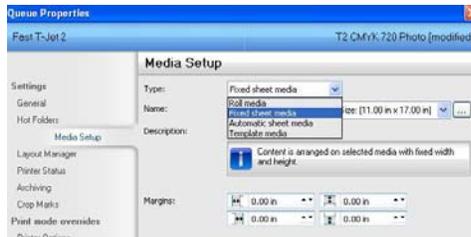


# Configuring FastRIP

## Media Setup

When you first configured the Queue you will have been asked what Media setup you wanted to use, Roll, Fixed Sheet, Auto Sheet or Templates. You can go back and change this at any time by going to the queue properties and clicking on the Media setup Tab.



For Tjet printing you will want to use Fixed Sheet, Auto Sheet or Templates.

- Roll is used for Roll feed devices, where you have a continuous roll of media and want to print continuously. **Tjets are not roll feed machines, so this is not a good choice.**
- Fixed Sheet allows you to select a fixed size that will always be used, this is useful if you want to do your own absolute positioning or if you always use the same size such as standardboard. This option does allow you to reposition the graphics in FastRIP.
- Automatic sheet mode will allow you to select different sizes when printing from FastARTIST and other programs like PhotoShop and will use the size selected in the program. But this doesn't allow you to reposition the graphics, you must get the positioning correct in the program.
- Templates give you complete control over positioning and allow you to set up your own board sizes and positions, for both single and multiple jobs.

You can always set up multiple queues with different settings to match your preferred work flow, see Multiple Queues section for more information on this feature.

Note about page sizes: Some pages have automatic offsets, so the graphics print in the right position for the board loaded. For example on the Tjet 2 the standard board prints 0.5 x 1.5 inch offset from the top left corner, the sleeve is designed to print 0.5 x 0.375 inch offset. These offsets should be correct for these board sizes when placed in the correct position in the bed, if you have had problems with these for any reason it's best you use either Fixed Sheet size with the full bed size selected or set up your own templates.

Fixed Sheet Size – You can select any of the standard page sizes or create your own. If you select a predefined page such as standardboard then the offsets for this board in the driver will always be applied. But if you create your own or use 13x18 (which is the Full bed area) then there will be no automatic offsets when printing and where you place the graphics on the page is where it will print

inside the bed. If you add a bitmap such as a jpeg, then you will find the graphics comes in as it was saved and you can scale it rotate it and position it as required.

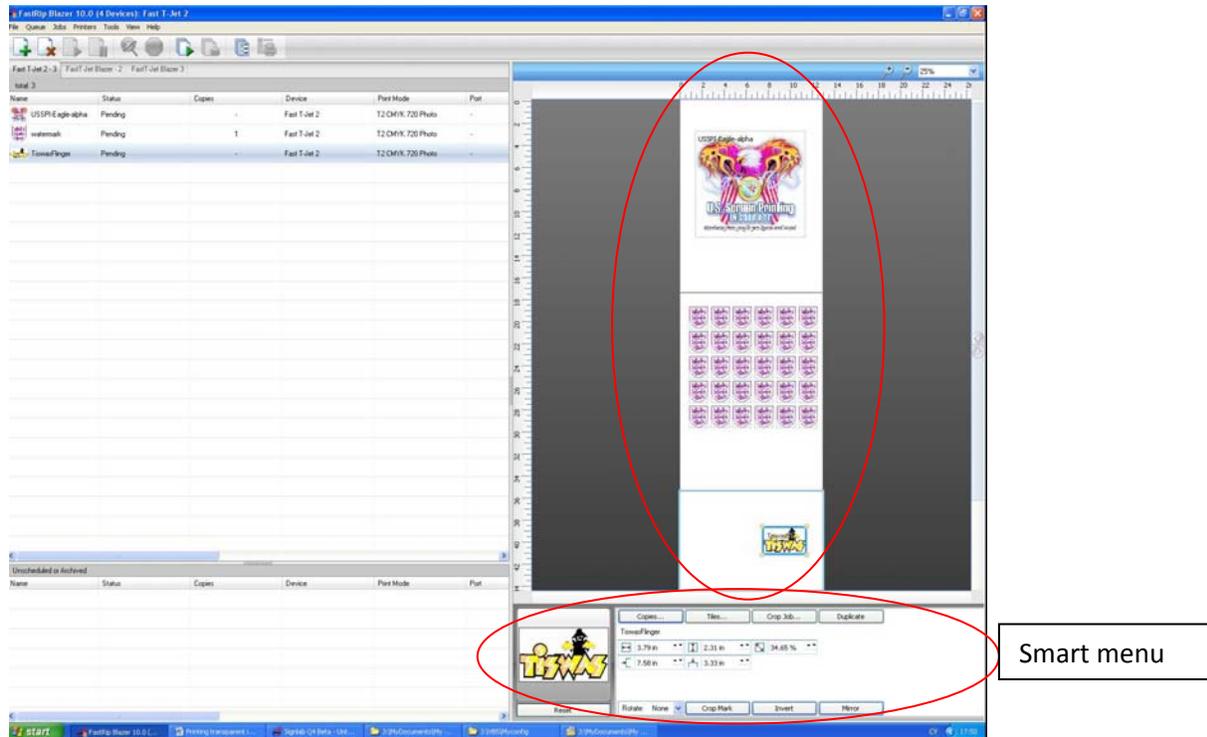
Printing from FastARTIST in Fixed Sheet mode we recommended you either.

