



# SYSTEM **SOFTWARE K**

## KIP Graphic Express Installation and User Guide





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## Introduction

KIP Graphic Express is a graphic RIP and document submission tool designed to enhanced the capabilities of the entire product line of KIP Color printers and multi-function print systems. This easy-to-use Software Application allows operators to utilize a single tool to print color posters and mixed sets of technical color and black & white documents to single or multiple KIP printers.

KIP Graphic Express is a powerful workflow management solution that is designed to work seamlessly in any printing environment. It's not necessary to be a color expert to adjust and print color. Simple presets for graphic and technical documents provide easy operation with sophisticated features. Experts will appreciate the powerful image editing capabilities: dither control, advanced image paneling, nesting for optimum media usage, professional level color management, and powerful system monitoring tools.

Integrates with single or multiple printers  
Color RIP system for graphic files  
Color RIP system for technical files  
Advanced color controls

## *System Requirements*

For KIP Graphic Express we recommend:

- Dual core desktop CPU or higher
- 4 GB RAM

## *Operating Systems*

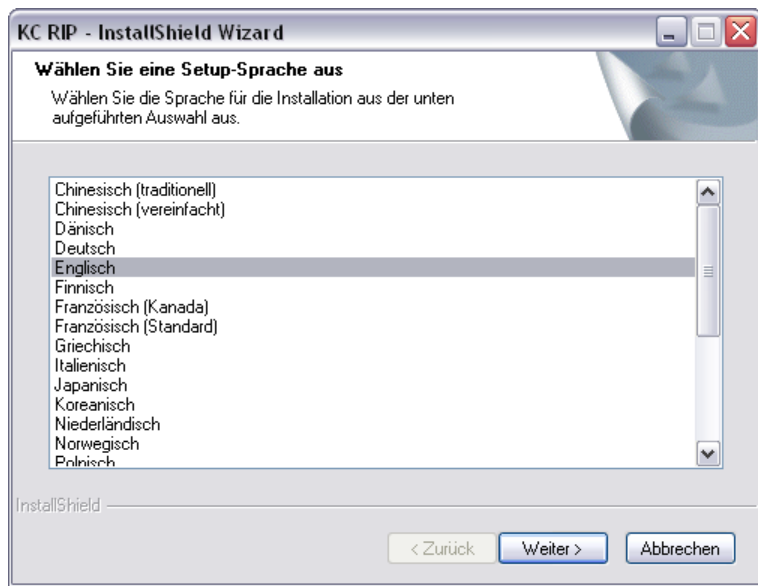
We recommend Windows 7.

### Installation

#### *Installation of the Program*

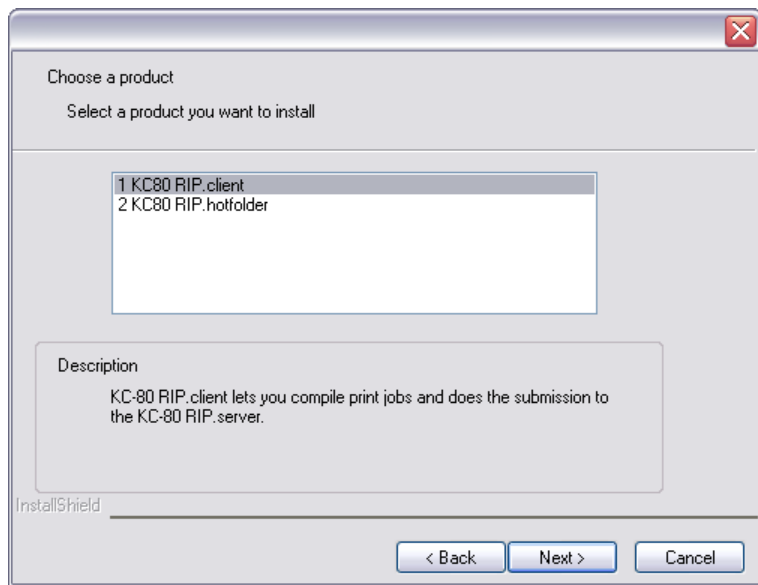
Insert the KIP Software CD into the CD/DVD-ROM drive and exit all other applications. Setup will continue automatically in case the Autostart function is active in the operating system. If Autostart is not active, double click on **SETUP.EXE** from the installation CD/DVD to initiate the installation process.

Choose setup language.



The Welcome screen is displayed. Click on the **NEXT** button.

A menu showing multiple program choices is displayed. Users can pick the programs intended for installation.



### **KIP Graphic Express.client**

Choosing this option will only install the *client* version of *KIP Graphic Express*. Thus, *KIP Graphic Express.clients* need network access to a KIP Color controller providing the *KIP Graphic Express.server*.

*KIP Graphic Express.client* is the basic program to work with images/pictures and to print them. Additionally it is needed to customize your *KIP Graphic Express* network to your demands. Changing the server-configuration will ask for sufficient rights.

### **KIP Graphic Express.hotfolder**

Highlight this option to install only *KIP Graphic Express.hotfolder* on your system.

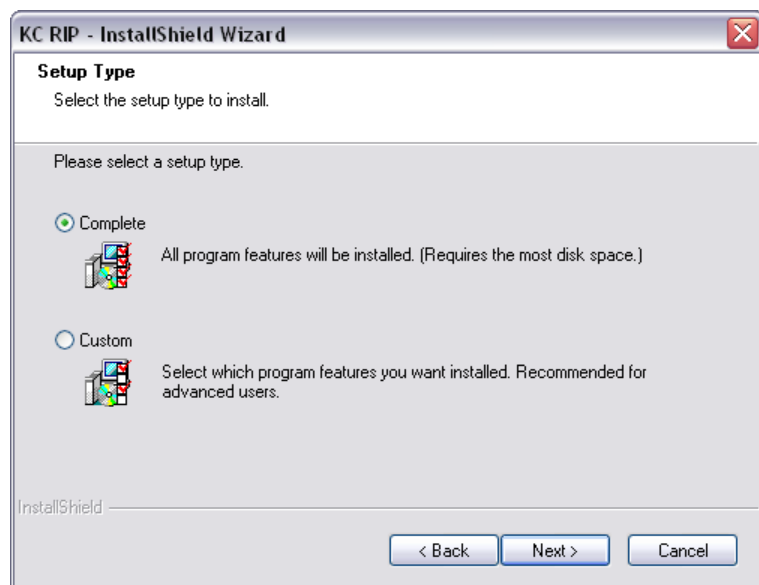
By using the hotfolder-program you can create special print folders on your system. The hotfolders will execute print jobs with associated queues or printer clusters and its printers if printable files are put into those folders. This allows easy and quick printing management and capability.

After selecting the desired program, you then have to accept the license agreement by selecting the corresponding radio button option in order to continue the installation. To get a print out version of the same license agreement as displayed, click the **PRINT** button.

If you do not accept the terms of the license agreement, the installation process will be terminated.



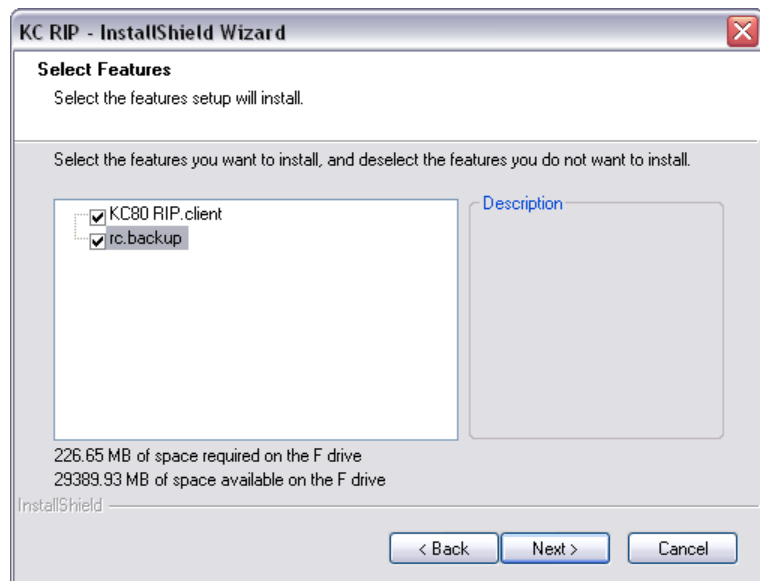
After having accepted the license agreement, you then have to select a setup type by activating the corresponding radio button. You can select among **COMPLETE** and **CUSTOM**.




If you pick **CUSTOM**, you then have the choice to define the installation location of the program. Click **CHANGE** to provide a destination location of the program.

You may then also alter the standard system location for print data.

If you have opted for the **CUSTOM** setup, you will be further prompted to select the features you want to install. Put a checkmark at each box belonging to the desired feature or remove a checkmark to avoid installation of that feature. The selections may differ depending on the product(s) you are going to install.



You then have to enter the correct (*DNS-*) name of the KIP Color controller and its port. If *KIP Graphic Express.server* has not changed the standard port, it ought to be port **9683**.

 Press the **INSTALL**-button to start installation of the program.

Now the actual installation process begins. Click **CANCEL** to stop the installation process.

Click **FINISH** to complete the setup program after successful installation.

Now you can start the software from the desktop with the program icon and from the start menu.

**Confirm that the Windows user accounts have full access to the parameters folder.**

**This is the folder for the print data you have set during the installation.**

**To be granted further rights please ask your system administrator.**

### [KIP Graphic Express.client Login](#)



User will be prompted to enter the IP Address of a KIP Color Controller (*KIP Graphic Express.server*).

In case of doubt please contact your system administrator.

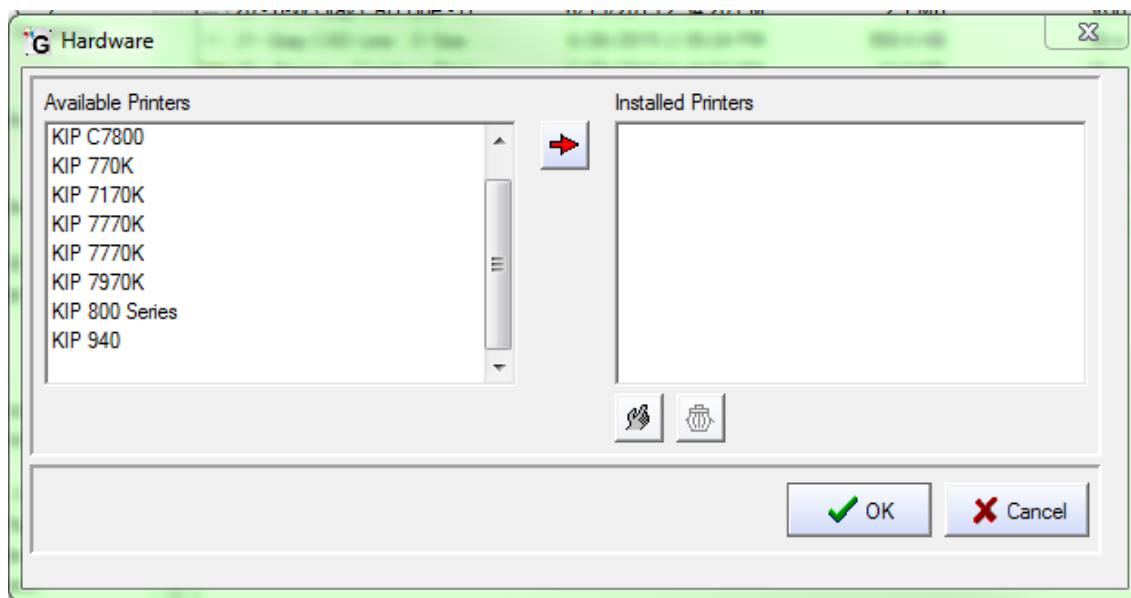
### [Keycode Entry](#)

The Code to Activate the KIP Graphic Express software will be entered on the KIP Printer itself. This can be done when logged in as Service in the KeyCode entry location.

