachrome Magenta	↑	Process Magenta
Hexachrome Yellow	↑	Process Yellow
Hexachrome Black	↑	Process Black
Hexachrome Orange	↑	Orange DO01
Hexachrome Green	↑	Green DG01

COLOR DATABASE

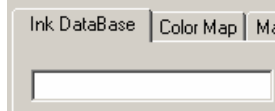
1. Close any Sheet windows open in the Main window of Universal ScatterProof.
2. From the Configuration menu, select the command Customize -> Color Mapping. The Color DB window opens.



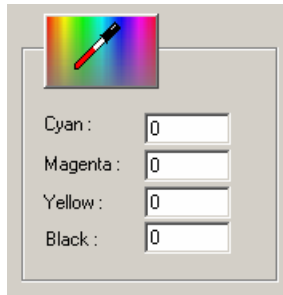
INK DATABASE

3. The Ink Database tab contains a list of color names. Use this tab to add a new color, modify a color, or remove a color from the list.
4. To add a color name to the Ink DataBase:

- Enter the color name in the name field at the top left of the window.



- Enter a preview color in CMYK percentages. This color is used for preview in the Sheet window only, not for printing.



- Click the Add Color button.



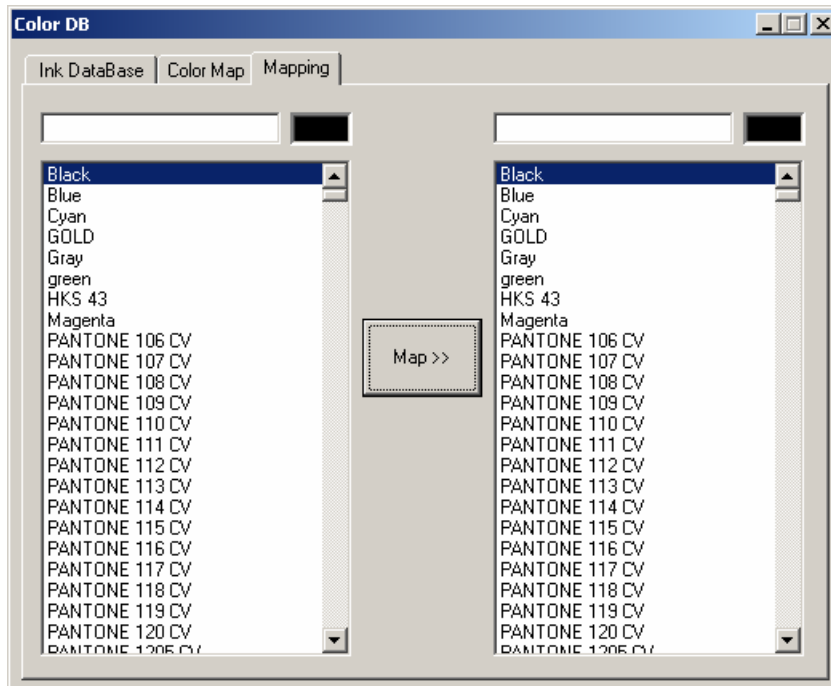
- Ignore the Autotrap Settings section. It is not used in this version of Universal ScatterProof.

5. Follow the instructions above to add the following colors:

<u>COLOR NAME</u>	<u>PREVIEW COLOR</u>
Hexachrome Cyan	100 % Cyan
Hexachrome Magenta	100% Magenta
Hexachrome Yellow	100% Yellow
Hexachrome Black	100% Black
Hexachrome Orange	100% Yellow, 50% Magenta
Hexachrome Green	100% Yellow, 100% Cyan
Orange DO01	100% Yellow, 50% Magenta
Green DG01	100% Yellow, 100% Cyan