1. Use Roll mode in FastRIP setup-Page setup, as this will send just the area of the graphics and you can then scale and position your graphics in FastRIP as required.
2. Use the same fixed sheet size as selected in FastRIP in FastRIP setup – Page setup, position and scale your graphics in FastARTIST first .

Printing from PhotoShop and other programs, we recommended you either

1. Use a custom page size and set the page size to match your graphics, as this will send just the area of the graphics and you can then scale and position your graphics in FastRIP as required.
2. Use the same fixed sheet size as selected in FastRIP in File-Print setup, position and scale your graphics in the program first.

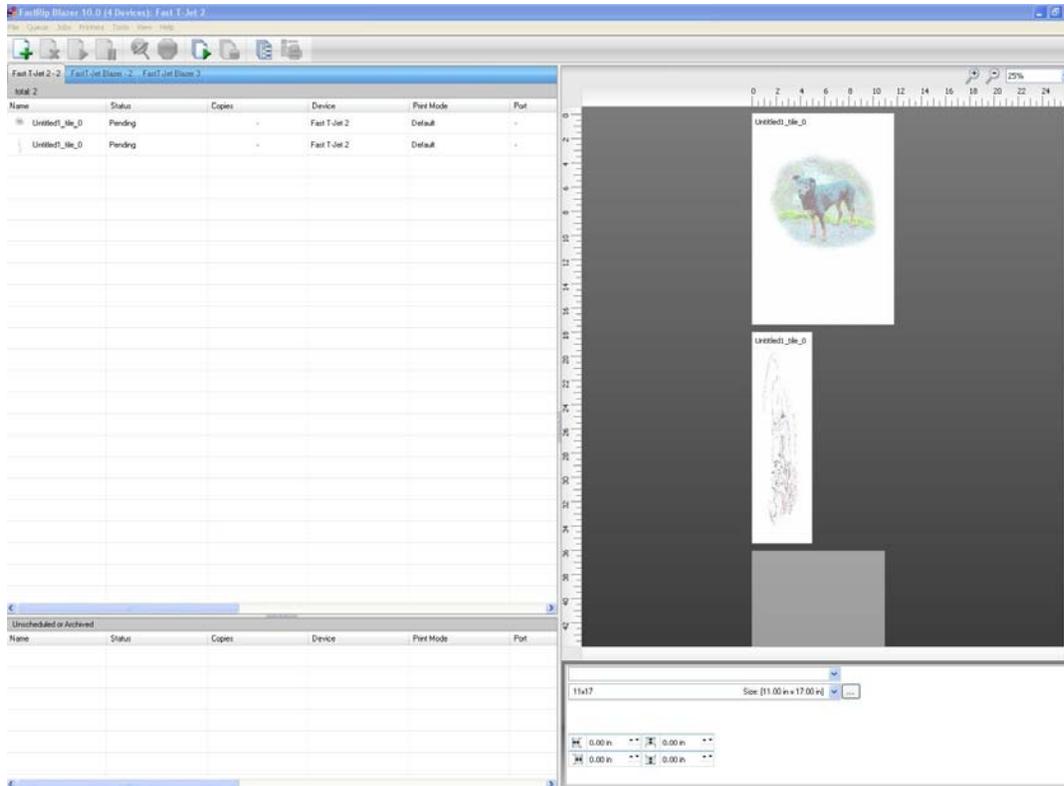
Note: In the Fixed Sheet Size, you can put multiple jobs on the same Sheet, so you can do two caps at the same time or more. You can also use the copies feature in FastRIP for doing multiple copies of the same job on the same bed for jobs such as golf balls.