### Hardware Configuration

#### *Hardware*

The window **HARDWARE** will appear automatically at the first start. Later on, go to menu bar **CONFIGURATION → HARDWARE** to open the same window (see § **KIP GRAPHIC EXPRESS.CLIENT MENU BAR OPTIONS → § CONFIGURATION**).



#### *Add Printer*



Highlight a printer in the list box **AVAILABLE PRINTERS** and click on the red arrow button (**ADD PRINTER**). Alternatively, you can double-click on the printer.

After selecting a printer, you will automatically be guided to **THE CONFIGURATION WIZARD**.

### Printer Configuration



Clicking on the **PRINTER CONFIGURATION** button while an installed printer is highlighted will open **THE CONFIGURATION WIZARD**. You may also double-click on the printer to do the same.

In case of a highlighted *queue* the **CONFIGURE QUEUE** window will open. You can also use a double-click to perform the same action.

For further details configuring a queue please go to **CREATE QUEUE** within this chapter.

### Delete Printer



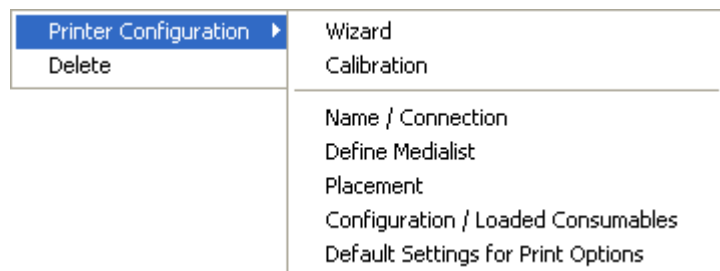
If you want to remove one printer, highlight the printer in question under **INSTALLED PRINTERS** and click the **DELETE PRINTER** button (or click **DELETE** within the context menu that appears after right-clicking on an installed printer).

You will need the **DELETE** button in order to erase installed queues.

If a printer is in use for a queue, it cannot be deleted: you have to erase the queue that is using the printer in question first.

### The single Configuration Dialogs

Right-click on a printer under **INSTALLED PRINTERS**, highlight **PRINTER CONFIGURATION** and select the needed configuration dialog from the context menu:



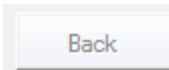
By using **WIZARD** you will rerun **THE CONFIGURATION WIZARD** for the selected printer.

### The Configuration Wizard

The *Configuration Wizard* guides you through the configuration and calibration of your printers. Generally, you always have both of the following buttons available in every configuration dialog:



You get from one dialog into the other via **NEXT**.



Back will bring you back to the previous dialog.

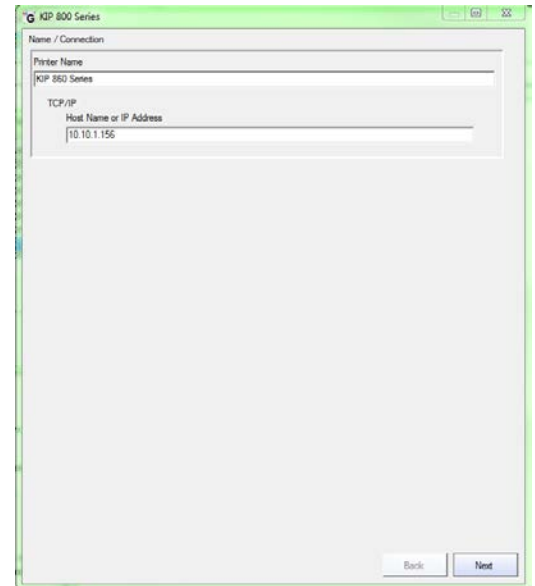
### Name / Connection

#### Printer Name

This text field allows you to change the name of the printer.

#### TCP/IP

Type in the TCP/IP address of your printer or use the **HOST NAME** of the printer.



When all settings are made, click on **NEXT**.

The role configuration of the printer is now checked and included calibration profiles libraries are installed. During the following calibration you can also search for additional profiles on your hard drive or CD. You will then automatically get to the window **PLACEMENT**.

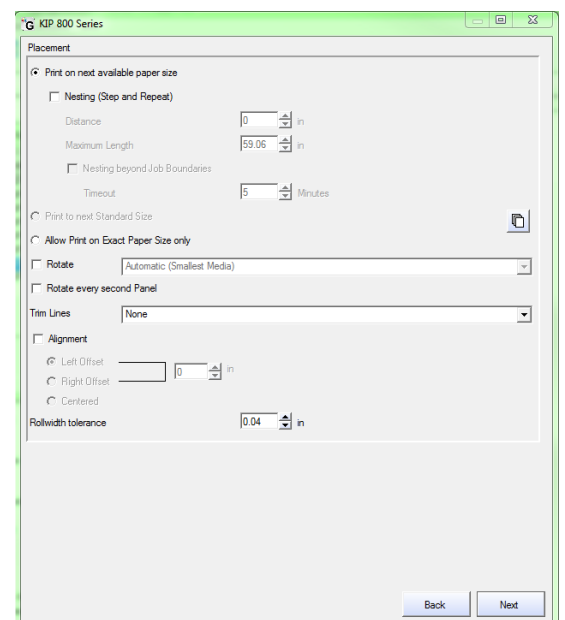
### Placement

#### Define output paper size

First you may choose among the radio buttons whether the printer is allowed to **PRINT ON NEXT AVAILABLE PAPER SIZE**, **PRINT TO NEXT STANDARD SIZE** or the printer is allowed to **ALLOW PRINT ON EXACT PAPER SIZE**.

Before you can choose **PRINT TO NEXT STANDARD SIZE** you need to define the allowed rollwidth by clicking on the button right side from **PRINT TO NEXT STANDARDR SIZE**.

To use **NESTING** you need to choose **PRINT ON NEXT AVAILABLE PAPER SIZE**, the following options will be available then:



#### Trim Lines

You may now select **TRIM LINES** which will appear between each print of the same paper output. They will help you to cut these prints manually.

### ***Nesting***

If you want to print several copies, and at least two copies fit into the print width, enable **NEST MULTIPLE COPIES** to have the copies automatically printed next to each other. By selecting **NESTING** more options become available:

#### ***Distance***

You can determine the size of the area between copies under **DISTANCE**.

#### ***Maximum Length***

Define the maximum length of nested copies.

#### ***Nesting beyond job boundaries***

Activate this option to allow nesting of two or more print jobs on one paper output.

#### ***Timeout***

If you have selected **NESTING BEYOND JOB BOUNDARIES**, you may further set the time interval **KIP Graphic Express** waits for another jobs to be nested before printing.

Finally, within the **PLACEMENT** dialog you have got these last options **ROTATE**, **ALIGNMENT** and **ROLLWIDTH TOLERANCE** in order to apply further settings to the output:

#### **Rotate**

Without a checkmark at this option pictures are printed with their standard rotation determined by the document.

If you check this option, you may choose among different rotations-types to be found in the drop down list: When using **AUTOMATIC (PAPER SAVE)**, the copy will be rotated so that paper can be saved during output. If you want the output to be rotated without paper-save function, enter a rotation degree. They are arranged clockwise.

#### **Rotate every second Panel**

In order to rotate every second panel (you need to set up panel printing first) on the print out, e.g. to save paper media, you need this option being activated.

#### **Alignment**

Select the corresponding radio buttons if you want to have a **LEFT** or **RIGHT OFFSET** on your print out. Alter the size of the offset to determine the distance between the paper side's border and image.

Select the **CENTERED**-radio button in order to set the image to the central instead.

If case of left and right alignment you can also specify the offset.

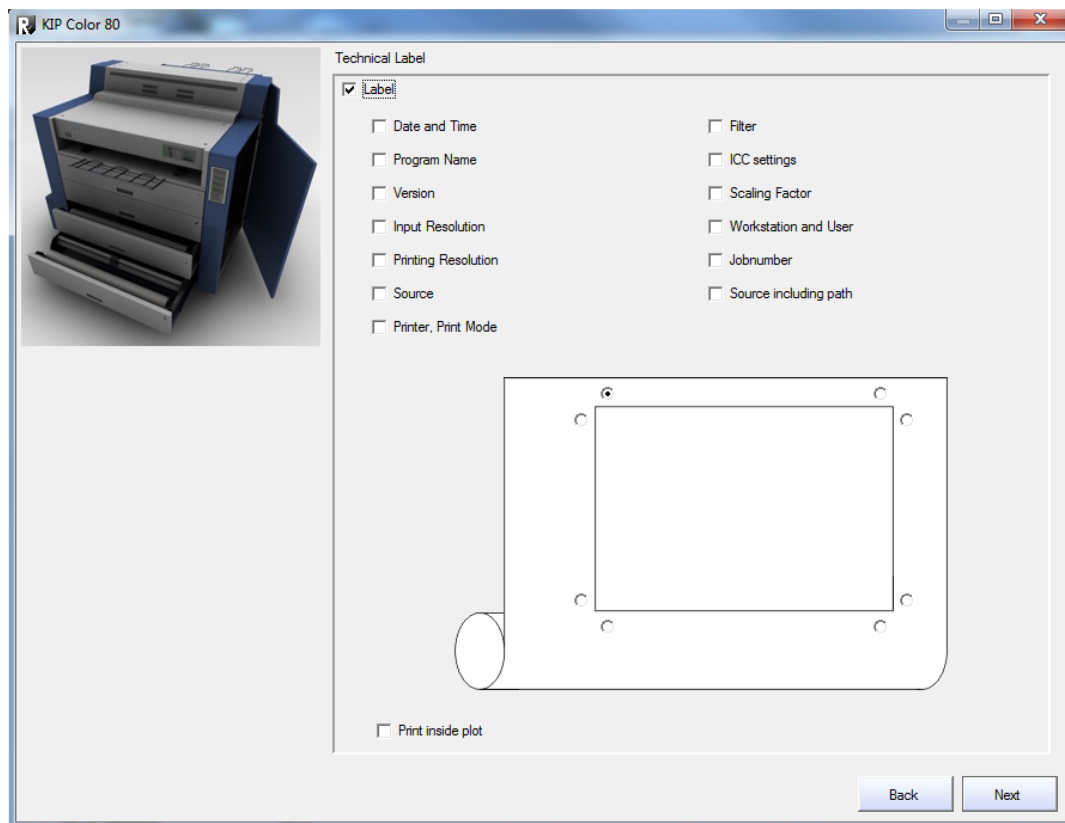
#### **Rollwidth tolerance**

If you want to allow print sizes that exceed the print width of your printer, you may define a new tolerated width. Please bear in mind that this may cause a loss of certain areas of the image (first and foremost at the width borders).

