



C5 Client

User Manual

Version 6.0

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C5 Client User Manual

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<http://www.serendipity-software.com.au>

If you find any errors within this user manual, please detail them in an email to: support@serendipity-software.com.au

Product Overview

C5 is a high speed raster image processor (RIP) designed for the digital photographic, exhibition, short-run poster and billboard industries.

C5 provides a streamlined, user-friendly interface, built around a cutting edge colour management system. It includes features and applications created for photographers, design professionals and users of large and grand format inkjet printers.

All C5 colour management is done using a full 16-bit, ICC v4 compliant engine.

Files can be submitted using a variety of methods. File formats accepted by C5 include TIFF, JPEG, PNG and Postscript Level 3 – PS, EPS, Adobe Photoshop PSD and PDF. Print jobs can be intelligently arranged and auto-rotated to best use the space available on your print media; or laid out precisely using the integrated Studio application.

C5 runs on a computer enabled by a USB dongle, which licenses the software version and driver access.

C5 Media Packs

C5 Media Packs contain the software components and printer settings allowing C5 to run compatible printers. The packs include calibrated paper profiles, linearisation data and output ICC colour profiles, tailored for individual printer papers and media.

Media Packs are optimised to take full advantage of C5's colour management system and the advanced print modes available for supported printers.

C5 Media Packs can be supplied by your dealer or downloaded from the Serendipity Software website:
<http://www.serendipity-software.com.au/downloads/mediapacks>

A list of supported printers can be found on the Serendipity Software website:

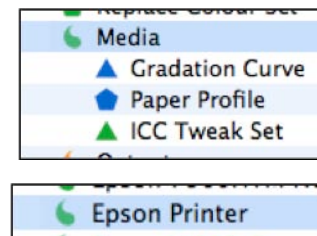
<http://www.serendipity-software.com.au>

C5 Client for Blackmagic and Megarip Users

The C5 Client may be used as a streamlined, simplified user interface for Serendipity Blackmagic and Megarip, offering users an alternative to the standard Serendipity Client. C5, by design, has a fixed interface and a limited list of available actions and functions. Calibrated Media setups for use with C5 come in the form of pre-configured C5 Media Packs – self-contained database items for use with the C5 interface. Media Packs are created by and exported from the standard Serendipity Client; they cannot be created from within C5 itself.

Creating C5 Media Packs using the Serendipity Client

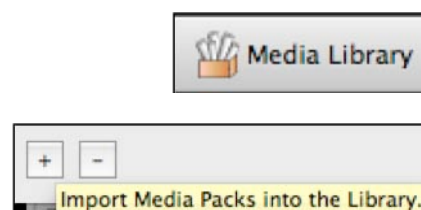
1. Select the Media data type from the list in the Workbench.
2. In the item list, select the Media you would like to export.
3. Go to the File menu > Export as C5 Media Pack option.
4. Save the file in the desired location.



Each Media Pack contains all the settings in the exported Media data type, including the Paper Profile (if used), Linearisation curve, and Output ICC profile. Of these, only the Linearisation curve is accessible via the C5 interface.

Importing a C5 Media Pack for use

1. In the C5 application, select the Media Library window.
2. Click on the + icon to import a saved Media Pack.
3. Navigate to the location of the saved file and import it.
4. Once it has been loaded, the Media Pack will appear in the library list.



Important Notes on C5 Functionality when used as a Blackmagic or Megarip Client

- The C5 Client is for Serendipity Megarip and Blackmagic only, it is not available to OEM products or Veripress.
- The C5 Client has its own icon and is designed to be run as an alternative to the standard Serendipity Client. While the Serendipity and C5 Clients can be run simultaneously, this is **not recommended**.
- The C5 Interface has simplified, icon-based access to functions. The interface is easy to use, but the GUI is fixed and not user-configurable.
- The C5 Client does not have the facilities to create a calibrated Media and Paper Profiles are not accessible.
- The C5 Client allows users to print and measure linearisation charts in order to re-linearise imported Media setups.
- The C5 Client allows users to print ICC Targets. However, Output ICC profiles cannot be assigned or changed using the C5 Client – they must be assigned to the Media using the Serendipity Client and then exported as a part of a Media Pack for use with C5.
- The C5 Client does not use Pagesetups. The Pagesetup input screening and media effects of the standard Serendipity Client are separated into individual Colour Matching; Quality; Crop & Border; and Effects areas.
- The C5 Client does not have access to RIP setups or the RIPMonitor, making it unsuitable for most Blackmagic proofing workflows.
- C5 Media cannot be setup as Megarip PPD print destinations for third party applications.
- Settings in the Preferences window of the C5 Client alter Server System Settings and will affect any other connected C5 or Serendipity Clients.

Installation

The C5 Client is installed as part of the Blackmagic or Megarip product package installation.

For detailed information on the installation process, see the relevant section of the Blackmagic or Megarip user manual, available on the DVD.

Once the product (Blackmagic or Megarip) has been installed, the C5 Client application is accessible via the appropriate product installation location.

Important Note: If you have purchased Megarip C5, you will not be able to access the standard Serendipity Client files contained within the DVD.

Running the Software

Important Note: For Mac OS X users only

The Blackmagic/Megarip Server and C5 Client (for Mac OS X) are able to run in either 32-bit or 64-bit modes. Running both in 64-bit mode is optimal for normal usage however, not all Spectrophotometer and Printer manufacturers have converted their drivers to support 64-bit and will be unavailable for use in 64-bit mode.

New installations of the Server and Client are always in 64-bit mode by default.

Before starting the Server and C5 Client:

1. Open a Finder window.
2. Navigate to the **Applications/Serendipity/Serendipity Megarip** (or Blackmagic) folder.
3. Highlight the **C5 Client** application.
4. Select CMD+I or right-click and select Get Info from the menu.
5. Tick the checkbox to enable **Open in 32-bit mode**.



If the Open in 32-bit mode checkbox **does not appear** in the Get Info window:

5. Open a Terminal window
6. Type or copy the following command into the screen and hit Enter (with no line breaks):

```
/System/Library/Frameworks/CoreServices.framework/Versions/A/Frameworks/LaunchServices.framework/Versions/A/Support/lsregister -domain local -domain user -domain system -kill -r
```

7. The above command will make the Open 32-bit mode option appear in the Get Info window.
8. Go to the Finder window, right-click, Get Info and enable this option for **C5** and the **Megarip** or **Blackmagic Server** applications.

There are two (2) methods available in order to run the software:

1. Quick Start – C5 Client

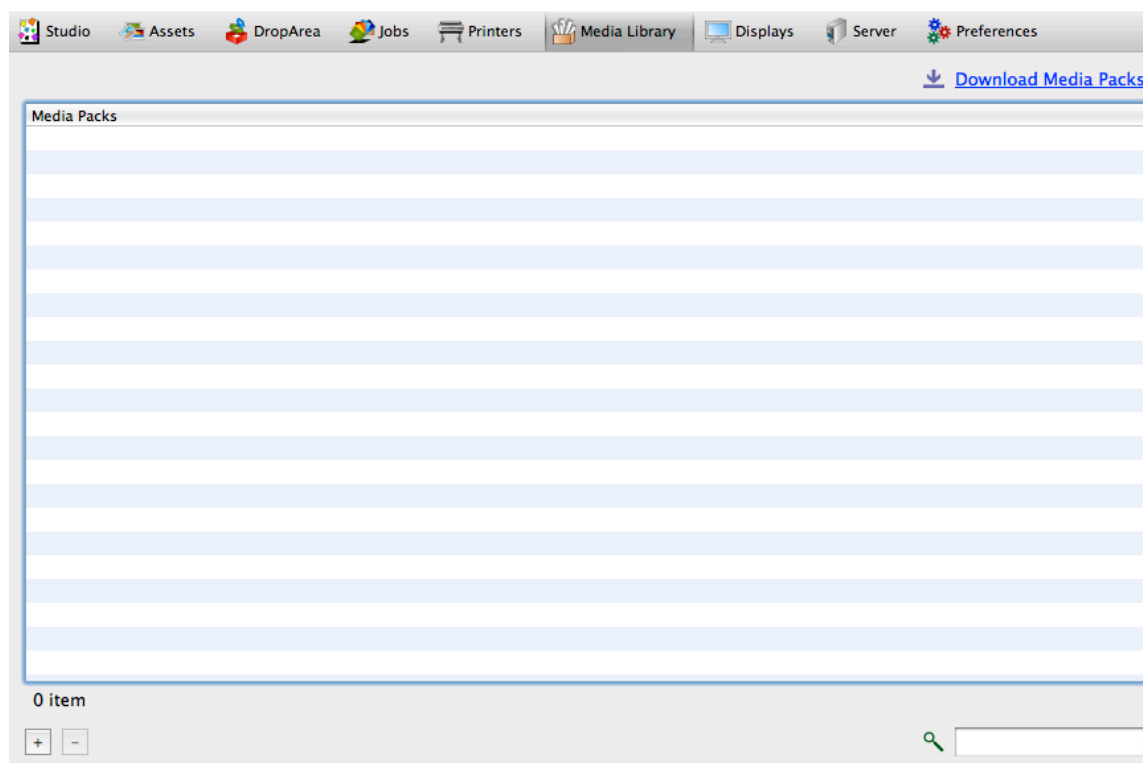
1. Insert a valid dongle (Megarip or Blackmagic) into an available USB port.
2. Launch the **C5 Client** by double-clicking the file in the install directory or from the shortcut desktop/dock icon.



This method of starting the software will automatically start the Server application in the background. A valid dongle must be present for this method, otherwise a licensing error message will appear.

2. Server & C5 Client Start

1. Insert a valid dongle (Megarip or Blackmagic) into an available USB port.
2. Launch the Server by double-clicking the **Server** file in the install directory or the shortcut desktop/dock icon.
3. Once the Server has completed initialisation, launch the **C5 Client** by double-clicking the file in the install directory or the shortcut desktop/dock icon. The Client will open with the default Media Library window displayed, ready for the initial set up.



Configuring the C5 Client

The C5 Client will default to the Media Library window when it is run for the first time. In order to begin using C5, a Media Pack must be imported and a printer must be setup. It is assumed here that a Media Pack is available for use (either supplied by a Dealer or downloaded from the website).

Configuring C5

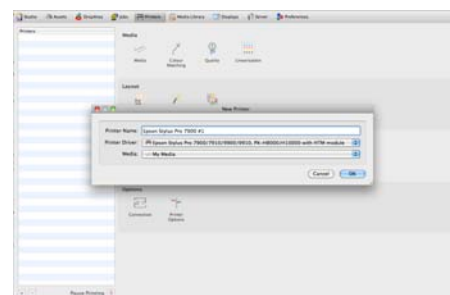
A Media Pack must be loaded into C5. There are two ways this can be done:

- a. Drag and drop the C5 Media Pack file into the Media Packs list. The new media pack will load and be added to the list; or
- b. Click the **+** button at the bottom of the Media Pack list. This will open a file chooser window for you to navigate to the file for importing.

Once the Media Pack has been loaded, a confirmation message will appear on the screen.

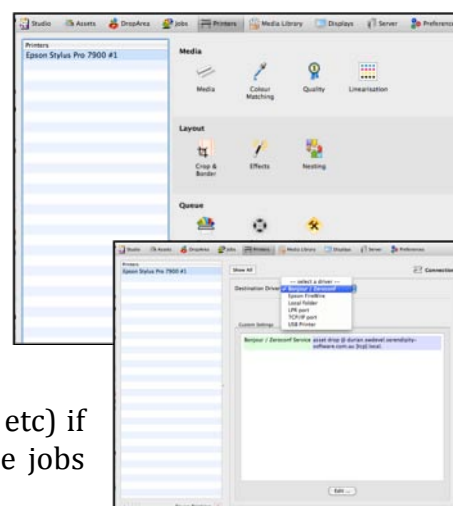
The first step is to create a Printer for sending jobs to:

1. Click on the Printers icon at the top of the interface.
2. Click on the **+** icon at the bottom of the list panel to add a new printer.
3. Select your Printer from the list of available printer drivers in the dropdown menu.
4. Select a calibrated Media to use with the printer from the dropdown menu.
5. Optionally rename the printer. Back/forward slashes will be replaced with spaces.
6. Click OK when done.
7. A prompt will appear to connect the printer. The default option is Bonjour, however this can be adjusted to another method by following the below steps.