This preview shows you three jobs lineup in Fixed Sheet, each graphic can be position and sized (either by dragging and sizing the image in the preview) or by entering values in the smart menu area. The 2nd job has used the copies feature to setup printing the graphics on a series of Tennis balls.

Automatic Sheet Media – This option is designed to use the page size requested when printing from FastARTIST or other Windows program. In Automatic sheet mode, FastRIP will work as it did in previous versions (such as FastRIP 9 and FastARTIST 1.5 and before), jobs cannot be scaled or positioned. You need to select the page size you want in the program you are using (FastARTIST or for PhotoShop for

example), position the graphics and scale it as you want to print in this application. Because of this, Automatic Sheet mode is not recommended for use when using drag and drop of bitmaps or using the underbase from transparency with PSD files.

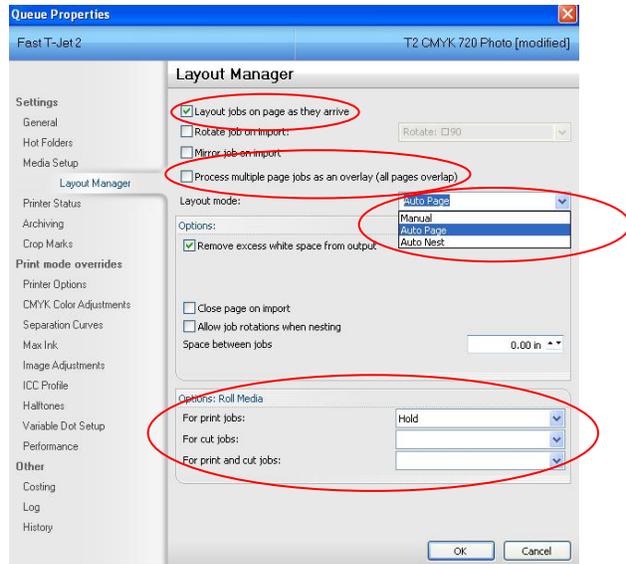


This preview shows two jobs, one for a standardboard and one for Sleeve in Automatic sheet media mode, when printed they will use the offsets in the driver to position the graphics for these page sizes.

Templates – With templates you can setup your own board sizes and positions, you can also setup multiple boards with in the bed, duplicates can be created automatically. Templates offer the greatest flexibility when printing. There is a complete separate section in this documentation on templates that will explain how to configure and use these.

## Layout Manager

The Layout Manager configures how jobs will be managed when they first arrive in the queue, you will want to customise this for your preferred work flow.



Layout jobs on page as they arrive, this should be on. If this is disabled then all jobs are added directly to the archive queue (lower list) so they can be processed at a later time / date.

Process multiple page jobs as an overlay, if a job comes in that is multiple pages it can be view in two ways. When this is enabled you will see in the preview only the top page and can select different pages to view from the smart menu area, when this is off, each page will be layout separately. For Tjet printing you will probably never use multiple page jobs, but if you did you would want this off, so you can print each page separately.

Layout mode controls what happens to the jobs as they arrive,

- Manual will add multiple jobs to the same page and then allow you to lay them out as required. This isnt a mode you would normally use for T-shirts, but you might if printing two caps at the same time in the print bed.
- Auto Page will add each job onto its own page and this is normally the best mode for Tjet printing.
- Auto Nest will nest as many jobs as it can on the 1st page before moving to the next page, the nesting is done as a best fit and is not designed for you to reposition objects. Not something you would normally want when t-shirt printing.