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### Technical Label

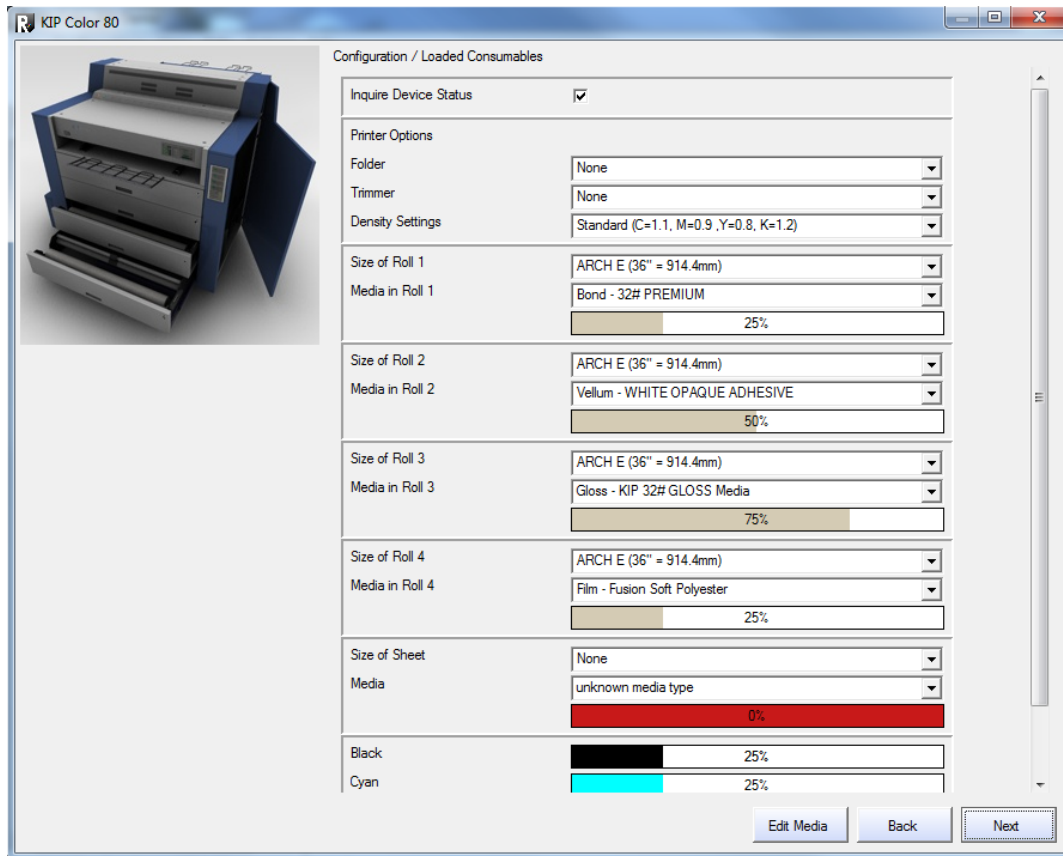
This option will cause an appearance of a **LABEL** on each copy. *Labels* are shown close to the copy and inform about various settings.



You can determine which piece of information the standard label will include by checking the corresponding boxes.

Additionally, you may determine where the labels will appear on the print out. Just activate one radio button which represents the place where the label will appear. If you want the label to be printed inside the image, activate the **PRINT INSIDE PLOT** box: the radio buttons will now appear inside the rectangle representing the position where the label will be printed on the picture.

### Configuration / Loaded Consumables



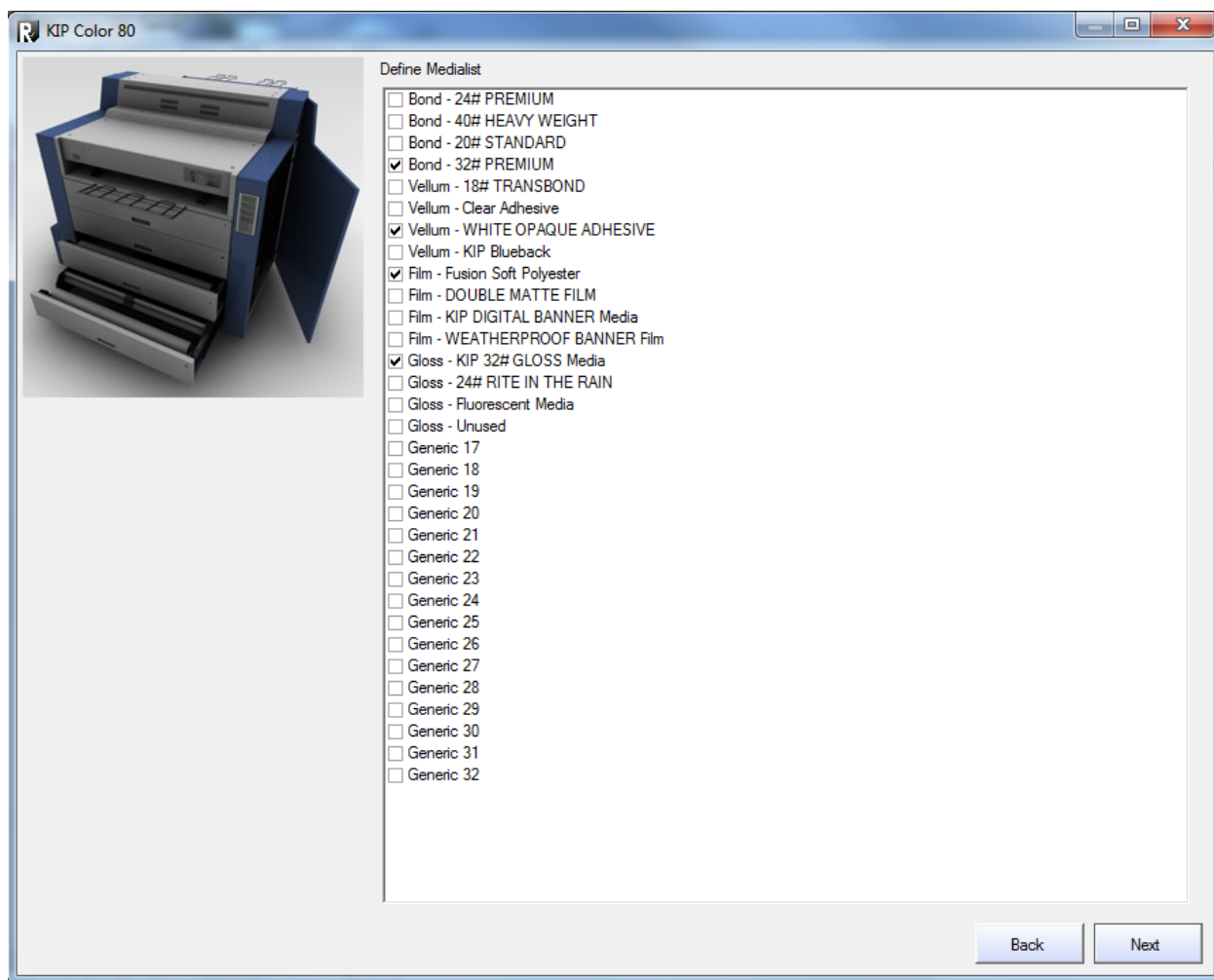
The settings are media and device-dependent, you have to select the paper types and ink types set in the printer. Printers can be equipped with different numbers of paper rolls. You may also check the ink and media level.

**Edit Media**

You get to the dialog **DEFINE MEDIA LIST** via the button **EDIT MEDIA**. The dialog is explained below.

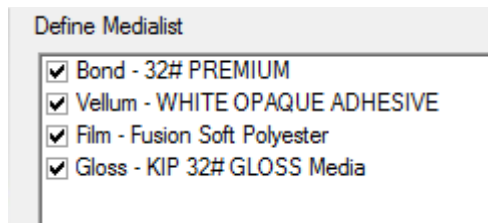
If you do not use original media, edit the medium/media you use via **EDIT MEDIA**. This is important as the color profiles are made for original media only.

### Define Media List

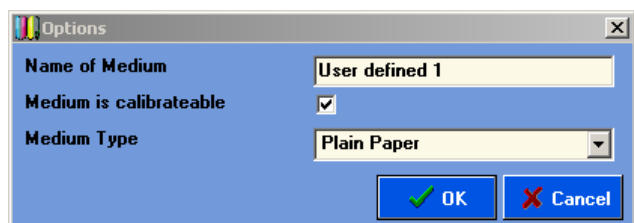


Show all

You get to this dialog automatically with **THE CONFIGURATION WIZARD**, but also by using the **HARDWARE** window by opening the right-click context menu of an installed printer and selecting **PRINTER CONFIGURATION → DEFINE MEDIA LIST**, or by clicking the button **EDIT MEDIA** in the configuration dialog **CONFIGURATION / LOADED CONSUMABLES**. To get a list of all medium types and edit user-defined media, click **SHOW ALL**.



Select the paper types you want to work with. If you do not use original paper or other original media from the manufacturer, define your own media: check the box **"USER DEFINED 1"**, open the context menu, highlight **OPTIONS** and define the medium you want to use.



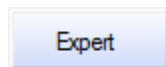
Enter the paper type according to the specifications of the media or printer manufacturer. Wrong printer or software settings can lead to quality losses!