The next step is to connect the printer:

8. Click on the newly created printer in the Printer List. Further options will now be enabled for you to configure settings and preferences.
9. Click on the Connections icon in the Options panel.
10. Select a printer connection method from the dropdown menu. Enter any relevant connection information, dependent upon what method is selected (TCP/IP, Local Port etc).
11. Once entered, click the Show All button to return to the main screen. All actions are automatically saved.
12. Configure any other printer settings (media size, rotation etc) if required and submit a job. You will be able to follow the jobs progress via the Jobs window.



The Serendipity Updater

The Serendipity Updater provides a simple and convenient way of updating C5, Server and standalone Serendipity Clients.

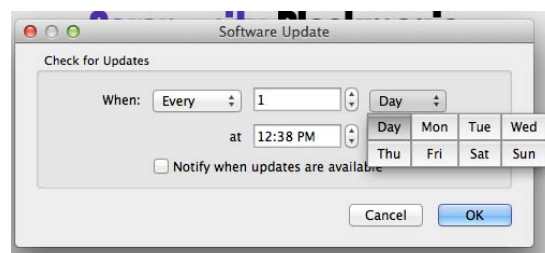
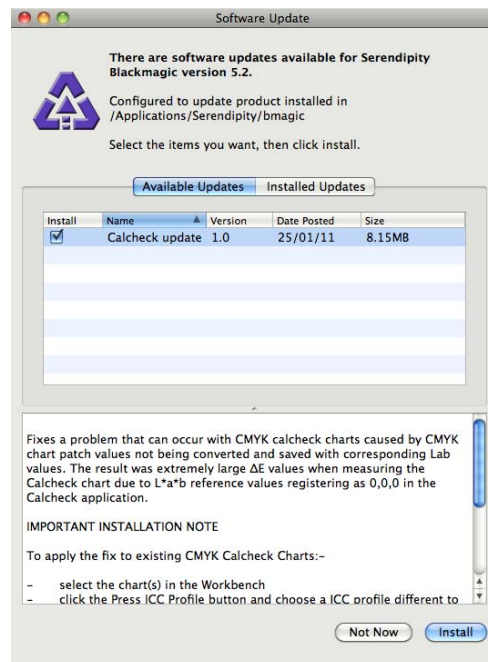
The Updater tracks your current software installation status and automatically checks for available software updates, bug fixes, maintenance patches and new drivers.

New updates are listed along with release notes, previously installed updates are logged in the Updater, and notes can be viewed at any time.

Note: The Serendipity Updater requires access to the internet to function. Updates are not downloaded or installed until initiated by the user, as the Server and/or C5 Client are shutdown as part of the update process.

The following update functions are available in the **Server** menu of the C5 Client application. If the Server is run in addition to the C5 Client the update options are under the Server > Help menu:

- Update Options – Configure a time for C5 to periodically check for software updates.
 - Never – The software will not check for updates.
 - When (Time/Day) – Configure a time and day to automatically check for any software updates.
 - Notify when updates are available – A message will appear onscreen when updates are available to install.
- Check for Updates – Choose this to immediately check for any software updates.



Note: If Secure Mode is active, users can be configured to receive an email when software updates are available. This option is available when running the C5 Client as part of a Blackmagic or Megarip installation, with access to the Serendipity Client available (see the Accounts Admin section in the relevant user manual for further information).

Printing Jobs Using C5

There are various methods available for submitting files for printing when using the C5 Client. See the relevant section of this manual for further information on each area listed below.

Printers



- Select a printer from the Printers List.
- Select Printers menu > Print Files.
- Navigate to the file and click Open to print.

DropArea



Each printer in the Printers List automatically has a DropSpot created for it in the DropArea panel of C5. To print, simply drag and drop one or more files on to the selected DropSpot.

Studio



- Layout any Assets for nesting/tiling using the Studio application.
- When you are ready to submit the job for printing, Select Studio menu > Print.
- Select a printer from the dropdown menu and click OK to print.

DropFolder

In addition to a DropSpot, each printer in the Printers List also has a DropFolder auto-generated for file submission. The printer DropFolders are located in the product installation directory, **drop** subfolder. The names of the DropFolders are set up as per the assigned printer names in the list.

Jobs



- Select Jobs menu > Print Files.
- Using the popup chooser window, navigate to the file location and Open it.
- Select a printer from the dropdown menu in the Choose Printers popup window and click OK.

Important Note: The DropFolders cannot be moved, however a desktop shortcut may be created for them to make dropping files simpler still.

To print using the DropFolders, save a copy of the job file into the selected DropFolder. The file will be placed in the queue for printing.

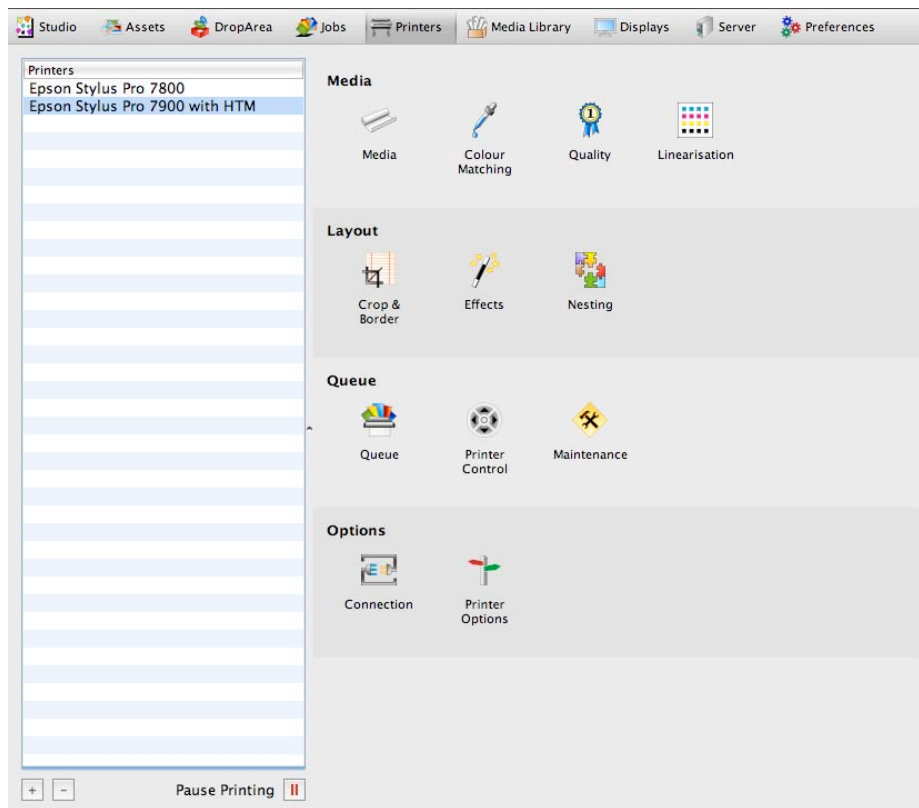
Assets



Assets are generally used by the Studio application. It is possible however, to drag and drop a submitted Asset file directly onto a QuickDrop area for printing. See the Assets section of this manual for further information.

Important Note: Job files are deleted from the DropFolder immediately after printing. For this reason, it is recommended that copies, not originals of the job files be saved to DropFolders. If the C5 Server is shutdown, all DropFolders are cleared. Any unprinted jobs in the DropFolders are lost and will need to be re-copied to the folders for printing.

The C5 Client



Look and Feel

The C5 interface is made up of nine (9) panels, accessed by icons at the top of the screen:

- **Studio** – An application used for manual nesting/tiling of jobs.
- **Assets** – Import and display Assets for use in the Studio application.
- **DropArea** – Drag and drop files here to automatically create an Asset or to be sent to various queues for printing.
- **Jobs** – Displays a list of jobs and their queues.
- **Printers** – Set up and manage any print destinations for outputting jobs.
- **Media Library** – Import and manage any loaded Media Packs.
- **Displays** – Configure the C5 Client display settings for viewing any job previews.
- **Server** – Displays the Event Log and Info for the currently connected Server.
- **Preferences** – Configure the display units, language and Input ICC Profiles for the Client.



Right-clicking on the main panel icons will allow users to select a preferred view – Text Only, Icon Only or both Icon and Text.

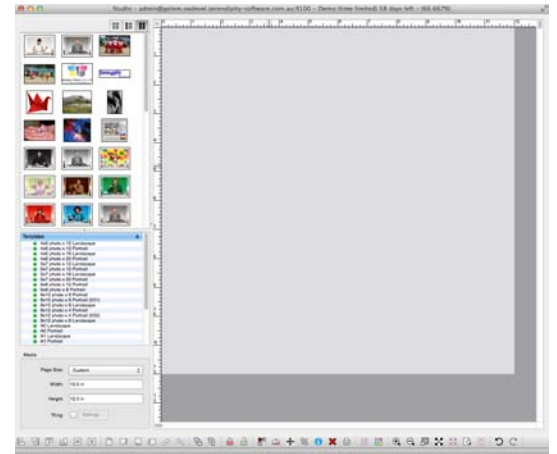


Studio

The Studio application allows for the manual nesting or tiling of jobs that are processed and output by Blackmagic and Megarip.

Jobs are submitted to the Asset Queue using the Import Assets option in the Asset menu; or by dragging files into the Asset DropSpot in the DropArea. Files may also be submitted as Assets by dragging and dropping them directly into the Studio Layout area from Windows Explorer or Mac OS X Finder.

Unlike other queued jobs, assets exist only as placeholder thumbnails until a manual nest or tile is submitted from the Studio application. The submitted jobs are then imaged, rendered and the nest is printed, appearing in the appropriate queue.



Submitted assets are visible in the Assets Queue and remain in the queue, even after printing, until deleted.

Studio Interface

Studio is made up of four (4) main sections:

1. Asset Panel – Displays any submitted asset files available for nesting and/or tiling.
2. Templates Panel – A list of available templates that can be loaded and modified from a library of saved templates.
3. Media Panel – Define the printable media (paper) area for nesting and access tiling options.
4. Layout Area – Where any jobs (assets) are placed for nesting and/or tiling.

A toolbar is available for quick access to a range of options and functions listed in the Studio menus. The toolbar can be toggled on or off and may be positioned at the bottom or to the right in the Studio screen (see Studio Settings).



Alignment



Orientation, Rotation



Auto arrange with/without rotation



Lock / Unlock



Step & Repeat, Canvas Wrap, Marker, Crop mode, Box Properties, Clear Layout, Print



Group / Ungroup



Zoom In, Zoom Out, Fullscreen, Fit All, Fit Tiling Document, Print Size, Fill with Tiling document

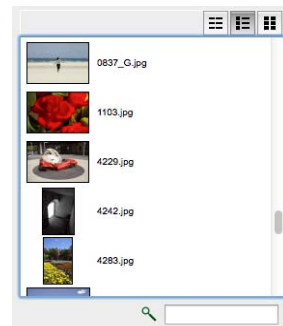


Undo / Redo

Sections of the toolbar can be hidden by right-clicking on the toolbar and unticking the appropriate section.

Asset Panel

The Asset panel displays all jobs that have been submitted as an asset to the Asset queue. Any assets that appear may be used in Studio for nesting or tiling. The assets are low resolution placeholder thumbnails until such time as the nest is submitted for print. Place assets in the Layout area by selecting from the list and drag+drop. Assets can be selected singularly or in multiples.



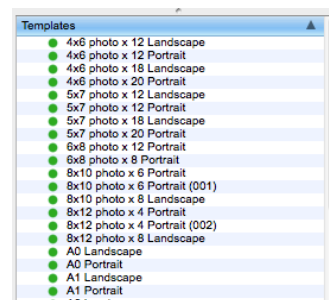
The Asset header bar has the following view options:

- List View – Display assets in text form (jobname/filename). A thumbnail preview of the image will appear at the bottom of the panel when highlighted in the list.
- Small Thumbnail – Display the assets as small thumbnail images with the jobname listed beside them.
- Large Thumbnail – Display the assets as large thumbnail images only.

A search field is available at the bottom of the panel. Enter text to find a jobname containing the search string. Non-relevant assets are temporarily filtered out of the view as the string is typed. This search field will not be available when Large Thumbnail view is selected. Clear the search box to view all assets again.