You can also configure how jobs are handled when they arrive in the queue and the queue is started.

- Hold will do nothing and wait for the operator, this is a useful mode if you are working with PSD format files as you can position and size the document before processing.
- RIP Now, Print later will RIP the job ready for printing. This will not give you an opportunity to change the position or size of the job before it's RIP'd. It's a good mode if you are in Automatic sheet media mode.
- RIP and Print now will RIP the job and send it to the printer, for devices such as the Tjet which requires manual operation for each shirt this isn't normally used.

Note: The scheduling of jobs only applies when the queue is running / started, see Queue menu start / stop or the start and stop icons in the main menu bar.

## Multiple Queues

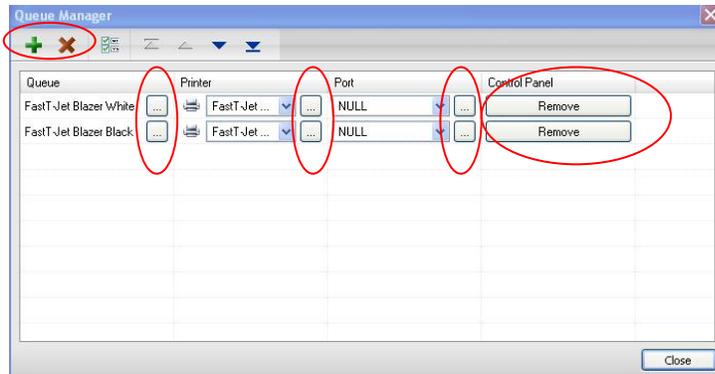
FastRIP comes with support for an unlimited number of queues to help you manage your jobs better and to allow you to have different custom work flows for different types of jobs that suit your place of business. You can use the multiple queues for all sorts of reasons, some examples

- Setup different costings for white and black shirts
- Setup different substrate colors for a more accurate preview, for different color shirts
- Want to manage jobs for different shirt boards separately
- Setup different print modes for different types of graphic jobs
- You have multiple printers

In the Queue's menu is the Manage Queues... option.



And this will take you to the Queue Manager



New Queues can be created using the + icon in the tool bar and Queues can be deleted using the X icon.

- The ... Menu option in the Queue tab will take you to the Queue properties for that Queue
- The ... Menu option in the Printer tab will take you to the printer properties, where you can see the current ink levels and perform head cleans, nozzle checks etc..
- The ... Menu option in the Port tab will take you to options for the output port, these depend on the port. But consist of things such as timeouts.
- The Control Panel tab defines if this queue has been added as a printer to you control panel – Printers and faxes. Each Queue can have its own printer added to the control panel so it can be accessed from any program using File-Print.

Multiple Queues will make it easier for you to manage different jobs types and has the flexibility to be configured to meet your own preferred work flows.

You can customise each queue with its own unique set of feature, such as costing, media setup, default print mode.

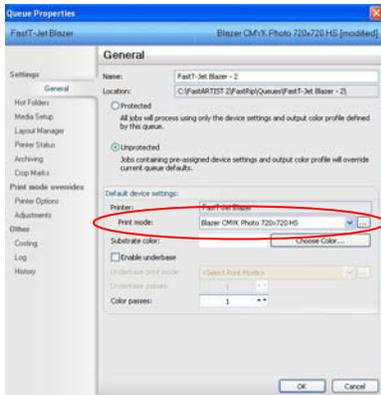
## Changing the Print mode for Color passes

If you print using File-Print or print from FastARTIST then the print mode used will be set in the page setup dialog (or in FastARTIST FastRIP setup), but only in unprotected mode (see protected and unprotected mode).