## Default Settings for Print Options

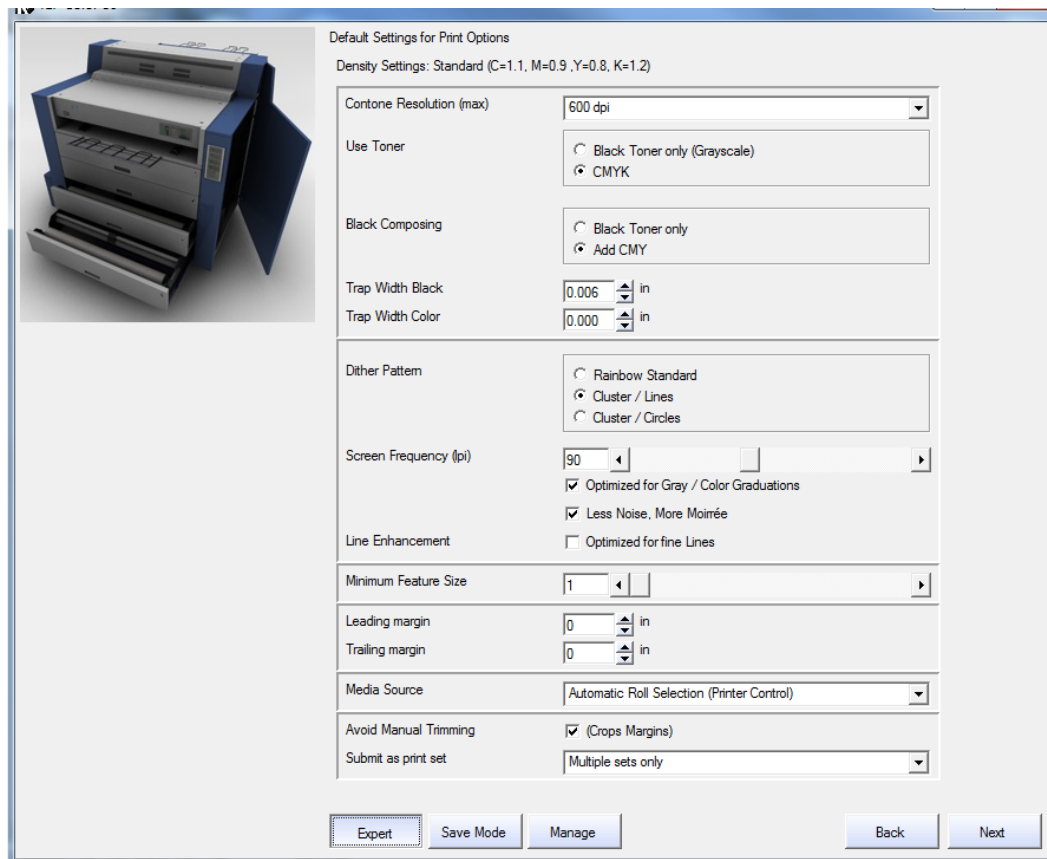
These settings are device dependent, especially the Settings in Expert mode. The following options displayed in the screenshot base on the options given when configuring a KIP Color Printer.

Please select the print quality you want to use. The line art modes are mainly for CAD drawings, the photo modes mainly for photo or fine art graphic. From Draft → Normal → Quality the quality of the output will increase, but the speed decrease.

Use **LEADING MARGINS** and **TRAILING MARGINS**, to add additional margins to adjust print placement in length direction.



Determine the default settings for the connected printer. You can set e.g. the dpi value, as well as trimming and drying options. Press the **EXPERT** button to open a detailed view of the available print options and settings. The available options and settings are device dependent.

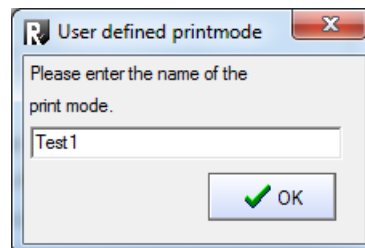


**Save Mode**

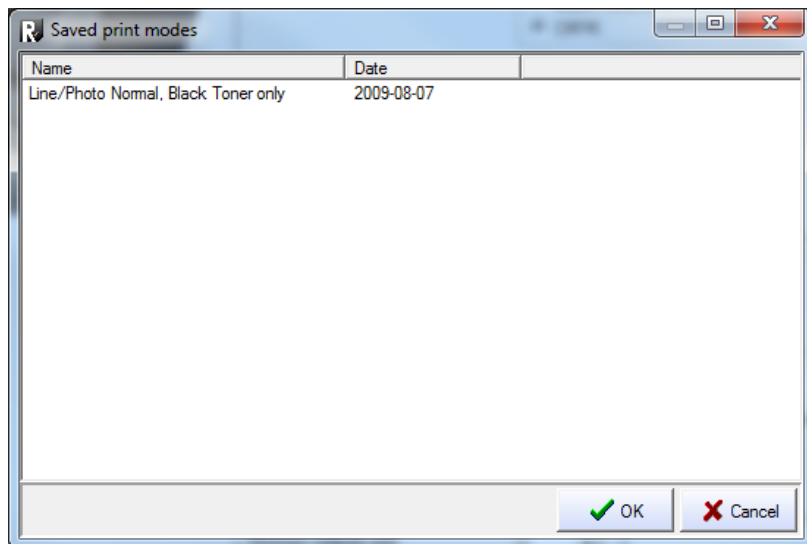
If you want to save a profile of the print options settings, just click the button **SAVE MODE**. The window **USER DEFINED PRINTMODE** will appear consequently: enter a user defined print mode profile name. Then click **OK**.

**Manage**

After having created and saved at least one profile, the button will become available. By clicking it, you may now select a defined print options profile displayed within the window **SAVED PRINT**



**MANAGE** user **MODES**.



When you have run through all steps of configuration/installation, you finally have to click on **FINISH** to finish the process. The device should be installed and operational from now on and appears in the window **HARDWARE** within the installed printer list. Before leaving the **HARDWARE** window, do not forget to click the button **OK**, to save new and changed device configurations.

## PostScript

### Monochrome PDF / PostScript Processing

(Only for B+W files)

Additional dither modes and parameter settings.

### Minimum line width

Specify the minimum line width. With 0,00 mm the default within the file will be used.

### Apply transparencies

Check this box to use the settings within the file.

### Calibration

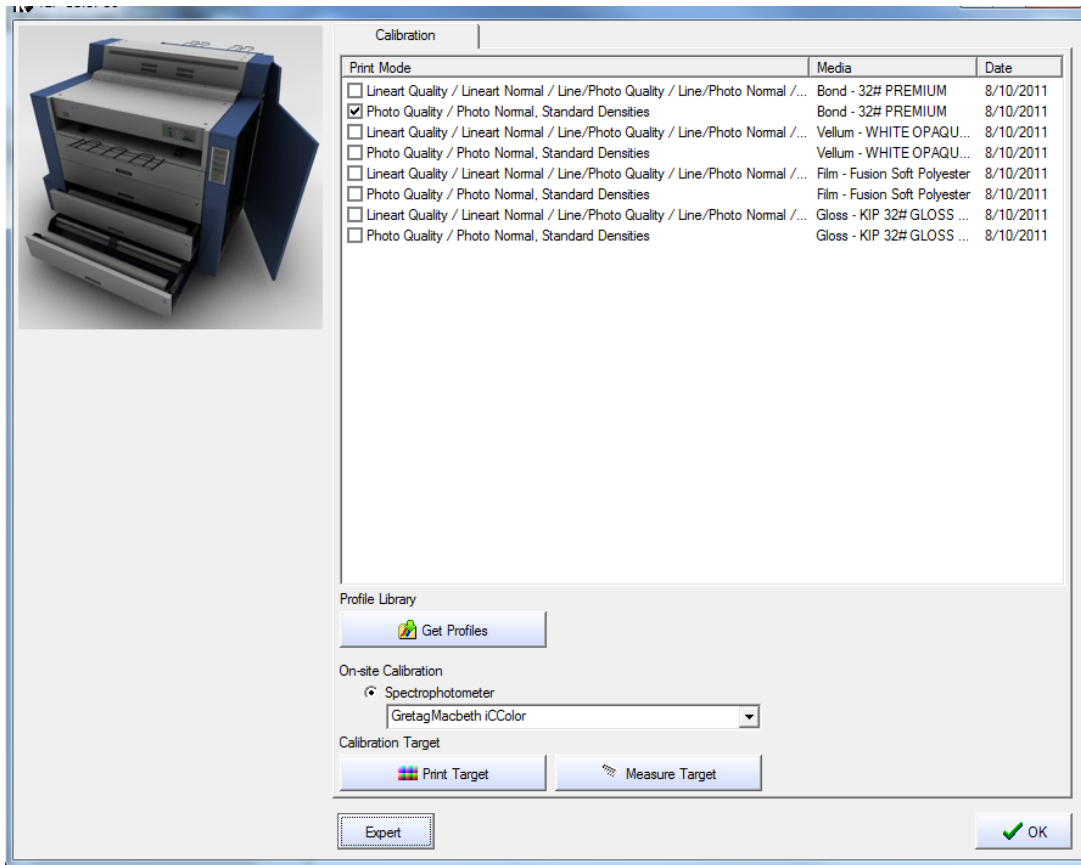
You only get to this dialog if you did not find any profiles or refused to search for profiles after the dialog **NAME / CONNECTION**. After clicking on **FINISH** in the previous dialog under these conditions, you will be asked for creating a user defined calibration.

If you do not wish to calibrate your printer, you have to switch of color management in the later use of *KIP Graphic Express.client*. Not using color management may cause picture quality losses!

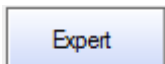
To recalibrate printers that have been already fully installed, you can use this dialog, too. To get there, right-click on an already installed printer in the window **HARDWARE** and select **PRINTER CONFIGURATION** → **CALIBRATION** from the context menu.

Another way to re-calibrate a printer, go to the main window's menu bar section **CONFIGURATION** → **CALIBRATION**. The calibration dialog is shown for the printer that is selected currently in the drop down list **PRINTER** within the tab **GENERAL** of the main window.

Media calibrations for the RIP mode are created and displayed in the calibration dialog window. Media calibrations apply to the selected medium and print mode and are a set of color and gray calibrations, ink-limit and gamma settings, length and width corrections.



The medium displayed in the calibration window is that one you set in the window **CONFIGURATION / LOADED CONSUMABLES**. As a default, the program only displays recommended print modes.



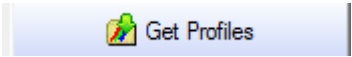
If you want to calibrate further modes, click the button **EXPERT** to get the list of all available print modes.

When a profile has been successfully applied to the selected print mode, the date of creation appears behind the medium name.

### Profile Library

#### **Get Profiles**

With this function you can import calibrations that were made on another system. Open the printer-specific profile library and select the desired filters.

A rectangular button with a light blue gradient background. On the left is a small icon of a printer with a green checkmark. To the right of the icon, the text "Get Profiles" is written in a dark blue font.

system.

**Please consider that the included profile libraries are made for original media from the printer's manufacturer. If you use different media or feel the quality of the print is not satisfying, please go to [\\$ EDIT MEDIA PARAMETERS](#) before proceeding the calibration.**

#### **Export to Library**

You can save single or all RIP profiles applying to one given printer type.

A rectangular button with a light blue gradient background. On the left is a small icon of a printer with a green checkmark. To the right of the icon, the text "Export to Library" is written in a dark blue font.

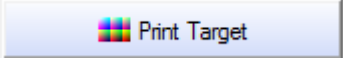
### Spectrophotometer

Select your device for calibration. We recommend calibration with a spectrophotometer for quality reasons.