MAPPING

6. The Mapping tab allows you to create color-mapping associations.



7. To define a color-map association:

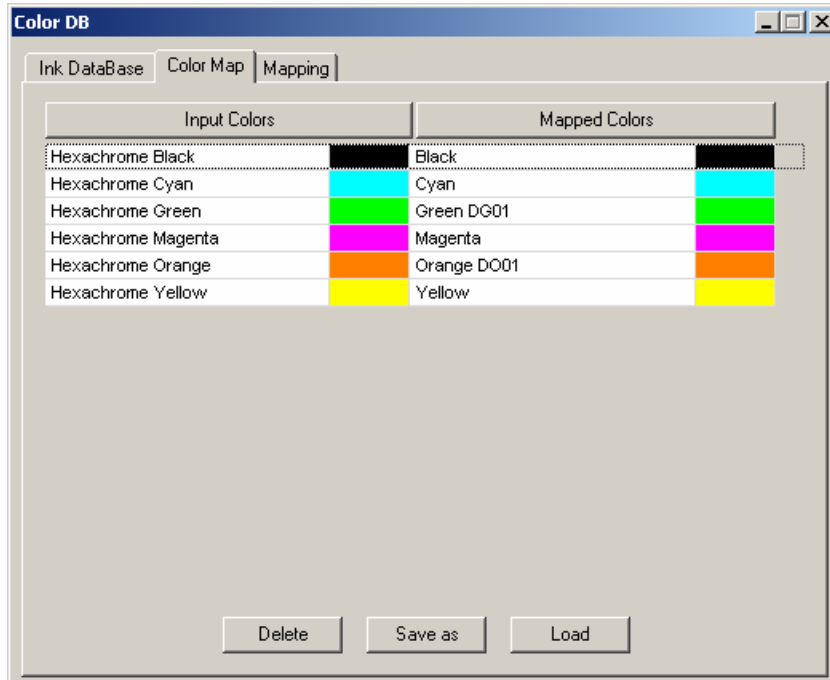
- Select the input color name in the left column.
- Select the output color name in the right column.
- Click the Map button.

8. Create the following color map associations:

<u>INPUT COLOR NAME</u>		<u>OUTPUT COLOR NAME (Mapped Color)</u>
Hexachrome Cyan	↑	Cyan
Hexachrome Magenta	↑	Magenta
Hexachrome Yellow	↑	Yellow
Hexachrome Black	↑	Black
Hexachrome Orange	↑	Orange DO01
Hexachrome Green	↑	Green DG01

COLOR MAP

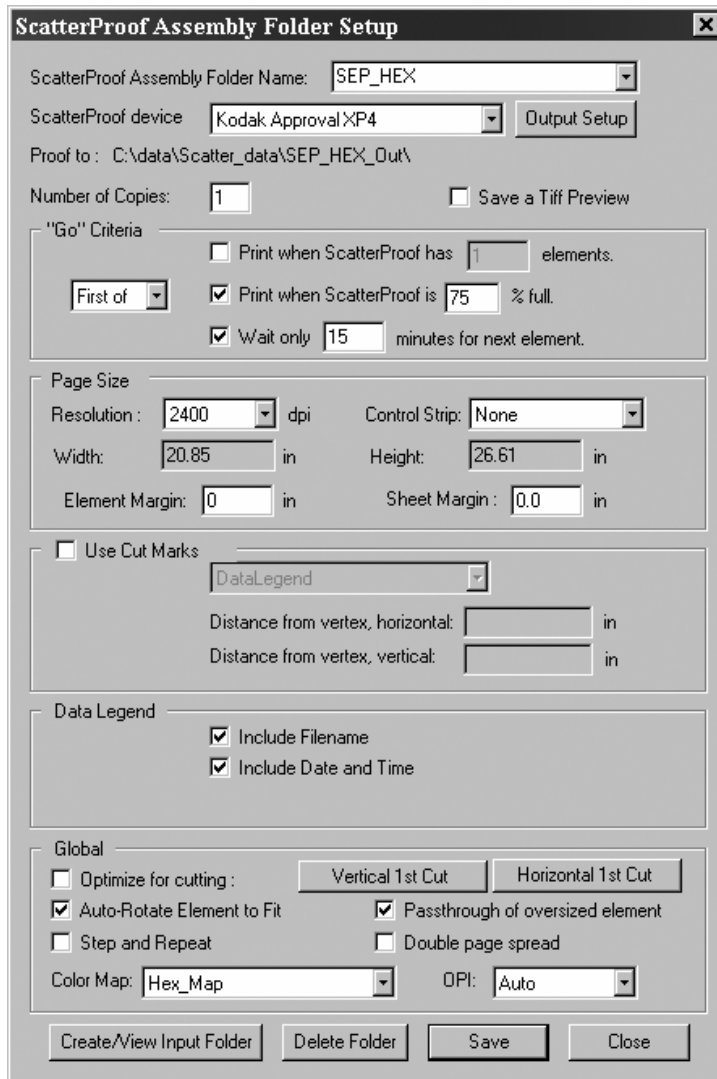
- The Color Map tab allows you to save a color map file. The color map file is used in the Assembly Folder setup.