The print mode used for the color pass for jobs added such as bitmap (Jpeg, PSD, TIF) and other formats that do not contain printer specific information such as PDF will be set using the print mode selected in the queue properties. You can change this for a job, by going to the job properties



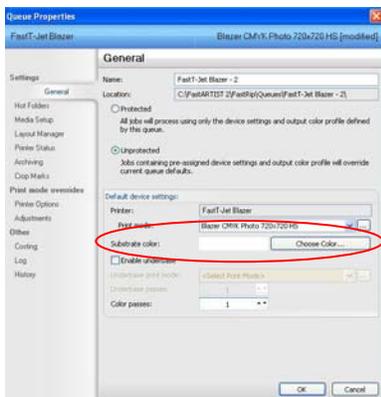
and if you want to setup a different default,



then change the print mode in the queue properties and this will be used for all future imports.

## Setting up the Substrate Color

By default FastRIP will show you a preview of your image on a white shirt, but you can configure your queue for any color shirt. Go to the Queue properties



Click on the Choose color for the substrate color and you will be able to select any color from the color picker to use as your shirt color. From then on all previews will be displayed with this as a shirt color.

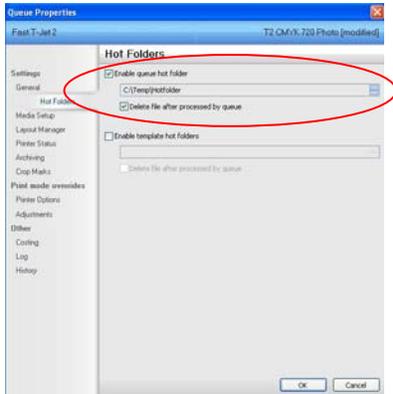
Note: If you select black and add a job with no underbase then it will display as solid black and you will not be able to see your image (just as it would print..).

Note2: For the substrate color preview to work correctly, you must keep Preview Options set on 1-bit per pixel. See Tools - Options – Preview Options

Note3: For jobs from FastARTIST you can set the substrate color by dragging a color from the palette on to the page size (and making the page that color) in FastARTIST, this will then be set as the substrate color when the job is sent to FastRIP.

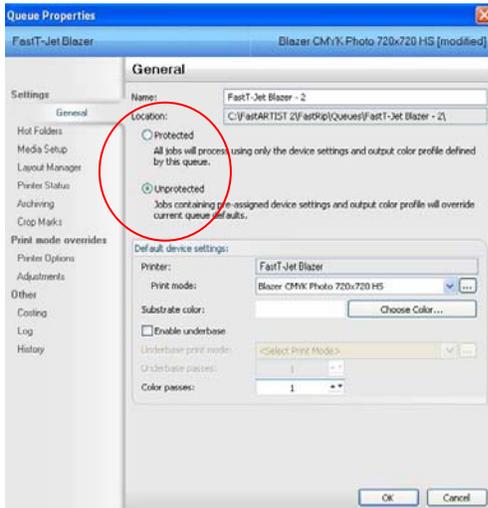
## Using the Hot Folder

In the Queue – properties is a hot folder tab



By enabling a hot folder (and this can be local directory or on a network) files can be added into this location and then they will automatically be added to the Queue. The files can be any format that you can normally drag and drop such as PDF, PS, EPS, JPEG, TIF, PSD etc.. if you have setup the image import dialog to create an underbase from transparency information then this will also happen automatically for these types of jobs. So by using a hot folder and setting up default settings you can automate the processing of images from PhotoShop (or other applications) with transparency and printing these with an underbase.

## Protected and Unprotected mode



There are two modes you can run a queue in, protected and unprotected, the default setting is unprotected.

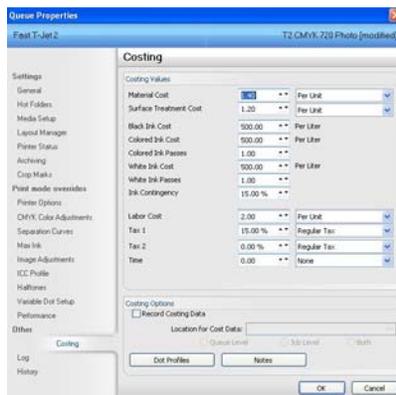
In unprotected mode when a job arrives in the queue from FastARTIST or from a File-Print command, the settings requested in page setup (or FastRIP setup in FastARTIST) such as which print mode to use will take priority, therefore you can print using different print modes with a queue in unprotected mode.