### Calibration Target

#### **Print Target**

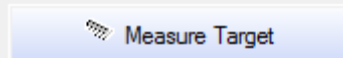
Check the boxes of the targets you want to print, and click on **PRINT** targets will be printed on the printer you have selected. Be sure to have correct type of target before.

A rectangular button with a light blue gradient background. On the left is a small icon of a color calibration target. To the right of the icon, the text "Print Target" is written in a dark blue font.

**TARGET.** The selected the

#### **Measure Target**

Scan the targets with your spectrophotometer. If you use a *ICColor*, the targets will be automatically assigned to their print modes. That way, there is no definite order for scanning the

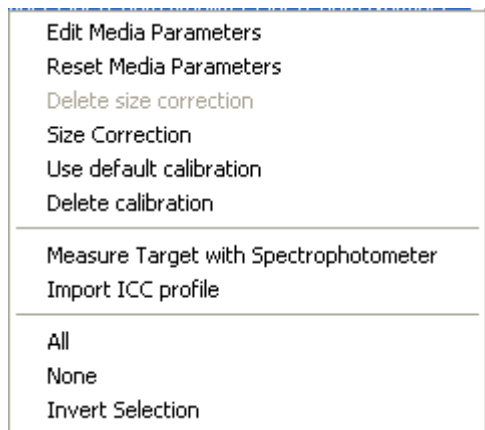
A rectangular button with a light blue gradient background. On the left is a small icon of a color calibration target. To the right of the icon, the text "Measure Target" is written in a dark blue font.

*GretagMacbeth* corresponding targets.

Some spectrophotometers may not assign targets to their print modes. In that case, you will be prompted to input the 8 figures you find on the left at the bottom of the targets.

### Options in the Calibration Dialog

When right-clicking on the quality settings, the following context menu appears



### Edit media parameters

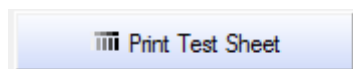
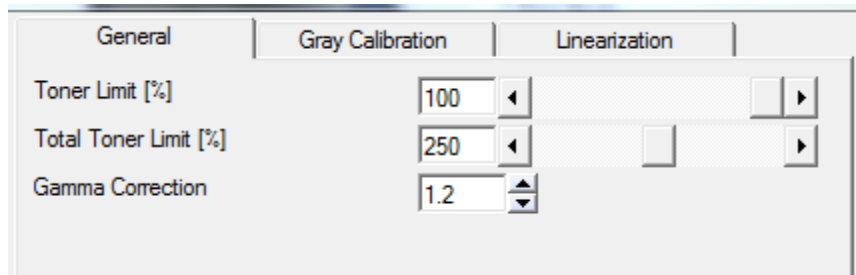
Under certain circumstances, for example when you do not use original media, it may be necessary to change the default media parameters **INK-LIMIT** or **GAMMA**.

**These settings may be necessary for each print mode!**

Media parameters should be edited in the order listed below. However, not all steps may be necessary.

1. Define Ink-limit
2. Define Gamma
3. Make grayscale calibration
4. Linearization

#### 1. Ink-limit and Gamma (tab **GENERAL**)



Print a test page via **PRINT TEST SHEET**.

Adjust the ink-limit until all gray areas in the lower part are clearly visible. The gray areas should not fade out. Change the Gamma value until, in the upper part of the print, the brightness of 50% Gray is exactly in the middle of the range between 100% White and 100% Black.

To check the settings, print a scanner-calibration-target and look at the colors. If the colors fade out, or if you can see color droplets, please reduce the ink-limit value via **EDIT MEDIA PARAMETERS**.

Then, print a new target and check the colors.

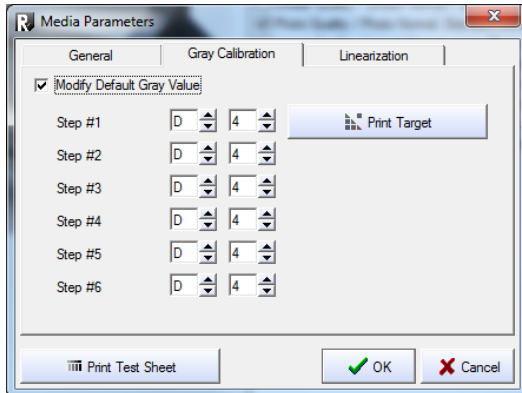
#### 2. No Black Ink (applies only to inkjet printers)

When available, this option allows you to print without black ink. This option is possible for various printer types and media

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(e.g. glossy paper) as some ink types do not dry on certain media.

### 3. Gray Calibration



A gray calibration may help reduce color shifts in gray areas.

To make a gray calibration, proceed as follows:

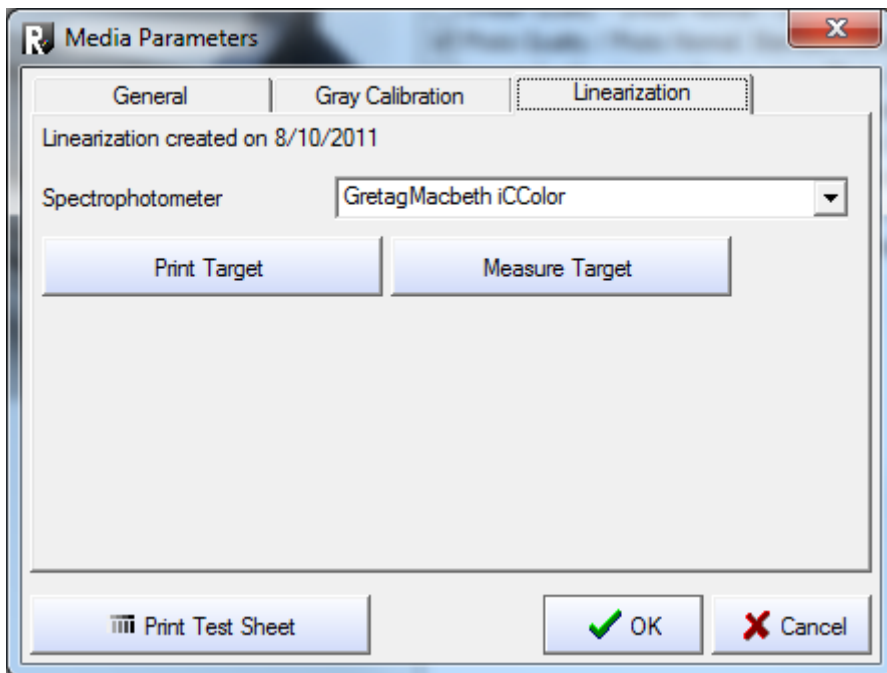
- Check the box **MODIFY DEFAULT GRAY VALUE**.
- Click **PRINT TARGET** to get a calibration target.
- Cut out the black & white mask on the left of the target along the trim lines and take the square out of the center.
- With the mask, find the most neutral gray tone within each level and enter the corresponding coordinates in the window.
- Check the new settings via **PRINT TEST SHEET**.

### 4. Linearization

Every LED printer has a slightly different curve of printing density. To achieve linear colors you can calibrate KIP Color Printers with a spectrometer.

Please select your appropriate spectrometer press Print Target and afterwards start Measure Target.

For a successful linearization the date and time will be displayed.



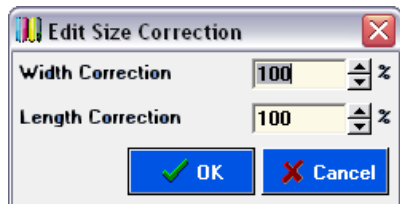
### **Reset media parameters**

With this option, the parameters will be reset to the default values.

### **Delete Size Correction**

The saved size correction for the selected print mode will be deleted.

### **Edit Size Correction**



In this case, proceed as follows:

- Set the value for the width and height correction to 100.
- Print the file and calculate the difference between the sizes of original and copy.
- Use the rule of three to calculate the correction factor.

Example: the original has a height of 120mm; the copy has a height of 126mm.  
 The correction factor is calculated as follows:  $120 / 1.26 = 95.2381$   
 Values between 90 and 110 are applicable.

### ***Delete Calibration***

The saved calibration for the selected print mode will be deleted.

### ***Use default Calibration***

Return to the default calibration delivered with the software.

### ***Import ICC Profile***

You may use profiles created without KIP Color Pro spectrophotometer options. Please specify the files here.

### ***Measure Target with Spectrophotometer***

If you can read the target with a spectrophotometer, start the reading process with this option.

### ***Print Mode selection***

With **ALL**, all check boxes will be activated.

With **NONE**, you can deactivate all check boxes with a single click.

With **INVERT SELECTION**, all active check boxes will be deactivated and vice versa.

### Create Queue



For installing a queue push the **CREATE QUEUE** button within in the **HARDWARE** window. Please note that you first need a fully installed and configured printer on **KIP Graphic Express** before you are able to create a queue

Queues are prearranged printer configurations. Clients may (or even have to) use these fixed settings which e.g. involve paper and printing size without having to set them all by themselves. Queues can be configured for each installed printer.

If you had pressed the **CREATE QUEUE** button, the **CONFIGURE QUEUE** window with four tabs consequently appears: **GENERAL**, **ADVANCED**, **QUEUES** and **HPGL**.

### Tab General

#### Queue

First you may rename the queue under **QUEUE** and enter a specific name.

#### Printer

Now select an installed **PRINTER** that is going to be used for this queue.



If you want to configure your printer first you have got the opportunity to do so by pressing the **PRINTER CONFIGURATION** button left of it. A dialog with three tabs appears: **PLACEMENT**, **TECHNICAL LABEL** and **PRINT OPTIONS**.

The **PRINTER CONFIGURATION** button is only available if the check box **OPTION USE PRINTER DEFAULT SETTINGS** is **NOT** activated.

For further details regarding to the options given in this tabs got to [§ THE CONFIGURATION WIZARD](#) → [§ PLACEMENT](#) / [§ TECHNICAL LABEL](#) / [§ DEFAULT SETTINGS FOR PRINT OPTIONS](#).