Templates Panel

Templates are a useful tool for anyone needing to make repeat prints using a specific layout for the available media. Studio gives users the opportunity to create and store a library of templates, set to specific sizes, styles and orientations.



Loading Saved Templates

Templates (nesting layouts) can be loaded from the template library by double-clicking the name of the saved template.

Assets dragged in to an empty frame are resized to fit or fill, are rotated and cropped according to the frame settings. A single asset dragged in to a selected frame grouping will be duplicated and placed into every frame within the group.

Creating Templates

Templates can be created from an existing asset file or by utilising the Step and Repeat function within Studio. Both methods are outlined below. Media dimensions, guides and frame positions are saved.

Create a template from an existing asset

1. Select Studio menu > Import Assets to add the job as an asset.
2. A popup window will appear to navigate to the necessary files. Select files and Open. Once the asset appears in the Asset panel they are ready to be used.
3. Select an asset and drag+drop it in to the Layout area.
4. Adjust the size and properties for the frame if required. The frame may be copied and pasted in the Layout area for quick duplication, or via Step and Repeat (see below).
5. Save the template when finished. This does not save the images within the frames, only the empty frame and its various properties. The saved template will appear in the Templates list. Click the text to rename as required.

6. To load the template, double-click the name. An empty frame set of the nest will appear in the Layout area, ready to accept any asset files dropped in to the frames.

Create a template using Step and Repeat

1. Go to the Frame menu > Step and Repeat option or select the Step and Repeat icon in the toolbar.
2. Enter the required dimensions, spacing and number for horizontal and vertical frame distribution. Frames will automatically appear in the Layout area as values are entered.
3. Select OK when done.
4. Select single or multiple frames and adjust their properties accordingly via the Box Properties option.
5. Save the template when finished and rename as required.

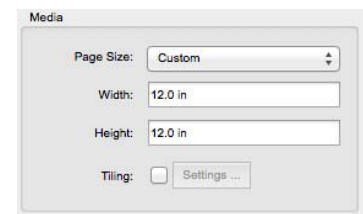


Note: If the Step and Repeat function is used when there are multiple frames selected with varied sizes, all frames will be repeated in the Layout area. The size dimensions in the Step and Repeat window will not be editable.

Media Panel

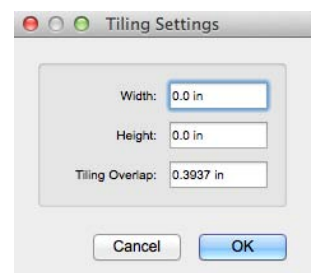
The Media panel is used to configure the onscreen representation of the printer media as a guide for job placement in the Layout area.

- Page Size – Select a pre-configured page size from the dropdown menu or enter custom dimensions.
 - Manage Custom Sizes – This option allows users to create and manage custom page sizes for use in Studio. Any page sizes created here will also appear in the Media > Cut Sheet page size options in the Workbench and in the Signature Groups > Grid page size section.
- Width – The width of the media being used for printing. If Tiling mode is enabled, this is also the tile width.
- Height – The height (length) of the media being used for printing. If Tiling mode is enabled, this is also the tile height.



Note: The Height can be left at zero (0) when using roll media as the Layout paper guide will automatically adjust the length as assets are placed. If set to 0 when tiling, the height will snap to the image placed in the tiling area.

- Tiling – Enable / disable Tiling mode. Click the Settings button to configure options.
 - Settings – Opens document settings which must be configured when using Tiling mode.
 - Width – Total width of the area to be tiled. This is a required field.
 - Height – Total height (length) of the area to be tiled.
 - Tiling Overlap – Enter the image overlap for each tile.

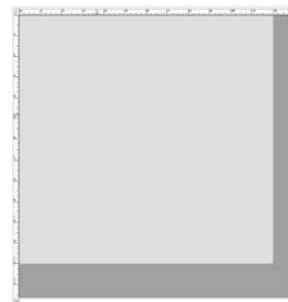


Layout Area

The Layout area is where any jobs (assets) are placed for nesting or tiling.

The area is surrounded by a ruler, marked with the user-defined measurement units and appropriately scaled to the current zoom level. All assets and frames are shown at accurate, relative size.

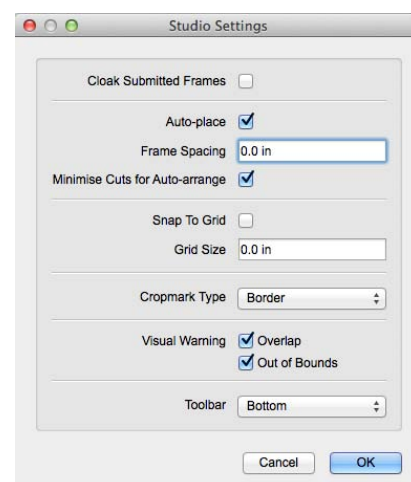
The dark gray area is the work surface onto which assets are placed and positioned. The lighter gray area is the defined, printable media area (see Media Panel). When Tiling mode is enabled, the edges of the total area to be tiled appear on the work surface as a red outlined box.



Menu Options

Studio Menu

- Save New Template – Saves the current frame layout to the template library. The template can be renamed by clicking on the “Untitled” text.
- Save Template – Saves the current nesting layout to the selected template in the library, overwriting any existing data.
- Remove Template – Remove the selected template from the library list.
- Export Templates – Export a saved template or templates to a user-defined location.
- Import Templates – Import saved templates. The imported template, or templates if multiple layouts exist in the file, will appear in the Template library list when loaded.
- Import Assets – Submit a file as an asset for use in Studio.
- Print / Print Tiles – Displays a chooser window to select a printer (Output) to submit the nest to.
- Studio Settings – Access the preferences for Studio:
 - Cloak Submitted Frames – Locks images and frames after they have been submitted for processing, preventing changes. Cloaked images will appear shadowed.
 - Auto-place – Allows for automatic placement of assets on to the Layout area when dragging and dropping them. The default position is top left (0,0). If a job has already been placed in the area, the auto position will align with the left side of the frame.
 - Frame Spacing – The distance (gap) between jobs being auto-placed in the Layout area.
 - Minimise Cuts for Auto-arrange – Aligns auto-arranged frames in a way that minimises the number of horizontal and vertical cuts required to separate the individual jobs after printing. This option may use more media (paper) when nesting.
 - Snap to Grid – Allows for assets to snap to a user-defined grid spacing, measured from the left ruler. The asset frame will snap to the closest defined grid position, taking into account any auto-place spacing settings.
 - Grid Size – Define the snap-to-grid size for frame placement in the Layout area.
 - Cropmark Type – Select the type of cropmark to apply to any cropmark enabled frames. Selections include Default, Paper-saving or Border.
 - Visual Warning – Enabled by default. Options include:
 - Overlap – Display a dashed line around any assets placed in the Layout area that have overlapping frames.
 - Out of Bounds – Display a dashed line around any assets placed in the Layout area that are outside the defined media.
 - Toolbar – Set the location of the toolbar to either bottom (default) or right side of the Studio screen.



Edit Menu

- Undo – Undo the last change made. The amount of available undo levels is configured via the Client Settings (0 = Operating System default level).
- Redo – Redo the last undone change. The amount of available redo levels is configured via the Client Settings (0 = Operating System default level).
- Cut – Cuts the currently selected frames to the Clipboard.
- Copy – Copy the currently selected frames to the Clipboard.
- Paste – Pastes the frames in the Clipboard to the Layout area. Paste is centred at the current mouse pointer position.
- Delete Assets – Deletes any selected assets from the Studio application and the Asset Queue.
- Delete Layout Assets – Delete any assets currently in the Layout area from the Studio application and the Asset Queue.
- Create Crosshair (SHIFT+1) – Create a frame containing a configurable crosshair in the Layout area. Click on the [...] box within the Property panel to view further options.
- Create Horizontal Line (SHIFT+2) – Create a frame containing a configurable horizontal line in the Layout area. Click on the [...] box within the Property panel to view further options.
- Create Vertical Line (SHIFT+3) – Create a frame containing a configurable vertical line in the Layout area. Click on the [...] box within the Property panel to view further options.
- Create Colour Box (SHIFT+4) – Create a frame containing a configurable colour in the Layout area. Click on the [...] box within the Property panel to view further options.

Note: For all **Create** options, a 1x1 inch frame will appear at the current mouse pointer position if using the shortcut keys. If selected from the menu, the frame will appear in the centre of the current Layout view.

Frame Menu

- Bring to Front – Move the selected frame to the front (top) layer of the layout.
- Bring Forward – Move the selected frame one layer forward (up) in the layout.
- Send Backward – Move the selected frame one layer backwards (down) in the layout.
- Send to Back – Move the selected frame to the back (bottom) of the layout.
- Edit Crop – The selected frame will enter Crop mode. Double-clicking on a frame will also enter Crop mode.
- Group – Group multiple selected frames for movement, deletion, locking or asset multi-drop.
- Ungroup – Ungroup any currently grouped frames.
- Align Left – Align grouped frames along the left edge of the leftmost box in the group.
- Align Right – Align grouped frames along the right edge of the rightmost box in the group.
- Align Top – Align grouped frames along the top edge of the uppermost box in the group.
- Align Bottom – Align grouped frames along the bottom edge of the lowest box in the group.
- Align Horizontal Centre – Align grouped frames along the averaged horizontal centre line of the frames in the group.
- Align Vertical Centre – Align grouped frames along the averaged vertical centre line of the frames in the group.
- Orient Up / Down – Alters the frame orientation to either upright or upside down (180 degree rotation).
- Orient Right / Left – Alters the frame orientation to either right or left by 90 degrees from the upright position.
- 90CW – Rotate the frame and contents 90 degrees clockwise.
- 90CCW – Rotate the frame and contents 90 degrees counter-clockwise.

- Lock – Lock the selected frames. Locked frames appear transparent and cannot be edited until unlocked.
- Unlock All – Unlock all currently locked frames.
- Decloak All – Decloaks all frames. Allows for movement, deletion or editing of frames that were locked/cloaked after submission (only available when Cloaking mode is active).
- Select All – Selects all frames in the nest layout area for grouping, ungrouping, movement, locking or deletion. Frame properties may be adjusted and will affect all selected frames and their positions within the layout area.
- Select Inverse – Deselects current frames while selecting all previously unselected frames.
- Step and Repeat – Create a set of user-defined frames for image placement, or copy dimensions of existing frames and repeat them across and down the Layout area. Step and Repeat can also be used to create an empty template. If an asset is placed into a frame prior to step and repeat, both frame and asset are repeated when selected.
- Auto arrange – Automatically arranges (nests) the images placed in the Layout area to fill the media dimensions.
- Auto arrange with Rotation – Automatically arranges (nests) the images placed in the Layout area to best fill the media dimensions by appropriately rotating the frames.

View Menu

- Zoom In – Zoom in to the Layout area view. Holding down Z+left click will also enable this mode.
- Zoom Out – Zoom out of the Layout area view. Holding down Shift+Z+left click will also enable this mode.
Note: Holding down CMD (Mac) or CTRL (Win) and scrolling the mouse wheel over the image will allow for zoom in and out functions.
- Fit All – Scales the Layout area view to show all frames currently in the nest.
- Fit Tiling Document – Scales the Layout area view to show all assets and frames within the dimensions as defined in the Media Panel > Tiling Options.
- Print Size – Shows the nest in the Layout area at actual print size.
- Fill with Tiling Document – Scales the Layout area, filling the view to the shorter width or height dimension as defined in the Media Panel > Tiling Options.
- Clear Guides – Clear any guides from the Layout area.
- Guides – Enabled by default. Create a guide by clicking in the horizontal or vertical ruler section of the Layout area and dragging the guide to the desired location. See the “Guides” section for further information.
- Box Properties – Popup a floating window displaying the Frame and Contents properties for any assets and frames placed in the Layout area. The window can remain open, floating above any assets for quick access to precise editing of frames and images. See the “Frames vs Content” section for further information.
- Clear Layout – Clears the Layout area of all frames and assets, including resetting the Media panel dimensions.
- Full Screen – Toggle between a windowed or full screen view.
- Sidebar – Toggle the view of the sidebar containing the Asset, Template and Media panels.
- Section Headers – Toggle the headers of each section within the sidebar on or off.
- Toolbars – Toggle the toolbar on or off. Select which sections of the toolbar to show or hide by ticking/unticking the available sections.