In protected mode all jobs will have their print mode overridden by the queue's default print mode and the queue will always use the same print mode for all jobs.

The correct setting is a user preference and you should select what best suits your work flow.

## Costing

To use the costing feature, you must first configure the costing tab in the queue properties – Costing.



Material cost – The material cost can be calculated in one of three ways using the drop down box.

- Per Unit, is a fixed price per print and typically used for T-shirts and other fixed price items when printing and will calculate the price using the value entered.
- Per Square foot, will calculate the price based on the actual area printed using the value per square foot.
- Per Square Meter, will calculate the price based on the actual area printed using the value per square Meter.

For T-Shirt printing this is typically per unit and is the cost of the shirt.

Surface Treatment Cost – This can be used for a number of different material treatments, such as a pre treatment for t-shirt printing or lamination in large format sign printing

- Per Unit, is a fixed price per print and typically used for T-shirts pretreatment and other fixed price items when the surface treatment is fixed or largely an estimated fixed price
- Per Square foot, will calculate the price based on the actual area printed using the value per square foot.
- Per Square Meter, will calculate the price based on the actual area printed using the value per square Meter.

For T-Shirt printing this normally applied for pretreatment and can be either per unit for a fixed cost or if you try and pre treat just the print area you could use per square foot / meter.

Note: As most users print both White and Black shirts and you therefore dont always want to charge for pre treatment, you can either setup two different queues (see multiple queues) for white and balck shirts or you can edit these details on the costing tab of the job properties when printing.

Black, Colored and White Ink costs – This is always entered per litre, if you dont buy your ink buy the litre then you will have to calculate the per litre costs by dividng your volume purchased into a litre and multiplying this by your cost. Because on some printers Black ink is cheaper, black ink has been treated as a special case. Also on some machines White ink is more expensive so it also has its own separate costs from other colours used.

Color and White Ink passes – This is so you can enter the number of passes the printer makes when printing color pass or the white pass (if printing white). With some printers you select the number of passes when you print (or in the general tab), but some printers can control the number of passes internally. For this reason the number of passes you use with print jobs should be set manually in the costing interface and match the number of passes you use when you print. Note: You can always change this on a job by job basis or you can setup different queues, say one for 2 white passes when doing black shirts and another queue with 1 white pass when doing lighter colored shirts.

Ink Contingency – With all inkjets there is a certain quantity of ink waste that occurs during head cleaning and other routine maintance tasks. The amount of ink used in these tasks will depend upon the printer and also the amount its used (the more you print, normally the lower the ink wastage as an overall percentage). Entering a % in this field will add this to the total ink used and effect the cost, so you can factor in the running costs including head cleaning and other maintance.

Labour Cost – All printing requires some labour, from loading the materials, to pre treatments, lamination and packaging for shipping. You have three ways you can caluclate this.

- Per Unit, is a fixed price per print and typically used for T-shirts and other fixed price items when the labour is typically the same for each item.
- Per Square foot, will calculate the price based on the actual area printed using the value per square foot.
- Per Square Meter, will calculate the price based on the actual area printed using the value per square Meter.

Tax 1 – This allows you to apply a tax to the total cost of the job. Its added as a percentage of the total cost of the job

Tax 2 - This allows you to apply a tax to the total cost of the job. Its added as a percentage of the total cost of the job when you select regular tax and is includes that costs of Tax 1 when you select Additive tax as in some countries / states.

Time – This does not effect the cost and is just for information purposes.

- Per Unit, is a fixed time per print and typically used for T-shirts and other fixed printing and application timed items.
- Per Square foot, will calculate the time based on the actual area printed using the value per square foot.
- Per Square Meter, will calculate the time based on the actual area printed using the value per square Meter.

Record Costing Data – You can select to record the costing information automatically, either at the queue level, job level or both. The data is then exported to this location in a .csv format, suitable for inporting into Excel and relational databases for account and reporting. Using this feature you can further customise the costing as required. For example if you wanted you can use the information in Excel and add time as an additional cost item or process all job in a week and calculate total labour time. Its also a suiteable format for using in invoicing programs.