- Before saving the color map file:
 - Verify that the list of mapped colors is correct.
 - If a color is incorrect, select the row, then click Delete. Click Yes at the warning.
 - If a color association is missing, go back to the Mapping tab and map it. Then return to the Color Map tab to verify that it was added.
- Save the Hexachrome color map file as *Hex_Map*.
 - Click the Save as button.
 - Type a name (*Hex_Map*) in the File name field. (The default directory is ScatterProof\RESOURCE\Color Map. Do not change the path.)
 - Click Save.
- Close the Color DB window.

SETUP THE ASSEMBLY FOLDER

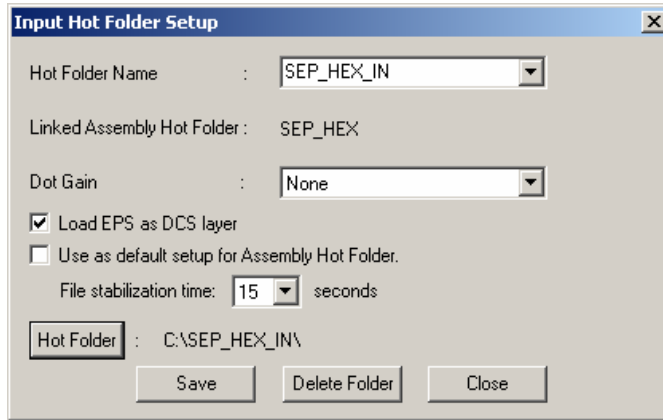
13. From the File menu, select the command Universal ScatterProof -> Assembly Folder Setup. The Assembly Folder Setup window opens.
14. In the ScatterProof Assembly Folder Name field, type *SEP_HEX*.
15. At the bottom of the window, select *Hex_Map* from the Color Map pull-down menu.
16. Set the remaining options as shown below:



SETUP THE HOT FOLDER

17. Click on Create/View Input Folder.
18. Type *HEX_SEP_IN* in the Hot Folder Name field.
19. Check the box for Load EPS as DCS layer. Because this exercise uses DCS2 (Hexachrome) files, this option is appropriate.

20. Set the remaining options as shown below:



21. Click Save, then click Close.

22. Save and Close the Assembly Folder Setup.

23. Scatter one or all of the Hexachrome sample files from the folder *Tutorial_Images/Hexachrome* on the ScatterProof CD. You must copy the images from the CD to the hard drive. Universal ScatterProof can not process files directly off of the CD.

Chapter 5

Toolbar Shortcuts



New allows you to select an assembly folder, then open a new sheet with those settings. (CTRL+N)



Show/Hide Status opens and closes the Universal ScatterProof Status window.



Print the current sheet. (CTRL+P)



Rearrange the Plate automatically repositions pages by rotating them if necessary on the sheet while keeping track of landscape or portrait orientation on the press sheet.



Rotate Image rotates the page 90 degrees clockwise so you can position it landscape or portrait.



Align Top Left positions the page to the top left corner of the press sheet.



Align Center positions the center of the page in the center of the press sheet.



Step & Repeat lets you duplicate the selected page as many times as necessary to fill the press sheet.



Select Trim Rectangle lets you select part of the page. The image area outside of the rectangle will be cropped.



Repeat the Last Trim will duplicate the last completed trim function on a new page.



Toggle lets you switch between the front and back of a duplexed press sheet.



Show / Hide Grid will add or remove the visual grid defined in the plate layout settings.



Library View shows or hides the Library window that contains the thumbnail view of RIPped documents.



Zoom In lets you enlarge the image on the press sheet. (+)



Zoom Out lets you reduce the image on the press sheet. (-)



About opens the About Universal ScatterProof window.