#### Medium

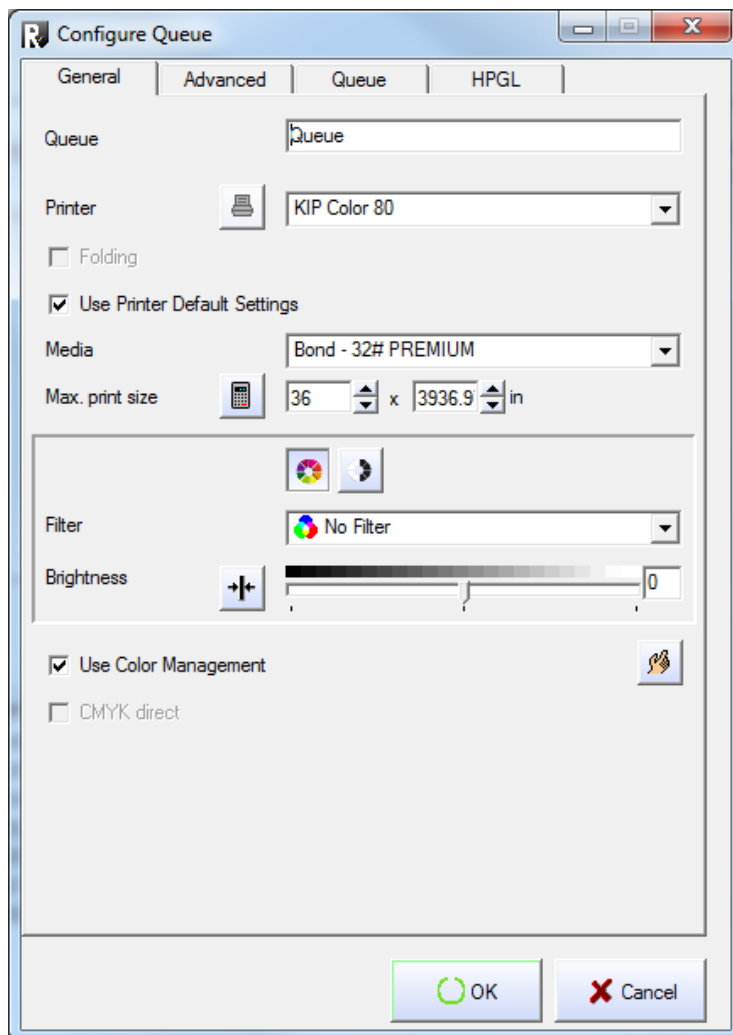
You also have to select a **MEDIUM** used for this queue and its printer. Select one from the drop down list.

#### Set Print Size



Next you can set the **MAXIMUM PRINT SIZE**.

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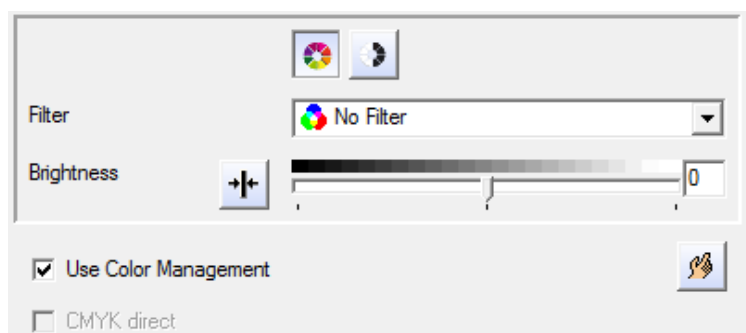


Enter manually width and length into the two boxes; or simply leave it to the system detecting the maximum possible print size with the selected printer/medium by pressing the **SET SIZE** button.

### Use Printer Default Settings

To keep all printer default settings, just activate the **USE PRINTER DEFAULT SETTINGS** check box option. Under these circumstances, the button **PRINTER CONFIGURATION** explained above is not accessible and the queue will use all the printer settings set in the printer configuration.

### Filter and quality settings



Finally you can set the entire color and filter settings which will take effect on every image sent to the queue. Most of the options given in there are identical with the options available in the tab **GENERAL** of the main window. For further details regarding to those identical functions please go to **EDIT PICTURES AND OUTPUT** → **§ TAB GENERAL**.

To select and set a customized **FILTER** within the queue configuration window, you have to create one in the **FILTER EDITOR** first. For further details, see **§ FILTER EDITOR**.

### Tab Advanced

In general this tab offers several options to configure the size, number, rotation and similar settings. Most of the options given in this tab are matching with the tab **ADVANCED** in the main window. Hence, only the queue specific options are explained in this chapter.

For explanations about the rest of the identical functions see of [§ EDIT PICTURES AND OUTPUT → § TAB OUTPUT OPTIONS](#).

#### Copies

First enter the desired number of **COPIES** of the same document.

#### Set Output Size



Next you can determine the **OUTPUT SIZE** by selecting a scale factor from the **SCALE BY** drop down menu. You are able to choose among **FACTOR**, **WIDTH** and **HEIGHT**. The chosen parameter becomes alterable whilst the other parameters are adapted to the altered size automatically.

**FACTOR** will always scale up or down with a fixed factor

**WIDTH** will scale to a fixed width

**HEIGHT** will scale to a fixed height.

**FIT TO SHEET** will make the **SET SIZE** button available. By activating it you may now choose among different predefined sizes or opt for using the maximum print size that is possible with your printer/medium and its settings.

#### Stamping

Adding a stamp onto the image will create a diagonal text entry on the image. If you checkmark the option, further option will become available:

#### Stamp text

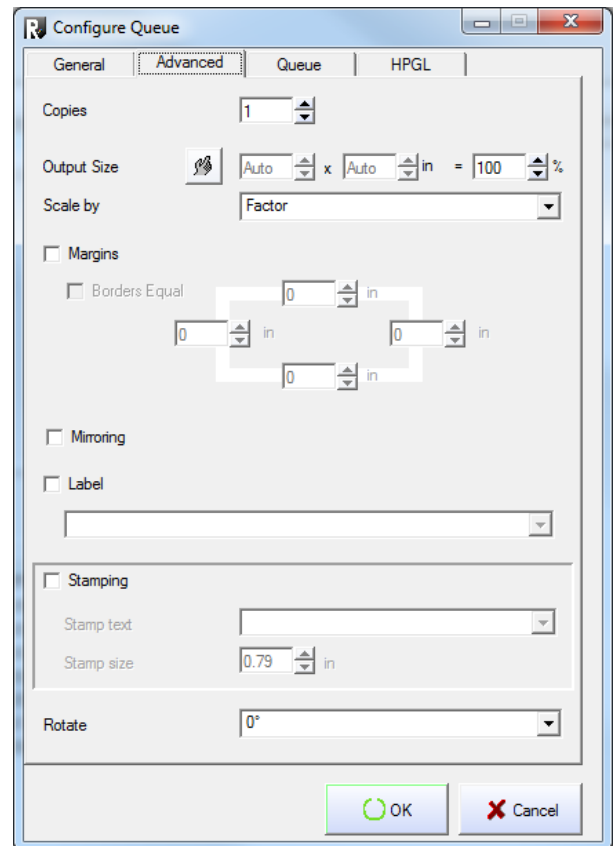
Enter the text that is going to be used as a stamp.

#### Stamp size

Enter the size of the text entry.

#### Rotation

Being different from the same option in the main window, **ROTATION** given in the queue configuration lacks of the option to set an **AUTOMATIC (PAPER SAVE)** mode. All other rotation degrees are available.



### Tab Queues

#### Queue description

In this tab you can first type in a personal **QUEUE DESCRIPTION**. The description will appear as a pop up info box when placing the mouse cursor on the print device's name displayed in the main window's tab **GENERAL**.

#### Priority

You can then set a **PRIORITY** for the queue. **NORMAL** means that the print jobs send to this queue will be processed in normal order. **HIGH** sets priority to a preferred level, whilst **LOW** sets a subordinate status. These low priority jobs do not start processing unless higher rated jobs are finished.

#### De-/Activation of the Queue

Further you can manually activate/deactivate the queue. Simply check the box at **ACTIVE** to activate the queue. As default, it is already active.

#### Set Time Frame for Queue Activity

You can then define a range of time when the Queue will be active by checking the box at **ONLY ACTIVE FROM**. Now enter the desired time frame.

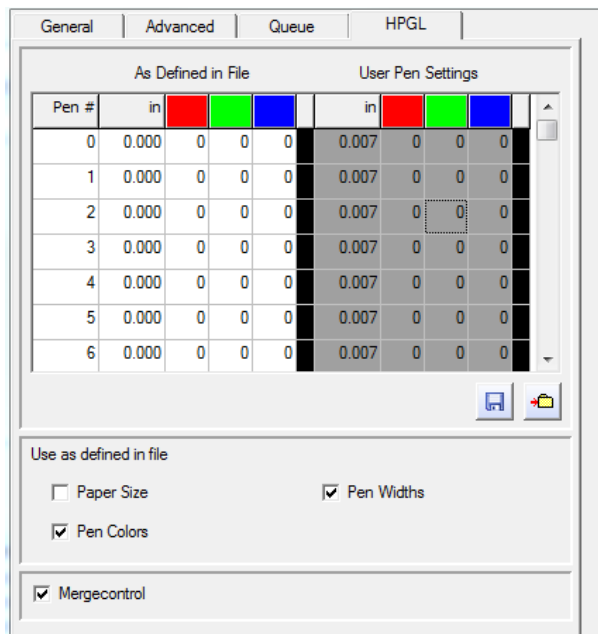
#### Listen to LPR

If you want to use a LPR connection, activate this option and type the queue name into the text field.

### Listen to raw port

If you want to use a TCP/IP port input instead, just type in the correct port number you want to use.

### Tab HPGL



To determine how to manage HPGL-image files that are sent to this queue, use this tab.

For a detailed explanation of the functions and options given in this tab, see [§ EDIT PICTURES AND OUTPUT → TAB HPGL](#).

The HPGL-queue configuration only lacks of the option **COPIES**; all other options are identically.

When you are done, press **OK** in order so save and quit the queue configuration. The configured queue is now recognizable like a printer in the **HARDWARE** window under **INSTALLED PRINTERS** indicated with a **QU**. Do not forget to press **OK** in the **HARDWARE** window to save the new or changed devices.

## Menu Bar Options

This chapter contains an overview about all the functions given in the menu bar. By using the menu bar, you can open most of the *KIP Graphic Express.clients'* main applications and a lot of additional options. Some options may be inaccessible depending on you are using the explorer main window or the preview main window of *KIP Graphic Express*.

File Configuration View Edit Actions Info

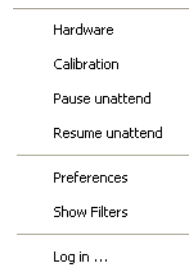
### **File**

By opening **FILE** given in the menu bar section you may **RESET** the *KIP Graphic Express.client* program – e.g. in order to update printer settings or file selections – or **EXIT** the program.