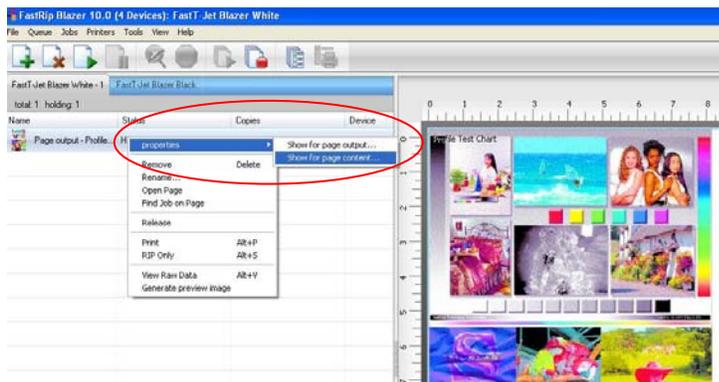
Notes – Allows you to add a text description, containing any notes you wish.

Dot Profiles – In order for the costing to be calculated, it required that the software knows what the dot volumes are when printing and these will vary depending upon the resoluton and other factors. This information is normally provided in the driver (when available). However you can change the dot volumes (based on a per print mode) and / or if they are absecent add your own estimates.

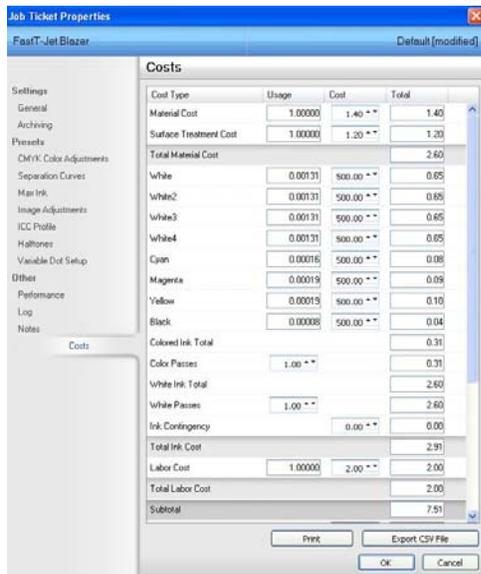
Note: Its often the case that different printing requires different costing, this can be from different material costs, labour costs, pre treatment costs. The benefit of using the multiple queue system is that you can setup different queues for these cases and enter different costing appropriately for the jobs, for more information see the section on multiple queue.

## Job Properties – Costing

In order to see the costing, you must first RIP the job (right click and RIP only), you can then see the costing tab in the job properties (Right click – properties – show properties for page content for single jobs).



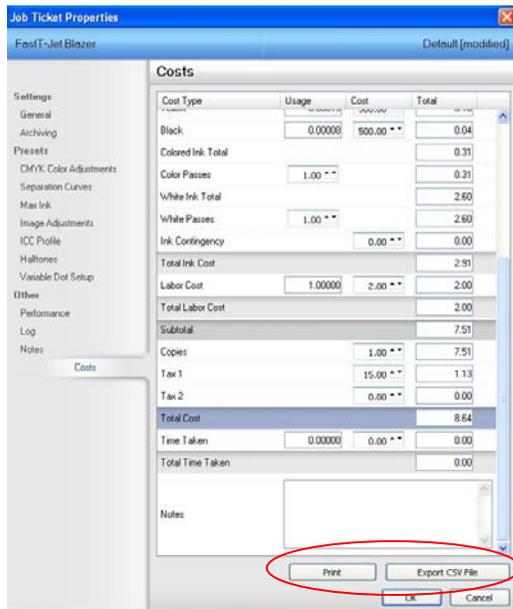
Then click on the costs tab



This costing will reflect the information entered in the queue properties, but it can be changed. So for example if on this particular job you want to change the tax or ink contingency you can. You can also change the number of passes, if it differs from the defaults you setup in queue properties.

Note: Remember passes must be set manually and will not be set automatically from the print passes.

All the information cannot be displayed, so you need to scroll down to see the Total



Its also possible to get a quick simple print of this information to your desktop printer or export the CSV file for use in another program.