As an added option, holding down the spacebar will allow for panning around the Layout area when moving the mouse, similar to navigation used in graphics applications. The mouse cursor will change to a hand when this mode is enabled.

Guides

Guides are a useful tool when placing asset images into the Layout area for printing. Enabled by default, guides are created by clicking in either the horizontal or vertical rules of the Studio Layout interface and dragging a guide in to the desired location. Guides are saved with a template design in the Template Library.

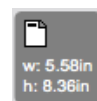
- To move or reposition an existing guide – CTRL (win) or CMD (mac) + Click on the guide and drag to a new location.
- To snap guides to grid – CTRL (win) or CMD (mac) + SHIFT + CLICK on the guide and drag to a new location. The guide will snap to the grid point.
- To remove all guides – Select View menu > Clear Guides.
- To remove a single guide – CTRL/CMD+ click on a guide and press delete (not backspace) or CTRL/CMD+Click+Drag the guide back into the ruler.
- To enter a precise location for a guide – CTRL / CMD + double-click on a guide to open a dialog box and enter the ruler location for either horizontal or vertical guides.

Note: If Guides and Snap To Grid are both active, the asset frame will snap to guide first if the frame edge is closest. Otherwise it will snap to the grid point. Guides are ignored if Autoarrange or Autoarrange with Rotation options are used.

Frame vs Content

Assets placed in the Layout area are always contained within a separate frame.

The **Frame** controls the size, position, style and orientation. All frames will have a floating info bubble on the top right side displaying the width and height dimensions of the frame, plus the orientation. This is viewed when selecting a frame or hovering the mouse over it and will update dynamically when resizing with the mouse.

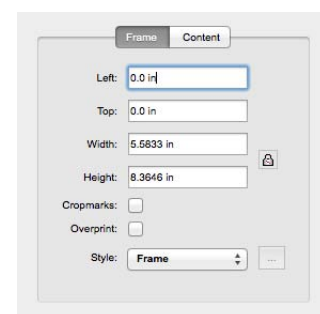


The **Content** relates to the actual asset placed inside the frame. If an asset is dropped into the empty Layout area, it is automatically assigned a frame.

Both Frame and Content can be edited via the **Box Properties** popup window.

Frame Properties

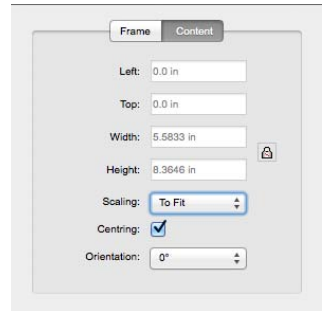
- Left – The offset distance of the frame from the left guideline. Offset is measured from the top left corner of the frame.
- Top – The offset distance of the frame from the top guideline. Offset is measured from the top left corner of the frame.
- Width – The width of the frame. This field will lock when Canvas Wrap is selected.
- Height – The height of the frame. This field will lock when Canvas Wrap is selected.
- Lock Button – Locks the current proportions of the frame size if resized along one dimension. The locked proportions are overridden by free resizing with the mouse within the Layout area. Frames can be unlocked and resized to any required dimension.
- Cropmarks – Enable to add cropmarks (as defined in Studio Settings) to the selected frame. Cropmarks are enabled by default when Canvas Wrap mode is in use.
- Overprint – Enable to convert the selected frame to overprint mode. Not available when using Canvas Wrap.



- **Style** – The style of frame, for example, Frame, Canvas Wrap or Marker. Click the ... button to configure options for Canvas Wrap and Marker modes.
- **Canvas Wrap** – Convert the selected frame to a canvas wrap. Configure properties via the ... button.
- **Marker** – Convert the selected frame to a marker. Configure properties via the ... button.

Content Properties

Content within Studio refers to the actual assets placed within a frame. Content is editable when in Frame and Canvas Wrap modes. It is not available for Marker mode.



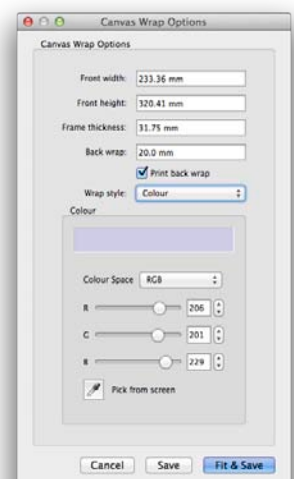
- **Left** – The offset distance of the asset image from the left edge of the frame. This is available when in Crop mode.
- **Top** – The offset distance of the asset image from the top edge of the frame. This is available when in Crop mode.
- **Width** – The width of the asset within the frame.
- **Height** – The height of the asset within the frame.
- **Lock Button** – Locks the current proportions of the content if resized along one dimension. The locked proportions are overridden by free resizing with the mouse. Content can be unlocked and resized to any required dimension when in Crop mode.
- **Scaling** – The method of scaling used for an asset placed within a frame.
 - **None** – The asset is shown at actual size inside the frame, irrespective of what size the frame is.
 - **To Fit** – The entire asset image is rescaled and shown within the frame proportions.
 - **To Fill** – The asset expands to fill the frame, scaling to show as much of the image as possible given the proportions and centring options of the frame.
 - **Custom** – The dimensions and frame offset for the asset are independent of the frame (similar to Crop mode). This method is automatically selected when in Crop mode.
- **Centring** – When enabled, any selected frames will have their asset centred within the frame. This is useful for reverting to the original placement when undoing any cropping.
- **Orientation** – The angle applied to the content (asset) within the frame. If custom scaling is used and the asset has different dimensions to the frame, only the asset orientation will be adjusted.

Canvas Wrap

The Canvas Wrap mode allows for the asset to be transformed in to a canvas print, ready for stretching around a wooden (or other) frame.

Cropmarks are enabled by default when Canvas Wrap mode is in use. This is to assist in cutting the canvas. Set the type of cropmark to be used in Studio via the Studio Settings option.

Note: Cropmarks (Standard) will take up extra space around a job when selected for use, changing the position of the job on the media and the total size of the job once rendered. Paper-saving cropmarks will not expand the overall rendered job size.



Canvas Wrap Options

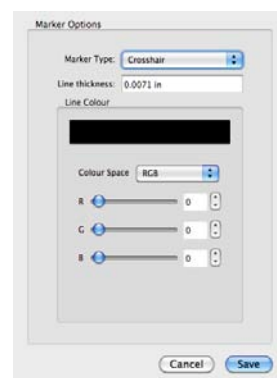
- Front width – The width of the front of the canvas.
- Front height – The height of the front of the canvas.
- Frame thickness – The thickness of the canvas frame (wooden or other). The default size is 1.25in.
- Back wrap – The length of canvas to wrap around the back once the canvas is stretched around the frame. The default size is 20mm. This will remain as an unprinted area unless Print Back Wrap options are selected.
 - Print Back Wrap – Prints the currently selected wrap style to the back wrap in addition to the frame sides of the canvas.
- Wrap style – The style of canvas to create. Further options are:
 - Gallery – This is the default canvas style, stretching the image to expand to the frame thickness as defined.
 - Mirror – Mirror the edges of the image to the frame thickness as defined.
 - Colour – Select a colour to fill the frame thickness as defined. Double-click the colour display box to select a colour from a Special Colour Set (Blackmagic only), or create a colour using the Lab, CMYK or RGB sliders. **Note:** If the colour selected does not match the colourspace of the image, a preview will not be available for viewing using the SoftProof application.
 - Pick from screen (eyedropper button) – Activates an eye-dropper tool to select a screen/image colour to apply to a Colour wrap style. Hover the pointer to see RGB values and a colour swatch of the current colour. Left-click to select. This option is only available when using RGB as the selected colourspace.
- Save – Saves the Canvas Wrap configuration but will not change the size of the asset (image) to fit the dimensions specified if they have been altered.
- Fit & Save – Fit the asset to the configured Canvas Wrap settings and save the layout, returning to the Studio screen.

Note: If multiple canvasses are to be printed, a quick and easy method of duplicating a finished canvas is to use the Step and Repeat function.

Marker

The Marker mode allows for the placement of a frame containing a style of marker in the Layout area.

- Crosshair (Shift+1) – Create a frame containing a configurable crosshair.
- Horizontal Line (Shift+2) – Create a frame containing a configurable horizontal line.
- Crosshair (Shift+3) – Create a frame containing a configurable vertical line.
- Colour Box (Shift+4) – Create a frame containing a configurable colour.



Note: For all create options, a 1x1 inch frame will appear at the current mouse pointer position if using the shortcut keys. If selected from the menu the frame will appear in the centre of the screen.

When in Marker mode, click on the ... box within the Box Properties popup window to view settings for each marker style.

Options include:

- Marker Type – Select from Crosshair, Horizontal Line, Vertical Line or Colour Box.

- Line Thickness – Set the thickness of the line for Crosshair, Horizontal and Vertical Line options. Does not apply for Colour Box.
- Line Colour – Select a colour for the line or box as selected above. Double-click the colour display box to select a colour from a Special Colour Set (Blackmagic only), or create a colour using the Lab, CMYK or RGB sliders.
- Pick from screen (eyedropper button) – Activates an eye-dropper tool to select a screen/image colour to apply. Hover the pointer to see RGB values and a colour swatch of the current colour. Left-click to select. This option is only available when using RGB as the selected colourspace.

Note: If the colour selected does not match the colourspace of the image, a preview will not be available for viewing when using the SoftProof application.

Important: If a frame is selected in the Layout area and Marker is chosen from the Style dropdown menu, the frame and image within will be replaced with the selected Marker.

Using Studio

Positioning Assets for Nesting

A media guide sheet will appear to scale (in light gray) in the Layout area when width and height dimensions have been entered in the Media panel. This allows for clear and simple placement of assets for nesting.

When submitted to print, everything on the media guide sheet is printed. If only a width is entered (for example, using roll media), once an asset is placed in the Layout area the media guide sheet will automatically lengthen to fit the job. As more assets are placed, the sheet will extend to display the total nesting area.

Note: It is not necessary to have dimensions entered for the media when creating a manual nest in Studio. When submitted, the nest will print to the selected media from the top left origin point, printing as much of the width or length of the nest as the paper in the printer will permit. The remainder will be cropped.

Creating a Nest

Studio allows for single or multiple assets to be dropped in to the Layout area.

1. Select the assets (jobs) from the Asset panel.
2. Drag and drop the assets in to the Layout area. Assets will appear at their native size unless placed in an empty frame with specific properties (via template or Step and Repeat).
3. Resize and adjust the frame and asset as required. This can be done via the Box Properties window or by using the following mouse options:
 - Left click (on a frame) – Selects the frame for editing, movement, locking or deletion. Selected frames are highlighted by a magenta border.
 - Left click (on empty Layout area) – Deselects all frames.
 - Left click (hold) + drag (on empty Layout area) – Creates a temporary framing box for selecting multiple frames. Any frames wholly or partially within the box when the mouse button is released will be selected.
 - Left click (hold) + drag (on a frame) – Moves the selected frame around the Layout area. Release the mouse button to drop and place the frame.
 - Right click – Opens the contextual menu with options, depending on where in the Layout area the click occurred.

- Double click (on a frame containing an asset) – Activates Crop mode for the selected frame. A frame in Crop mode will appear with a green border (see Cropping Assets for more information).
- Spacebar + Left click (hold) – Activates the Grip tool which allows for panning around the Layout area. The mouse cursor will change to a hand when in this mode.

Resizing Options

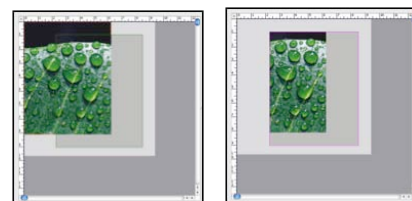
The following resizing options are available when clicking at the borders of a frame.