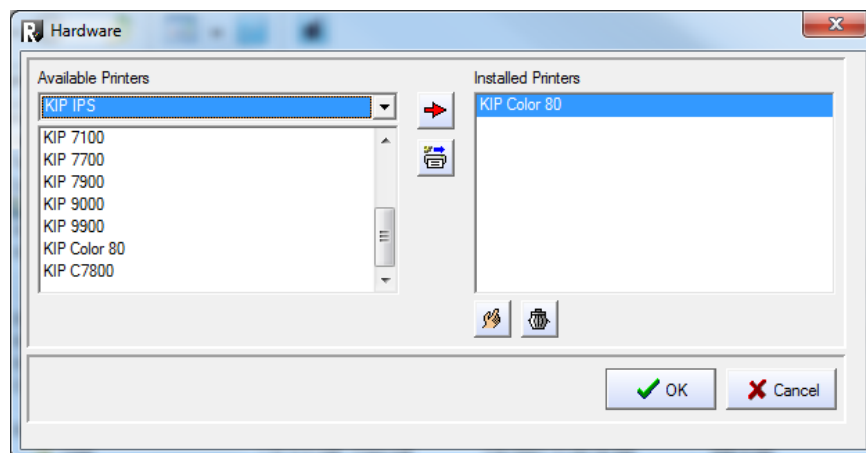
### **Configuration**

In general, you can configure all hardware and KIP Track settings by selecting this menu bar section.



### Hardware

This option will take you to the window **HARDWARE** as explained in [§ HARDWARE CONFIGURATION](#). New printers as well as queues can be added and existing hardware installations can be altered.



### Calibration

This is another alternative to reach the calibration dialog which is explained more detailed in [§ CALIBRATION](#) within the [§ THE CONFIGURATION WIZARD](#). After activating this command, you will directly be guided to the calibration dialog of the print device that is at this time selected as **PRINTER** within the tab **GENERAL** of the main window.

### Pause Unattend / Resume Unattend

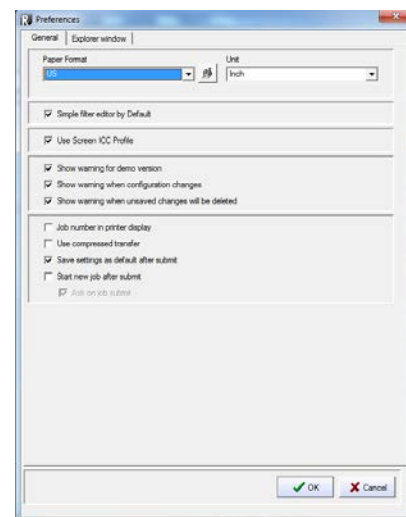
Pause or resume the unattend on the KIP Color Controller your client is connected to.

### Preferences

Selecting this menu bar option will take you to the **PREFERNCES** dialog. The options given in this window are important further hardware settings. To learn more about the

To get to the window **PREFERNCES**, click **CONFIGURATION** in the menu bar, then **PREFERNCES**. The dialog contains two tabs: **GENERAL** and **EXPLORER WINDOW**.

The **PREFERNCES**-dialogs offer important additional hardware- and file settings.



### Tab General

#### Paper Format

You can choose a standard **ISO** or **US** format or define your own formats.

**ISO** – DIN formats are selected as standard formats.

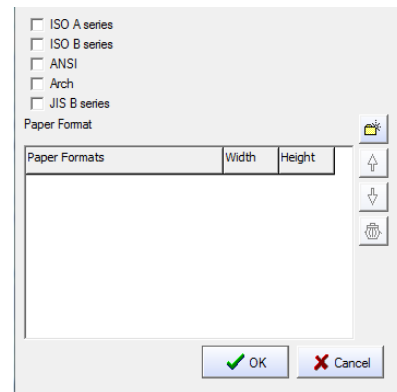
**US** – US formats are selected as standard.

**USER DEFINED** – customized formats will be applied.

#### Create user-defined formats



1. In the drop down list under **PAPER FORMAT**, select **USER** and click on **EDIT PAPER SIZES**. 2. A dialog opens in which adjust user-defined formats and select ISO and/or US formats



**DEFINED** you can additionally.

#### Unit

Select **MILLIMETER** or **INCH** from the drop down list.

#### Simple filter editor by Default for RIP

If this check box is checked, the filter editor will be displayed in the simple mode.

Learn more about the filter editor by referring to [§ FILTER EDITOR](#)

### Use Screen ICC Profile

If you want to use the ICC profile of the operating system for your screen, check the corresponding box.

### Show warning for demo version

Check this box to activate the warning message window which shows up every time you start *KIP Graphic Express* without a license. You also can deactivate this message in the message window itself. Go to the main chapter § **KEYCODE ENTRY** for further instructions.

### Show warning when configuration changes

By activating this box a warning window will appear after various configuration changes.

### Show warning when unsaved changes will be deleted

A warning message will appear if altered configurations are deleted.

### Start new job after submit

Activate this option in order to automatically delete the job list after submitting. If you want to be asked first before deleting, activate the lower **ASK ON JOB SUBMIT**.

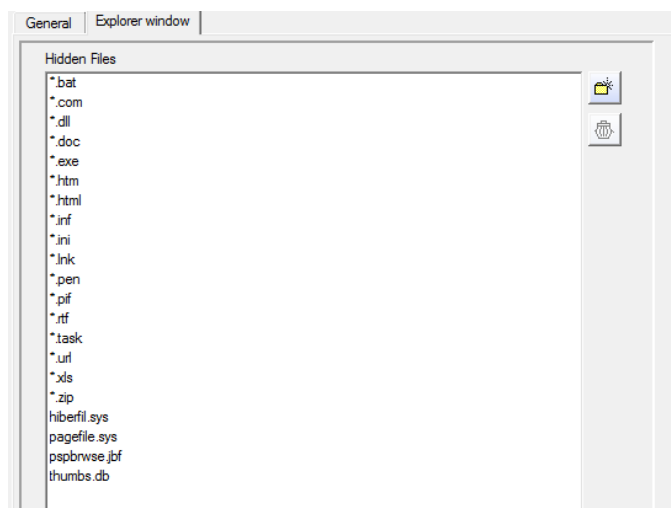
### Job number in printer display

By selecting this option, the job number of the current print job is displayed at the printer's display if available.

### Use compressed transfer

If you have a slow data connection, the option **USE COMPRESSED TRANSFER** is worth activating. Please bear in mind that decompressing data will result in a higher system workload.

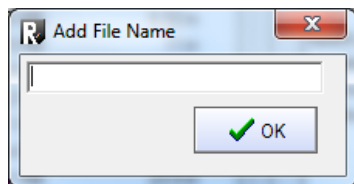
### Tab Explorer Window



To determine which types of files will not be listed and appear in the system *Express.client* start up main window, use the **ADD FILE NAME** button. The subsequently.



explorer window provided by *the KIP Graphic ADD FILE NAME* window will appear



Type in the correct system file description name (e.g.: \*.pdf) to hide these files while using the explorer search window of *KIP Graphic Express.client*.

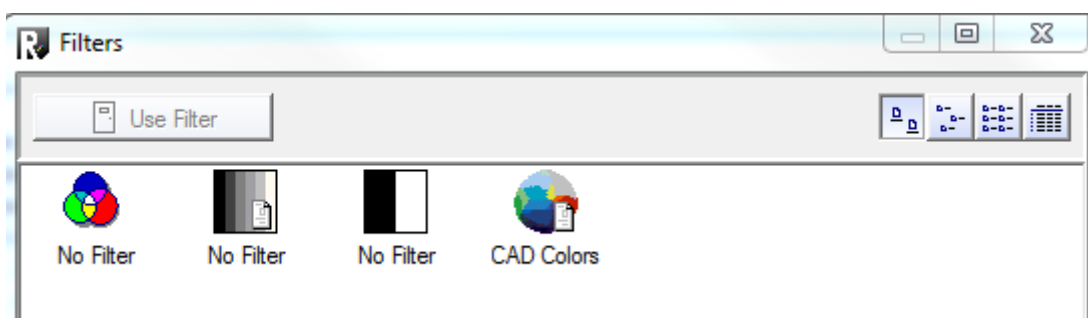



If you want to uncover previously hidden files, highlight a file type in the **HIDDEN FILES** list, then press the **DELETE FILE NAME** bin-button.

features, see [§ FURTHER HARDWARE SETTINGS: PREFERENCES](#).

### Show Filters

By using the **FILTER EDITOR** in order to work with and improve picture quality, you may create customized filter, which can be saved on your system. To get an overview about all your customized and pre-arranged filters on your system, go to the **FILTER ARCHIVE** window by using the menu bar option of the same name.



 Change the appearance of the files within this window by using the buttons at the top right hand side of the window.

Right-click on a filter representation and select among three options: **RENAME** or **DELETE** or **USE FILTER**.



To apply a highlighted filter to the currently selected image within the main window, hit the **USE FILTER** button, which will become accessible after highlighting a filter icon. The filter name will now appear as the selected filter within the tab **GENERAL** of the main window and the effects of the filter will be applied to the selected files.

To learn more about the **FILTER EDITOR** in general, go to [§ FILTER EDITOR](#).

### Log in ...

The window **LOGIN**, which appears after selecting the menu bar option, is exactly the same as seen with the first start (see [§ KIP GRAPHIC EXPRESS.CLIENT LOGIN](#)). You may now connect to another *KIP Graphic Express.server*, while *KIP Graphic Express.client* is still running.

### View

Refer to this tab to obtain various display configurations. These options will affect the way of representation of files within the explorer list and are therefore not available when using the preview (image setting) window.

### Large Icons

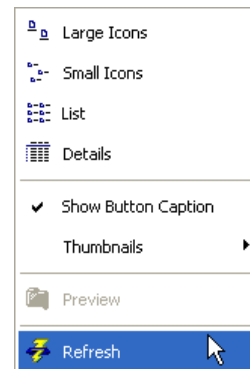
Alter the appearance of files within the explorer list to large icons.

### Small Icons

Selecting this option will change the appearance of files within the explorer window to small icons.

### List

Change the way of the file arrangement to a list arrangement.



### Details

This option will expand the **LIST** display method explained above with additional information about the files.

### Show button caption

If deactivated, the toolbar (below the menu bar) is not subtitled. To learn more about these icons and tools, go to [§ KIP GRAPHIC EXPRESS.CLIENT MAIN APPLICATIONS → § SELECTING FILES](#).

### Thumbnails

You may determine if little preview images (called thumbnails) at the left of each file within the explorer list are displayed. Select **GENERATE ALWAYS** to let them appear always as possible. Select **GENERATE ONLY ON WRITEABLE DEVICES** to determine the appearances of thumbnails only on writeable devices. Finally, select **GENERATE NEVER** to switch off thumbnails within the explorer screen of the *KIP Graphic Express.client* main window.

### Preview

This opens the **PREVIEW** of the highlighted file. For a detailed explanation of the Preview, go to [§ PREVIEW](#).

### Refresh

This option provides a manual way to start a refreshing *KIP Graphic Express.client*. In the most cases this will not be necessary

because *KIP Graphic Express.client* automatically refreshes after various settings.

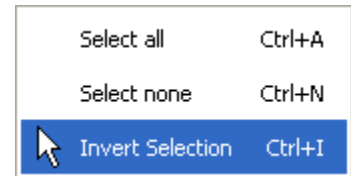
A useful opportunity to use **REFRESH** may be e.g. to check, if *KIP Graphic Express* is still able to find the selected files of the explorer list on your local or other available systems. This may be not the case if files in use have been changed its system location, so these files will disappear from the explorer list.