- Left click + drag – Enlarge or shrink the frame. Proportions are maintained. Resize is anchored at the opposing edge or corner of the frame.
- ALT + Left click + drag – Enlarge or shrink the frame. Proportions are maintained. Resize is anchored at the centre of the frame.
- Shift + Left click + drag – Free resizing of the frame, ignoring locked width/height ratios. Assets within the frame will fit or fill the resized frame depending upon frame settings. Resize is anchored at the opposing edge or corner of the frame.
- CTRL + Left Click + drag (Windows) – Snaps the frame proportions to the asset's native proportions and resizes. Resize is anchored at the opposing edge or corner of the frame.
- CMD + Left click + drag (Mac) – Snaps the frame proportions to the asset's native proportions and resizes. Resize is anchored at the opposing edge or corner of the frame.

Cropping Assets

Crop mode is activated or deactivated by double-clicking anywhere within a frame containing an asset image, or by selecting a frame and clicking the Crop mode button in the toolbar.

When activated the frame changes from magenta to green and a second frame with an orange border is assigned to the asset. Cropping can only be done one frame at a time. Multi-select image cropping is not available.



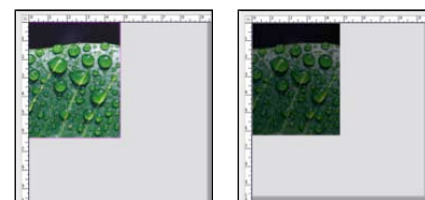
Asset before and after cropping

Either the frame or asset can be selected and moved, or resized as required. Double-clicking the frames again will show how the asset will be cropped. If the frame is resized larger than the asset within, the space around the asset will also be printed to the size of the entire frame.

Cloaking and Nesting with Large Format Flatbed Devices

One of Studio's primary functions is the laying out of jobs for print using large format flatbed printers.

When activated, the Cloaking feature locks images and frames after they have been submitted as a nest to the printer. Cloaked images appear shadowed in the Layout area, are static and non-editable unless decloaked.



Cloaking – Before and after submitting to print

This allows for easy placement and printing of new jobs on to blank, available areas of the flatbed media. Cloaked images are not reprinted when a new nest is submitted for printing.

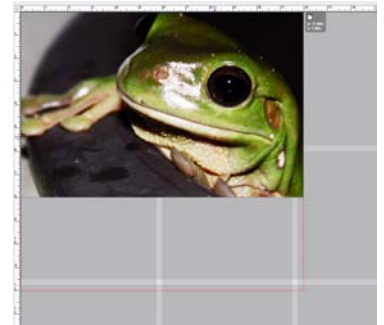
If desired, it is certainly possible to place jobs over others that have already been printed. Any new image will print exactly where it is placed, regardless of whether or not anything has already been printed in that area.

Important: The cloaking feature is disabled by default. It is not recommended for use with printers using roll media unless the device has the ability to roll back to previously unused areas of media.

Tiling with Media

Studio's tiling feature allows users to set the total document area and automatically create a tile grid based on pre-configured print media dimensions and overlap.

Tiling is useful for billboard printing, or any type of printing where the image is larger than the available print media (paper).



To tile a job:

1. Activate the Tiling mode by ticking the Tiling option in the Media panel.
2. Click on the Settings button to configure the tiling parameters.
3. Enter the width and height (optional) of the area to be tiled. If a height is not entered the tiling document height will automatically match the height of the asset to be tiled.
4. Enter any overlap size if required.
5. In the Media panel, enter the width and height (optional) of the printer media to be used. This is the tile size. If a height is not entered, such as when using roll paper, the tile height will match that of the tiling document.
6. The tiled area will be outlined by a red border.
7. Once tiling has been configured, place the asset to be tiled in the Layout area and resize as required.
8. Submit the job to print when ready. The print option will appear as Print Tiles in the Studio menu.

Note: Cropmarks and alignment marks are automatically added to any tiling jobs when submitted via Studio.

Studio Rendering Effects

There are various rendering effects available when using Studio. They will not be visible in the Layout area and will only affect the job when it is rendered, ready for printing. Any effects can be previewed using SoftProof once the job has been rendered and nested.

The available rendering effects are:

- Cropmarks – Available as a checkbox within the Studio application. Enabling this will place cropmarks around the selected frame. This effect will adjust the placement of the job on the media to compensate for adding cropmarks during the rendering phase. The type of cropmark to be used is configured in the Studio Settings.
- Image Overlay – Available via the Jobticket in the Serendipity Client. Allows for an image to be placed anywhere over the job. File formats accepted are Blackmagic Image, JPEG, PNG, PPM, Photoshop or TIFF.
- Mirror – Available via the Jobticket in the Serendipity Client. Mirrors the job.
- Negative – Available via the Jobticket in the Serendipity Client. Allows for the job to be negated or inverted. Useful for printing to film using a white ink printer.

ColourKeys and Screenprinting mode are also available when using Studio, accessible via the Jobticket and Media (See Serendipity Client – Workbench) used for processing the job files.



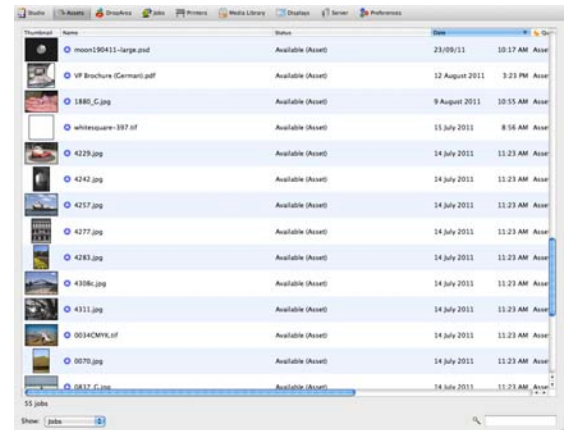
Assets

Assets are image files loaded into C5 for manual nesting or layout using the Studio application. All assets will remain in the Asset Queue until deleted.

When storing an asset in the queue, rather than imaging the complete job file, a thumbnail is loaded. Using thumbnails requires minimal CPU resources, allowing for fast and efficient manipulation of job images in the Studio application. Normal imaging, rendering and colour management occurs only when the layout is sent for printing.

Asset Queue

The Asset Queue displays relevant information about each image file. The following sort columns can be selected using the contextual (right-click) menu on the sort column header bar in the Assets window. Column order can be changed by drag-and-dropping them or using the Configure Headers option in the contextual menu.



- Thumbnail – Shows a thumbnail of the job. The thumbnail can either show the Original (imaged) file or the Printed (rendered) image.
- Name – Displays the job (Asset) name.
- Status – Displays the status of the Asset, showing as Available (Asset) when the file is ready for use in Studio.
- Date – The date and time the Asset was added to the queue.
- Queue – The output queue the image was sent to, in this case it will appear as Asset.
- Size – The size of the Asset (disk space used).
- Width – The width of the Asset.
- Height – The height/length of the Asset.
- Page – The page number of the Asset, if part of a submitted multi-page file.

The area below the Asset Queue has the following:

- XX Jobs – This is a numerical display of how many Assets are currently in the queue.
- Show – Select the display method for files in the Asset Queue. Choose from either Jobs (for a list view with information columns), or Thumbnail (displays jobs as a large thumbnail with filenames only).
- Search – Search for Assets in the queue by entering text into the field. All files matching the search text will be displayed. All elements of the Asset are searched against, not just the name, making the search a useful filtering tool. The search can be inverted with cmd+shift+I (Mac) or ctrl+shift+I (Win). The search box will turn black to indicate when the inverse search is selected.

The following options are available in the contextual (right-click) menu when an Asset is selected:

- Job Info – Displays a thumbnail and information about the currently selected Asset. A toolbar (spanner icon) offers further options:
 - – and + buttons – Increase or decrease the size of the text in the Job Info window. This can also be changed by holding the Ctrl (Win) or Command (Mac) keys and spinning the mouse scroll wheel.
 - Print Portrait – Print the Job Info to a system printer in portrait orientation.
 - Print Landscape – Print the Job Info to a system printer in landscape orientation.
 - Print PDF Portrait – Export the Job Info to a PDF file in portrait orientation.

- Print PDF Landscape – Export the Job Info to a PDF file in landscape orientation.
- View Errors – Display any error messages for the selected Asset if the status is listed as Failed.
- Delete – Delete the currently selected Asset.
- View Original – Display a low-resolution copy of the Original (Imaged) asset file in a SoftProof window.
- Refresh – Update the status of the Assets in the queue.

Assets Menu

- Delete – Delete the currently selected Asset.
- Import Assets – Load an Asset into the queue. Use the pop-up file chooser to navigate to the file.
- Print Assets – Print the selected Asset to the chosen printer, without using the Studio application.

Queue Menu

- Resume Printing/Processing / Pause Printing/Processing – Pause or resume printing/processing the currently selected Asset.
- Refresh All Queues – Updates the status of the Assets on all queues.

View Menu

The following menu options are duplicates of those mentioned above in the Asset Queue contextual menu:

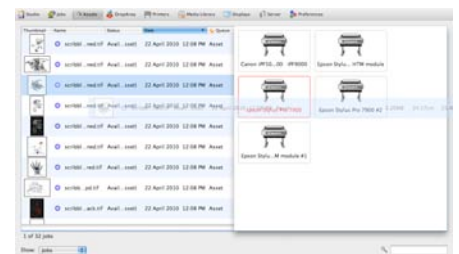
- Job Info, View Errors, View Original, View Printed
- Joblist View – Display jobs in a list view with information columns.
- PrintGallery View – Display jobs as thumbnails with filenames.

QuickDrop

The Asset Queue features a QuickDrop function to allow an asset to be output to a printer as a stand-alone job, rather than as part of a nest created using Studio.

To access QuickDrop:

1. Select the Asset to be printed.
2. Hold the left mouse button down and begin dragging the job. A DropArea panel will open containing printer DropSpots.
3. Drag and drop the job on the desired output location.
4. Once dropped, the job will be placed in the queue for printing.



Important Note: Any paused printers will appear with a red border in the QuickDrop panel. Files dropped onto these printers will image and render, but will not print until the printer status is changed to Resume Printing.

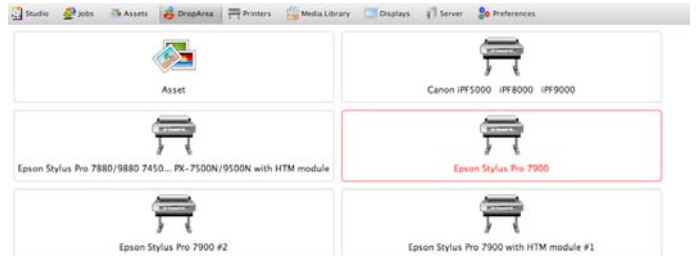


DropArea

The DropArea window is an area designed to accept drag-and-drop files for printing. The DropArea features a DropSpot for each available Printer and one for the Asset queue.

The DropArea section does not contain any main menu items however, there are two (2) options available via the contextual (right-click) menu in the main screen:

- Increase DropSpot Inset – Increase the size of all DropSpots in the DropArea.
- Decrease DropSpot Inset – Decrease the size of all DropSpots in the DropArea.



The above options allow you to view more or less of the descriptive text for each DropSpot.

Paused Printers

DropSpots for paused printers will appear with a red border. Files dropped onto these DropSpots will image and render, but will remain in the job queue until the printer status is changed to Resume Printing.

Dropping a File

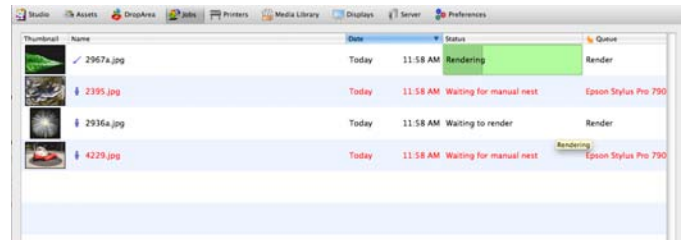
1. Select the file for printing and drag it to the selected DropSpot. The DropSpot printer icon will change when you have selected it to receive the file.
2. Release the mouse button to drop the file. The job will be placed in the Printer queue for processing and printing, or sent to the Asset Queue for later nesting and printing.



Jobs

The Jobs window shows the current status of jobs in all C5 printer queues. Users can follow a job's progress through the Imaging (when the file is interpreted and its resolution is sampled for conversion to the print resolution); Rendering (colour management, cropping, rotation and effects are applied); and Printing phases.

Printed jobs remain in the Jobs queue until deleted manually or automatically, according to Printer Queue options configured by the user.



Jobs Queue Panel

The Jobs Queue displays relevant information about each print job. The following sort columns can be selected using the contextual (right-click) menu on the sort column header bar in the Jobs window. Column order can be changed by drag-and-dropping them or using the Configure Headers option in the contextual menu.

- Thumbnail – Shows a thumbnail of the job. The thumbnail can either show the Original (imaged) file or the Printed (rendered) image.
- Name – Displays the job name.
- Status – Displays the status of the job and a progress bar, showing the completion status of a processing or print task.
- Date – The date and time the job was processed.
- Queue – The output queue the job was sent to for processing.
- Size – The size of the job (disk space used).
- Width – The width of the job.
- Height – The height/length of the job.
- Page – The page number of the job, if part of a submitted multi-page file.
- Copies – When multiple copies of a job are sent for printing, this column counts down the number of jobs left to print.

The area below the Jobs Queue Panel has the following:

- XX Jobs – This is a numerical display of how many jobs are currently in the queue(s).
- Show – Select the display method for files in the Jobs Queue. Choose from either Jobs (for a list view with information columns), or Thumbnail (displays jobs as a large thumbnail with filenames only).
- Search – Search for jobs in the queue by entering text into the field. All jobs matching the search text will be displayed. All elements of the job are searched against, not just the name, making the search a useful filtering tool. The search can be inverted with cmd+shift+I (Mac) or ctrl+shift+I (Win). The search box will turn black to indicate when the inverse search is selected.

A number of actions can be performed on a processing or printed job. Options become available when one or more jobs are selected. Only actions valid for the job status are shown. For example, the action to Nest Now is only available if the job has a status of Waiting to Nest.

Jobs Menu

The Jobs menu offers the following options, duplicating those in the Job Queue Panel contextual menu (listed below):

- Reprint, Cancel, Delete, Hold, Release, Retry, Nest Now, Rush Jobs; and
- Print Files – Submit jobs for printing. Use the pop-up file chooser to navigate to the file and select a printer from the dropdown menu.

The following options are available in the contextual (right-click) menu when a job is selected:

- Job Info – Displays information about the currently selected job(s). The Job Info contains all details of how the job was processed and displays a thumbnail preview of the job and its configuration. A toolbar (spanner icon) offers further options:
 - – and + buttons – Increase or decrease the size of the text in the Job Info window. This can also be changed by holding the Ctrl (Win) or Command (Mac) keys and spinning the mouse scroll wheel.
 - Print Portrait – Print the Job Info to a system printer in portrait orientation.
 - Print Landscape – Print the Job Info to a system printer in landscape orientation.
 - Print PDF Portrait – Export the Job Info to a PDF file in portrait orientation.
 - Print PDF Landscape – Export the Job Info to a PDF file in landscape orientation.
- View Errors – Display any error messages for the selected job if the status is listed as Failed.
- Reprint – Reprint the currently selected job(s) to the same printer used for the original print. Further options available are:
 - Number of Copies – Enter a number of reprints to be printed or use the arrows to select a value.
 - Cancel – Cancel the reprint and close the pop-up window.
 - Submit – Submit the selected job(s) for reprinting.
- Cancel – Cancel current processing or printing for the selected job(s).
- Delete – Delete the currently selected job(s).
- Hold – Hold the selected job(s). Only available when the job status is Waiting.
- Release – Release any selected jobs with a Held status.
- Retry – Retry a job that has failed at imaging or rendering.
- Rush Jobs – Move the currently selected job(s) to the top of the current queue (image, render or print) to be processed next. The job status must be listed as Waiting in order to be rushed. Jobs currently being processed will be completed first.
- View Original – Display the Original (Imaged) file for the selected job(s) in a SoftProof window.
- View Printed – Display the Printed (Rendered) file for the selected job(s) in a SoftProof window.
- Nest Now – Available when the selected job has a status of Waiting to Nest. Only one job in a particular queue needs to be selected and all jobs with a status of Waiting to Nest will be nested.
- Refresh All Queues – Update the status on all queues.

Queue Menu

- Resume Printing/Processing / Pause Printing/Processing – Pause or resume printing/processing the currently selected job.
- Refresh All Queues – Updates the status on all queues.

View Menu

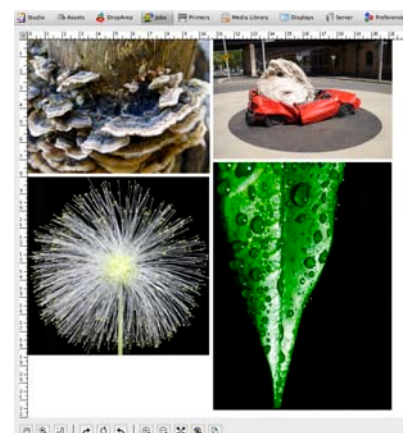
The following menu options are duplicates of those mentioned above in the Job Queue contextual menu:

- Job Info, View Errors, View Original, View Printed
- Joblist View – Display jobs in a list view with information columns.
- PrintGallery View – Display jobs as thumbnails with filenames.
- Printed Thumbnails – When enabled, the job queue thumbnails will display the Printed (Rendered) image. When disabled, the Original (Imaged) image will be shown.

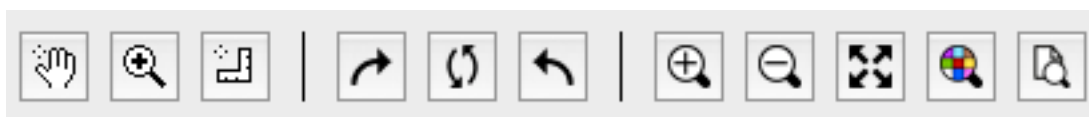
SoftProof Window

The SoftProof window opens after selecting a job and choosing View Original or View Printed from the available menus.

The preview window will temporarily replace the Jobs Queue in the Jobs window, displaying the Original or Printed job on screen.



SoftProof Options



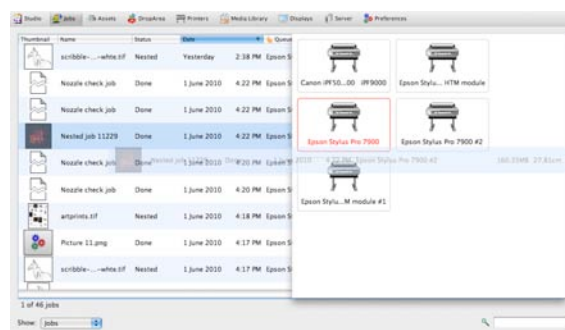
- Pointer Tools
 - Pan – Navigate around the image by clicking the left mouse button and dragging the job around the screen. The cursor will appear as a hand.
 - Zoom – Zoom in or out of the job. Clicking the mouse button zooms in to double the current magnification level. Shift+click will zoom out to half the current magnification level. Click and drag over an area to zoom in to that area. The cursor will appear as a magnifying glass.
 - Measure – Take a measurement on the image. Hold the shift key to draw a straight horizontal or vertical line for measurement. The cursor will appear as a set square.
- Rotation
 - 90CW – Rotate the preview image 90 degrees clockwise.
 - 180 – Rotate the preview image 180 degrees.
 - 90CCW – Rotate the preview image 90 degrees counter clockwise.
- View
 - Zoom In
 - Zoom Out
 - Zoom to Fit – Zoom to fit the entire image in the SoftProof window.
 - Actual Size – Display the image at 100% scale (Actual Size). One pixel on screen is equal to one pixel of the job file image. Note: A Printed view shows the job at one on-screen pixel per one dot of the printed resolution.
 - Print Size – Display the image scaled to the printed size.
- Back – Closes the SoftProof window and returns to the Jobs Queue Panel.

Holding down CMD (Mac) or CTRL (Win) and scrolling the mouse wheel on the image will allow for zoom in and out functions.

QuickDrop

The Jobs Queue features a QuickDrop function to allow easy reprinting of jobs in the queue to the same or another printer.

Important Note: Any paused printers will appear with a red border in the QuickDrop panel. Files dropped onto these printers will image and render, but will not print until the printer status is changed to Resume Printing.



To access QuickDrop:

1. Select the job to be reprinted.
2. Hold the left mouse button down and begin dragging the job. A DropArea panel will open containing printer DropSpots.
3. Drag and drop the job on the desired output location.
4. Once dropped, the job will be placed in the queue for reprinting.

Important Note: The Assets DropArea is not available for QuickDrop in the Jobs panel.



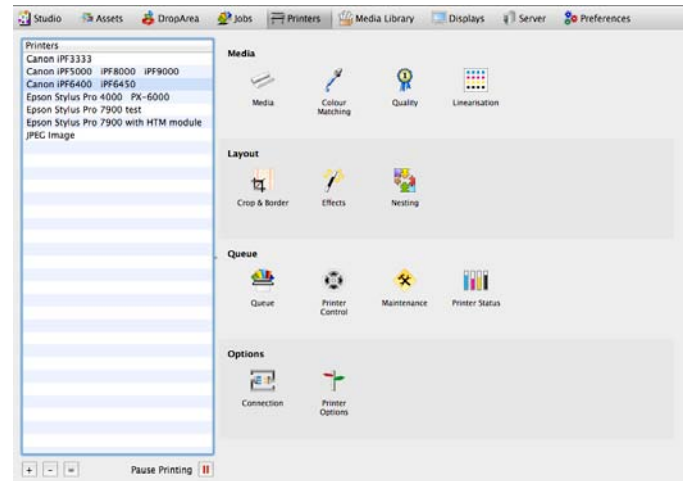
Printers

The Printers window is where any printers or job output methods are created and configured.

The main screen is made up of two (2) sections – the **Printers List** and the **Settings** panel – along with a Printers Menu option.

Printers Menu Options

- **Pause/Resume Printing – (Toggle)** Pauses or Resumes the currently selected printer. Paused printers will appear in red in the Printers list. The Pause/Resume Printing icon at the bottom of the list will also change, depending on which has been selected.
- **Print Files** – Submit a job for printing to the currently selected printer. Use the pop-up file chooser window to navigate to the file.
- **Print ICC Targets** – Submit an ICC target for printing to the currently selected printer. All ICC profile colour matching is ignored when the Print ICC Targets option is selected. Use the pop-up chooser window to navigate to the target file.

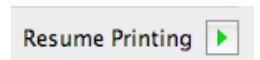
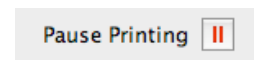


Printers List

This panel displays a list of all currently available printers. Printers will not automatically appear when C5 is first installed and require an initial setup after a Media Pack has been imported.

Options include:

- **+** (button) – Located at the bottom of the Printers List. Click to add a new C5 Printer Driver and Media combination from the available imported Media Packs.
- **-** (button) – Located at the bottom on the Printers List. Click to remove the currently selected C5 Printer Driver and Media combination from the list.
- **=** (button) - Located at the bottom of the Printers List. Click to duplicate the currently selected printer including all configured settings
- **Pause/Resume Printing – (Toggle)** Located at the bottom left of the Printers List. Click to Pause or Resume the currently selected print queue. Paused printers will continue printing the current job until finished and then become inactive until Resumed. Paused printers will appear in red in the Printers List.



Printer Settings

This panel displays a range of settings available for configuring the selected printer – **Media**, **Layout**, **Queue** and **Options**.

Media Panel



Media

- Media – Select a Media setup for the printer from the list of compatible items.
 - Media Lock – Lock/Unlock the printer's media. Unlocking allows the media to be changed to another compatible one.

Important Note: Changing Media

Printers are loaded from C5 Media Packs with a user-selected Media. Changing a printer's Media also changes the linearisation data, printer control and optional settings to the defaults of the new Media loaded. When unlocking and changing Media, a warning message will appear informing users that they may need to re-linearise or reconfigure the printer options.

- Sheet Size – Optionally set a sheet size for the Media. Choose from a selection of cut-sheet sizes or set a custom sheet dimension. If set, Media dimensions override Nesting width and will prevent jobs that are too large from printing (see Nesting for further information).
 - Manage Custom Page Sizes – Create and manage custom page dimensions for use. Any page sizes created here will also appear in the Studio application > Media Panel > Page Size section.

Important Note: No dimension parameters are used when processing and printing jobs if the default width and height values of zero (0) are entered.

- Width – (Optional) Set a width for the Media.
- Height – (Optional) Set a height or length for the Media.
- Printer Margins – Left, right, top, bottom. Set the margins defining the printable area for the media type and printer model (Consult your printer user manual for details of printable area).

Note: Setting correct printer margins is important for accurate use of scaling and centring. These effects will take margins into account when placing images and when scaling to avoid clipping.

- Paper Source – Select a paper source for the print media from the dropdown menu.



Colour Matching

- Honour Embedded ICC Profiles – Enable this to use an ICC profile embedded in a submitted TIFF, JPEG or EPS file as the input match profile.
- Black Point Compensation – Designed for use when processing input from large gamut sources such as photographs and RGB images. When enabled, Black Point Compensation will enhance shadow detail; assist when viewing shadowed areas in non-ideal, everyday lighting conditions; and prevent flooding in CMY gray areas.

Important Note: Black Point Compensation will only function when using Relative or Absolute Colourimetric Rendering Intents.

- RGB ICC Profile – Select an RGB Input ICC profile and set the Rendering Intent used. This ICC profile is used to convert RGB input data for use in the C5 colour management system.
- CMYK ICC Profile – Select a CMYK Input ICC profile and set the Rendering Intent used. This ICC profile is used to convert CMYK input data for use in the C5 colour management system.

Rendering Intent options include:

- Perceptual – All colours are moved proportionally to each other so the eye perceives the colours to be correct (i.e., colours out of gamut move into gamut, and those in gamut move proportionally to those out of gamut).
- Relative Colourimetric – Those colours out of gamut are moved into gamut, and those in gamut are left untouched.
- Absolute Colourimetric – The colours are left alone so those out of gamut cannot be reproduced. Adjusts the white point of the media to match that in the input ICC profile.
- Saturation – Those colours out of gamut move into gamut, but all colours increase in saturation as a result.
- Upload ICC – This is available on all of the ICC choosers. If an ICC profile is located somewhere other than the C5 default ICC folders, you can use this function to upload it for use by C5.



Quality

- Precision – Enable or disable 8-bit or 16-bit processing for jobs printed through C5.

Important Note: C5 is able to accept files submitted in a 16-bit format. The files are normally processed and rendered in standard 8-bit colour, which for many workflows is sufficient. 16-bit processing improves render quality. When enabled, 8-bit submitted files are scaled-up to 16-bit for processing. 16-bit mode requires more system memory for imaging/rendering jobs and produces larger output files.

- Scaling Method - Configure the method for sampling incoming data and changing the resolution from the input to that of the output. The options are:
 - Nearest Neighbour – The fastest method but less accurate. Choices are made as the closest pixels from input to output and can result in jagged edges or stepping effects.
 - Bilinear – A medium quality sampling method and can take longer than Nearest Neighbour. Bilinear takes the weighted average of 4 pixels from input to output. Best for use with screened data.
 - Bicubic – High quality sampling method which takes longer to calculate than Bilinear. Bicubic uses the weighted average of 16 pixels from input to output.

- Filtered – Serendipity’s own sampling method, giving the highest quality. It takes longer to process than Bicubic and uses an averaged area from input to output. This setting provides better resampling for contone data, such as Postscript and PDF.
- Antialiasing – Choose from 2x2, 3x3, 4x4 or None. Antialiasing is designed to smooth jagged edges and is used when the Output does not have sufficient resolution to display edges smoothly. The values increase the amount of pixels used for Antialiasing. The default setting is None.



Linearisation

The Lineariser panel shows the linearisation curve of the currently selected printer. This curve is made up of a number of measured values that bring the printer into a known (linear) state when printing to a particular media - important for good colour reproduction. When applied to the printed output the curve ensures, for example, that a 50% Cyan area in a job prints at 50%.

Printer Media loaded from Media Packs generally include a linearisation curve however C5 allows the printing and measuring of new curves to recalibrate the printer’s output for that media.

The Linearisation window is made up of 3 main panels: **Measurement**; **Curves Display**; and **Spectrophotometer**.

Measurement

The display shows the colour-coded linearisation patches for each ink channel. The patch number and the Dot % it represents are listed across the top of the panel. Measured Values (Lab) are shown within each patch. If no values are present, the Media has not yet been linearised.

- Last Linearised – Located top-right above the measurement panel, displays the date and time the printer/media combination was last linearised.

Spectrophotometer

- Device – Select an instrument to measure the linearisation chart from the list of supported Spectrophotometers. This choice should be made before printing the chart as each chart is customised to the instrument being used.
- Measure – Initialises the connected instrument and prepares it to read patches. The patch window changes to a measuring window and the instrument list changes to a text field where instructions are displayed. After measurement is complete you will be prompted to save or discard the new values.

Important Note: Always allow the printed linearisation chart to dry for several minutes before measuring to allow the inks to stabilise.

- Print Chart – Print the appropriate chart for the selected instrument. A pop-up window will show the following options:
 - Cancel Printing – Cancels the action and returns to the previous window.
 - Don’t Apply. Print to Linearise – This will disable all colour management except for Paper Profile. Use this to make a Linearisation Curve.

- Yes. Print to check Linearisation – This applies all colour management so you can check a Linearisation.

Curve

This panel shows the Linearisation Curves for each Ink Channel.

Select individual Channel checkboxes to view a channel. Shift-click to add more channel curves to the view. Double-click a channel to show all curves.

Layout Panel



Crop & Border

- Auto Crop – Enable / Disable auto-cropping to remove blank area around an image. The crop stops at the first coloured pixel encountered in the file image.
 - Cropping – Set cropping dimensions for jobs sent to the printer. When cropping is set, you will need to take into account any rotation that has been applied to the image, as cropping takes place after rotation.
- Border – Specify a border around the job. As with cropping, take rotation into account when applying the border effect.



Effects

- Scale
 - None – No scaling is applied to a submitted job.
 - Percentage – Enter a percentage to scale the job by. This does not apply to any job submitted via Studio.
 - Fit Media – When enabled, printed jobs are scaled to fit the Media dimensions. If only one dimension is set (e.g., width), jobs will scale to the single dimension. If a media has no set dimensions, the job will print at its native size. (Media width and height are set in the Media panel).
 - Scale down only – Enable/disable. To be used with Fit Media. Scales jobs down to fit within set dimensions, but does not enlarge the images to fill the defined area.
- Rotation – Optionally choose a rotation for jobs sent to the printer. Choose from:
 - None, 90, 180, 270 degrees; or
 - Auto - Rotates jobs to best fit the set media width and height while using the least amount paper.

Important Note: Auto Rotation is very useful for saving media, but if a job is rotated it takes longer to process - the larger the job the longer the processing time. Rotation takes place at the beginning of the Rendering phase and will affect cropping, borders and so on. If you are auto-rotating when nesting (see Layout-Nesting), it is advisable to have rotation in this section set to None, otherwise the job rotation will be calculated twice, increasing the processing time.

- Centre on Media
 - Horizontal – Centre the image horizontally based on the width set in the Media panel.

- Vertical – Centre the image vertically based on the height/length set in the Media panel.
- Effects
 - Negative – Invert the colour channels of the job, printing them as negatives.
 - Mirror – Flip the job, printing it as a mirror image.



Nesting

Efficient use of media resources has a direct effect on a business' bottom line. C5 allows users to make the most of available print media with Nesting.

Using automatic nesting, print queues are set to collect, intelligently arrange and auto-rotate incoming jobs to best use the space on your print media and minimise paper waste. Nesting can be configured according to percentage of sheet coverage, number of jobs, minimum or maximum media length, idle wait time or be initiated manually at any time.

- Automatic/Manual – Select Automatic to nest jobs based on defined parameters (see below). Select Manual to print jobs individually as they are sent to the printer.
 - Preserve Job Orientation – Override the default auto-rotation function of Automatic Nesting. When disabled, jobs are auto-rotated to best use the available print area or fit with other nested jobs. It is also recommended the Rotation option in the Effects panel is set to None if Preserve Job Orientation is disabled.
 - Minimise Cuts – When automatic nesting is active this option will align the nested jobs in a way that minimises the number of horizontal and vertical cuts required to separate the individual jobs after printing. Note: This option may use more media (paper) when nesting.
- Nest Width – Specify the nesting media width. A dimension must be set here for nesting to work. If a width is set in the Media section, it will override the dimension set here.
- Minimum Nest Height – Specify the minimum total height of a nest, i.e., if the combined height (length) of the jobs waiting to nest reaches this value, nesting begins.
- Maximum Nest Height – Specify the maximum total height (length) of a nest. Useful when nesting to a Cut Sheet paper source.
- Gap Between Jobs – Enter the size of the gap between jobs in the nest.
- Minimum Media Coverage – Specify the minimum paper coverage to be reached by jobs waiting to nest before nesting will begin. Once reached, any waiting jobs will be nested and printed.
- Maximum Jobs – Specify the maximum number of jobs in a nest. If there are more jobs in the queue than the number specified, that number of jobs will nest and the remaining jobs will stay waiting to nest until the criteria is met again.
- Maximum Wait Time – Specify how long to wait before nesting begins. Once reached, nesting will begin and any job waiting to nest will be nested into a single job. The start time is determined by the first job that appears waiting to nest.

Queue Panel

Queue



Configure C5 to automatically delete printed jobs from the queue based on time and/or number. Options include:

- Job History
 - Keep Most Recent – Set a number for how many recent jobs C5 will keep in the Jobs Queue, automatically deleting any excess jobs from the queue.

Important Note: If this option is enabled and the number of jobs is set to zero (0), jobs will be deleted from the job queue immediately after printing.

- Keep Jobs Newer Than – When enabled, C5 looks at the time signature of printed jobs and deletes any in the queue older than the specified (days/hours/min) time.



Printer Control

The options appearing in this section will be printer specific and may not be available for your selected driver.

- Cutter Control – Select a cutting method from Auto Cutting On/ Off; or Horizontal Print Page Line.
- Direction Control – Select Bi-directional or Uni-directional printing.
- Drying time (secs) – Optionally set a drying time between print jobs (0 – 65535 seconds).
- Drying time per pass (ms) – Optionally set a drying time after each print head makes a pass (0 – 10000 milliseconds).
- Borderless Printing – Select On, Off or another printer specific option.
- Bidirectional Printing – Select On or Off.
- Cut Method – Select from No Cut, Every Page, Print Cut Line or Auto (Use Control Panel).



Maintenance

Configure C5 to automatically perform printer maintenance functions at regular intervals; after a set number of print jobs; or after printing linearisation charts and ICC targets.

Important Note: The Maintenance option will not appear for all printers.

Options include:

- When – Select **Every** from the dropdown menu to activate time-based maintenance, with configurable time and day fields. **Never** will disable the printer maintenance.
 - Perform Actions:
 - Clean Print Head – When enabled, the printer will clean the print head.
 - Print Nozzle Pattern – When enabled, the printer will print a nozzle check pattern to verify all print nozzles are clean and functioning.
 - Nozzle Check – When enabled, the printer will perform a nozzle check.
- Every – Enter a number in the field or use the arrows to set the selected maintenance to be performed after the defined amount of print jobs.

- Perform Actions:
 - Clean Print Head – When enabled, the printer will clean the print head.
 - Print Nozzle Pattern – When enabled, the printer will print a nozzle check pattern to verify all print nozzles are clean and functioning.
 - Nozzle Check – When enabled, the printer will perform a nozzle check.
- After printing:
 - Linearisation Chart – When enabled, the printer will print a nozzle check pattern immediately after printing a linearisation chart. If the pattern is incomplete, the print head will need to be cleaned and the chart reprinted.
 - ICC Chart – When enabled, the printer will print a nozzle check pattern immediately after printing an ICC Target Chart. If the pattern is incomplete, the print head will need to be cleaned and the chart reprinted.



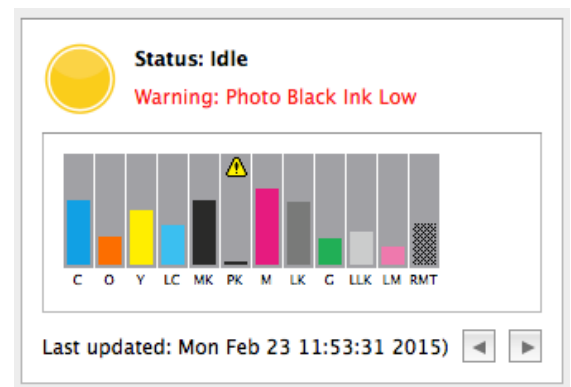
Printer Status

The option is available for compatible output drivers only.

When selected, the C5 Client will display the status of the currently highlighted printer; ink levels; warnings and/or error messages.

The Printer Status module is updated:

- Every 60 seconds – Printer Idle.
- Every 15 seconds – Printer Busy (Printing).
- Every 5 minutes until connection restored – Printer disconnected from network or turned off.



Options Panel

Connection



This section configures the method C5 uses to communicate with the selected printer. Additional parameters and options may need to be set, depending on the method selected.

- Destination Driver – Select the connection method from the dropdown menu. Available methods include:
 - Bonjour/Zeroconf – Select this to output to a Bonjour/Zeroconf network destination. The local network is polled for Bonjour/Zeroconf devices. Choose Edit and select the appropriate destination from the dropdown list.
 - Epson FireWire – Only available on the Mac OS X version.
 - Local Folder – Send the output to a local folder location. Enter the path or select Choose to Browse and locate the folder. The folder must exist and have write permissions.
 - LPR Port – Use LPR to print jobs to printers accepting it. Enter the Hostname/IP address of the printer and the path. Not all devices require a path to be entered. This is a good option for Epson printers with a network card. This method is faster than TCP/IP printing for these devices.
 - TCP/IP Port – Print to a networked device over TCP/IP.
 - USB Printer – Print to a printer connected via USB.



Printer Options

This section will not appear for all printer types and allows for the configuration of printer-specific options.

These will vary from model to model and will include such settings as:

- Paper Feed Adjustment
- Paper Suction Adjustment
- Microweave Quality
- Advanced Black and White options
- Cut Type
- Bottom Margin
- Gamma



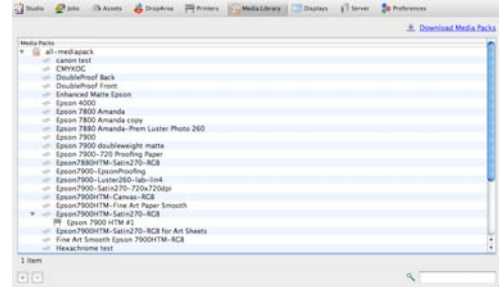
Media Library

The Media Library window allows users to import, delete and view the available C5 Media Packs.

Media Packs List

The panel contains a list of currently loaded C5 Media Packs and their media contents. Click the arrow (or double-click the name) to expand or collapse the contents.

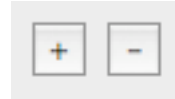
The expanded Media Pack view will show if any Media within the pack are currently being used by a C5 printer. The printer name will appear beneath the name of the media contained in the pack.



Importing a Media Pack

There are two methods for importing a Media Pack into C5.

1. Drag and drop the C5 Media Pack file into the Media Packs list. The new media pack will load and be added to the list; or
2. Click the + button at the bottom of the Media Pack list. This will open a file chooser window for you to navigate to the file for importing.



Deleting Media Packs

To remove a Media Pack from the Library:

1. Select the Media Pack in the list that you wish to remove.
2. Click the - icon at the bottom left of the screen.
3. Confirm via the popup window if you wish to remove the Media Pack.

If any Media Pack to be deleted is being used by a C5 printer, a warning message will appear, preventing the Media Pack from being removed. The user must then either delete the associated printers in the Printers List (Printers window), or change the printer media to one in another Media Pack before being able to successfully delete.

Important Note: Any removed Medias will no longer be available for use in printer setups.

Downloading Media Packs

 [Download Media Packs](#)

C5 Media Packs can be downloaded by clicking on the **Download Media Packs** link in the Media Library window. The link will automatically open your default internet browser and load the Serendipity Software website, showing the available Media Packs.

Simply select the appropriate pack, click the download link and save the file to your computer for importing into C5.

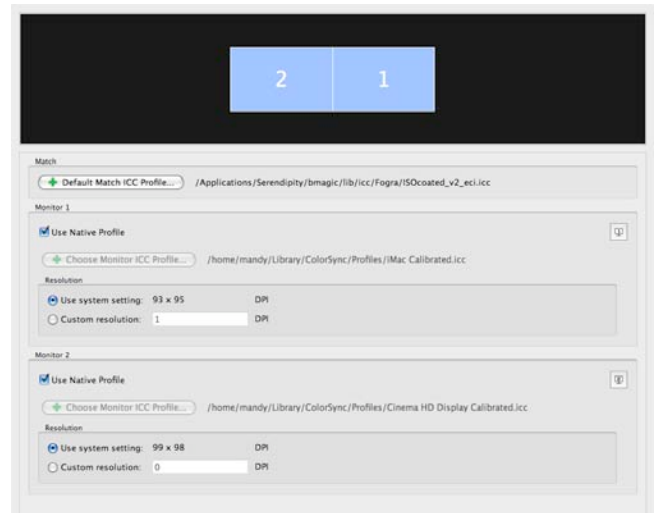


Displays

The Displays window controls the properties and colour management of any monitors being used by the computer C5 is running on.

Layout Panel

This panel shows the layout and number assignment of each connected monitor as configured in the operating system.



Match Panel

This panel allows for the selection of a default Match ICC Profile for accurate display of CMYK print previews.

- Default Match ICC Profile – Select a Match ICC Profile to use for CMYK print previews. The C5 Client comes loaded with a default ICC profile.

Monitor Panel

A Monitor panel is shown for each connected display with the following options:

- Monitor Indicator – Available when multiple displays are connected. Located at the top right of each panel, this button (when selected) identifies which monitor is controlled by the panel by displaying a large number centre-screen.
- Use Native Profile – Enable this to use the operating system defined ICC profile for colour management. C5 will use the monitor profile as setup for the operating system, i.e., Mac OS will use what is in the Display Preferences Colour tab, Windows will use the Display Adapter Settings.
- Choose Monitor ICC Profile – This becomes available when the Use Native Profile option is disabled. Select a monitor ICC profile for the display from the pop-up file chooser window. Monitor ICC profiles are used so any colour element viewed on the display is shown as accurately as possible.
- Resolution – Choose the default resolution to use for the monitors. This is used in SoftProof for calculating various fit methods. Options include:
 - Use System Settings – C5 will calculate the system's monitor resolution, based on monitor data it received from the operating system.
 - Custom Resolution – Specify your own resolution (dpi).





Server

The Server section features system and software information about the C5 Client and an Event Log for tracking Server operations.

Server Menu

- Connect to Server – The C5 client will generally auto-detect and connect to a Server running on your network. This option allows the Client to connect to an alternative, active Server or be manually directed to a network address if auto-detection fails.

Important Note: One common cause of Server connection failure across a network is a firewall running on the Client or Server machine. It is advisable to check C5 and the Serendipity Server are allowed network access.

- Update Options – Configure a time for C5 to periodically check for software updates.
 - Never – The software will not check for updates.
 - When (Time/Day) – Configure a time and day to automatically check for any software updates.
 - Notify when updates are available – A message will appear onscreen when updates are available to install.
- Check for Updates – Choose this to immediately check for any software updates.

Note: See the Serendipity Updater section of this manual for further information on the Update Options and automatic software updates.

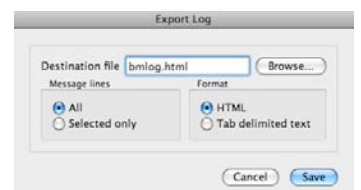
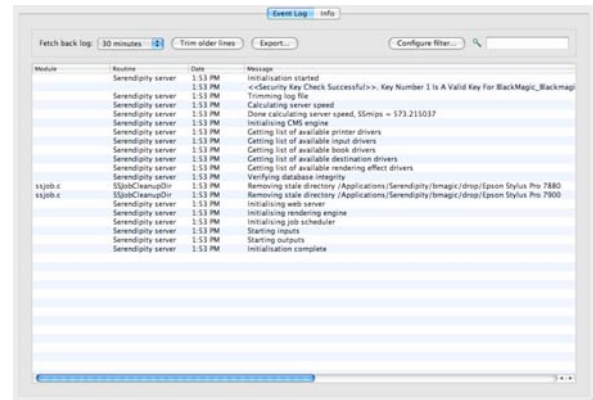
Event Log

The Event Log displays messages generated by the C5 Server during normal operation. There are different types of messages, from informative to serious errors. All messages are held for a user-determined length of time.

The log is useful for diagnosing processing errors or failures and if necessary, can be exported as a file to be sent to either your dealer or Serendipity Software support.

The following options are available:

- Fetch back log – Display the log for the time specified from the dropdown options.
- Trim older lines – Trims the log based on the time selected in Fetch back log. If this is set to 60 minutes, the log file is trimmed so only the last 60 minutes of messages remain.
- Export – Allows users to export the log to a file. Further options include:
 - Destination File – Choose the filename and location of where the file is to be saved. Navigate to the destination via the Browse button.
 - Message Lines – Choose to save all messages in the log window or only those that are highlighted, allowing users to save

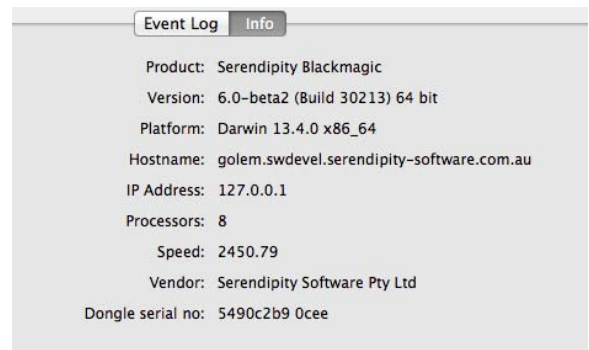


- selected messages rather than the whole log.
 - Format – Choose the format to save the file in; HTML or Tab Delimited Text.
 - Cancel – Revert to the Server window without saving any changes.
 - Save – Save the file based on the selected settings.
- Configure Filter – Filter messages appearing in the log. Choose between:
 - Completed Jobs – Shows messages about completed jobs.
 - Polled Jobs – Shows messages about polled jobs.
 - Errors – Shows errors from the Server.
- Search – Search the Event Log for messages. Enter the search text string and the Event Log will only display the lines matching the search.

Info

The Info panel displays information about the C5 software and relevant information about the computer on which the C5 Server is running.

- Product
- Version
- Platform
- Hostname
- IP Address
- Processors
- Speed
- Vendor
- Dongle Serial Number





Preferences

The Preferences section allows the user to set default preferences for the C5 Client.

Options include:

- Display Units – Select the unit of measurement used for dimension properties throughout the Client interface:
 - mm (millimetres)
 - in (inches)
 - cm (centimetres)
 - pts (points – 1/72 inch)
 - pc (picas – 12pts / 1/12th inch)
 - m (metres)
 - ft (feet)
- Language – Select the language to be used by the C5 interface. The default will use the operating system default.
- Default Font – Set the font and size for use in the C5 Client.
- Default Input RGB Profile – Select a default RGB profile to be assigned in the Colour Matching section when a new printer is loaded. Choose an RGB Input Profile from C5 stored ICC profile folders.
- Default Input CMYK Profile – Select a default CMYK profile to be assigned in the Colour Matching section when a new printer is loaded. Choose a CMYK Input Profile from C5 stored ICC profile folders.
 - Upload ICC – If the ICC profile to be used is located somewhere other than the C5 default ICC folder directory, use this to navigate to the file location and upload the ICC to be stored and used by C5.
- CMS Dithering – Use dithering for smoother results whenever conversion between 16 bits to 8 bits is required.

Appendix

C5 Printer Compatibility

C5 supports Media Packs for a select list of printer drivers.

See the Serendipity Software website for an up-to-date listing of all available printer drivers.

Any C5 supported printers will be marked with a yellow star under the appropriate manufacturer.

<http://www.serendipity-software.com.au/products/megarip/technical/outputs/make>

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Research Systems Unix Group
The University of Michigan
C/O Wesley Craig
535 W. William Street
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+1-313-764-2278
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