### Edit

This menu bar section offers to manage selection of files in the job list. It is only available in the explorer main window. At least one file has to highlighted to get access to the edit options.

### Select all

All files within the location/folder as seen in the middle part of the main window are highlighted. Note: if the selections include non-printable files, you will receive a message, informing you about the fact that the file failed to be imported to *KIP Graphic Express* successfully. You may try to convert these files into a compatible format. Nevertheless, these non-printable files are selected like any other file within the selection.



### Select none

No file is highlighted. Previous selections are cancelled.

### Invert Selection

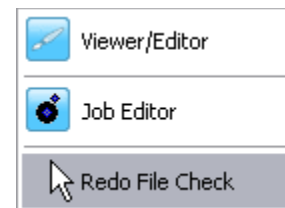
To switch selected files to non-activated and vice versa use this command.

### Actions

When opening the **ACTION**-section, you get access to the **VIEWER/EDITOR** window for a single file by clicking on **VIEWER/EDITOR**. Additionally, you may open **THE JOB** window by clicking Job Editor. Both options mentioned here are also available in the tool main window.

For detailed explanations see [§ VIEWER/EDITOR](#) and [§ JOB EDITOR](#).

You also may **REDO** a **FILE CHECK** in order to check and update if highlighted files have system location, size, etc.



current **EDITOR** bar of the

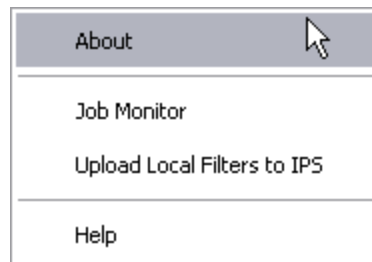
altered in

### Info

In general this option is everything you need to obtain information about your system, print jobs and *KIP Graphic Express*.

### About

In this window you can have a look at everything necessary considering your *KIP Express.client* version.



Graphic

### Job Monitor

This opens the *KIP Graphic Express.monitor*. This service is an important helpful *KIP Graphic Express*, which makes it possible to watch and control submitted jobs.

To learn more about the essential *KIP Graphic Express.monitor* go to [\\$ KIP GRAPHIC EXPRESS. MONITOR](#).

tool of print

### Upload Local Filters to KIP

If there are new and customized filter edits, use this command to upload them to the filter archive of your network. They are now available for all clients of your *KIP Graphic Express* network.

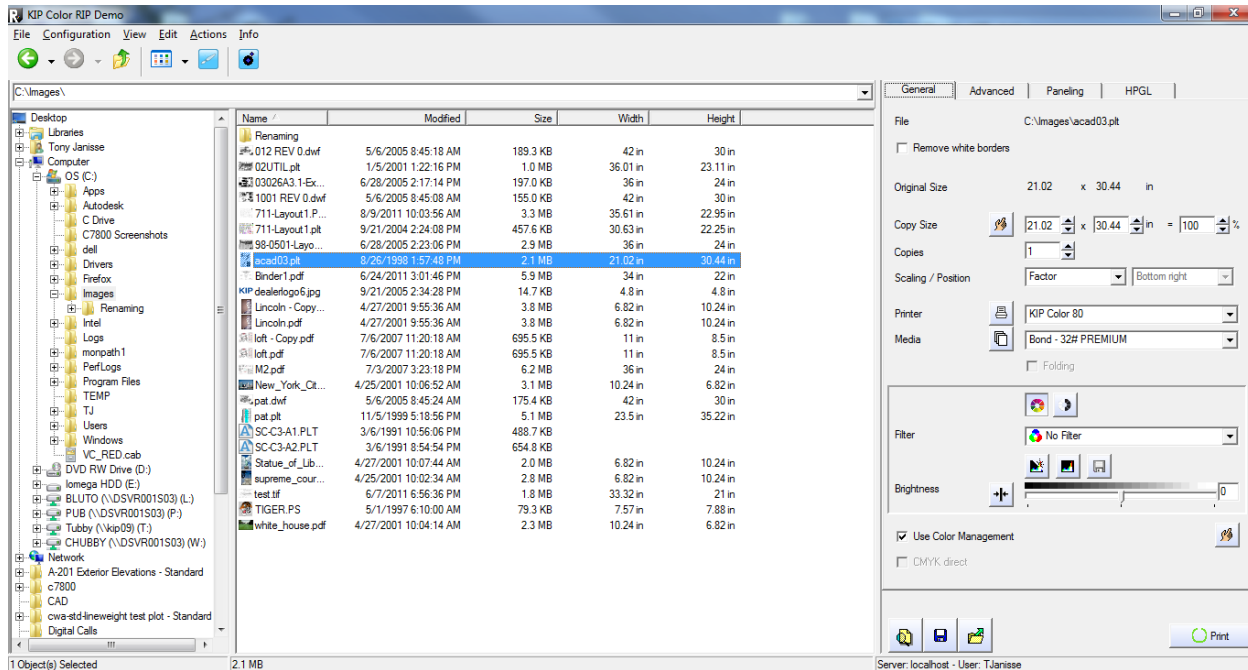
### Help

By using this option you can switch to the *KIP Graphic Express.client* online help. Select the chapter of interest and double click to open the subchapters. Use the icon bar at the top to activate further options.

### KIP Graphic Express.client main applications

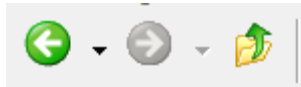
#### **Selecting Files and further basics:**

Every time you start *KIP Graphic Express.client* you will start with the explorer window:



Search and select a system location (folder) of your system at the left. Selected files will appear in the middle part of the center section of the window. (Please note that the context menu opened with a right-click on an explorer and file window entry will open the standard context menu of your operating systems regarding to the selected file.)

Then select one or multiple printable file within the middle part of the window: The right part of the window, which is the actual image configuration window, becomes now accessible. To navigate through your system location, you may also use the buttons **BACK**, **FORWARD** and **UPWARD** of the tool bar below the menu bar.



To change the representation of files within the central files display section, use the button **VIEW** of the tool bar. The options **LARGE ICONS**, **SMALL ICONS**, **LIST** and **DETAILS** given in there are identical with some of the options as explained in [§ MENU BAR OPTIONS](#)  **VIEW**.



To open the **VIEWER/EDITOR** window for the currently highlighted file, use the **VIEWER/EDITOR** button located within the tool bar as well. The **VIEWER/EDITOR** is a helpful tool in order to rearrange a picture in view of general arrangements, e.g. changing the rotation or cut out parts of the picture. If you save any alterations of the image within the **VIEW/EDIT** window, these alterations will be applied to the original file.



To open the **JOB EDITOR** window use this button. Here you can line up multiple files and send them simultaneously to the print device or explode multipage files. See [§ JOB EDITOR](#) to learn more about this helpful tool.

After selecting a printable file, the tab area at the right becomes available. All the options given in there are important to configure and set your image/output.

### Tab General

#### Remove white borders

If the image files contain white borders, simply activate option to remove them from the print out. By removing borders, more media space is freed up and thus more may fit on one print out media.

#### Original Size

The size of the original (width and height) is shown **ORIGINAL SIZE**.

#### Copy Size

The Print Size can be different from the original size.



By default, the original size entered is taken as output size. The output size can be increased reduced by a percentage. You may of course the desired copy size directly in millimeter or inch. The width or length always changes proportionally when alter one of these parameters.

The **SET SIZE** button opens a menu, where can pick a predefined size or decide to print **MAXIMUM PRINT SIZE** depending on the size medium in use.

**Hint:** With the key combination Ctrl and Page-up, the maximum print width will be displayed.

#### Copies

Enter the number of copies required under **COPIES**. If copy is supposed to be done first, set the number of copies to "1".

The option **JOB COUNT** given below the tab area is not to be confused with the number of **COPIES**, since **JOB COUNT** defines the number of repetitions of the same job, whilst **COPIES** sets the number of the selected document. Just pay attention to the information under the **No.** column in the job list after altering the **JOB COUNT** or **COPIES** parameters.

### Scaling / Position

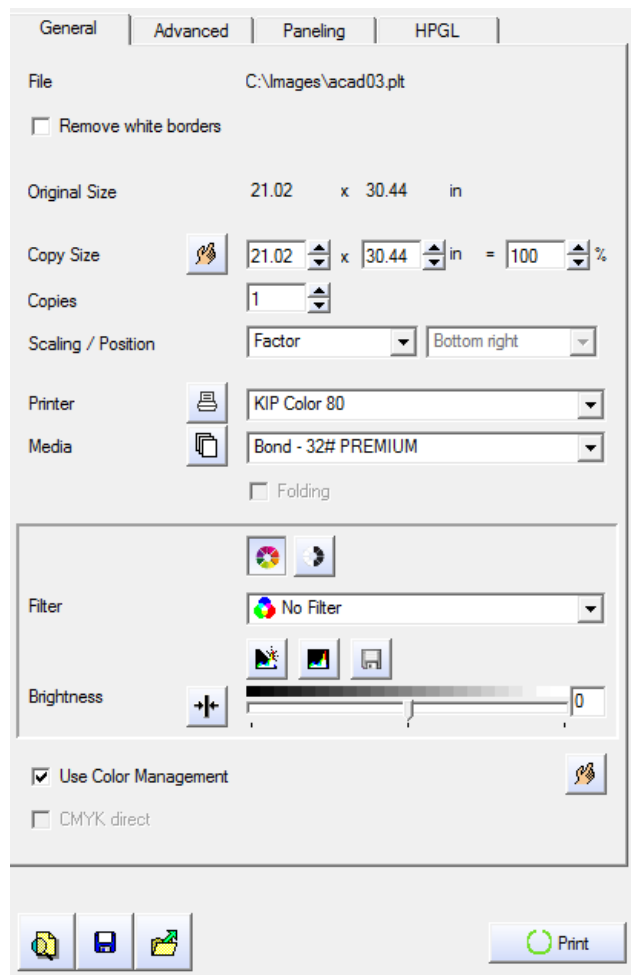
Here you can define the scaling type of your print.

#### Factor

With factor the given scale factor is used. If the print does not fit on the media, the width will turn to red and you are not able to submit the print until you change it.

#### Fit to Sheet

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this white images

under

the or enter copy you

you with of the

a test

The image will be increased or decreased. Either width or height will fit to media size and the opposite value will be smaller than the media size. With the position field you can decide where the origin is placed to start the calculation. The scaling factor is calculated automatically.

### Place on Sheet

Here you can define the scale factor yourself. The result will be placed on the chosen position. If the media is bigger, you will have white area around. If the media size is smaller, the print will be clipped.

### Printer

Select the desired output device from the drop down list which contains all installed printers and queues.



The button next to the printer list opens the window for the printer/queue configuration. The dialog for the printer configuration is device-dependent:

In the tab **PRINT OPTIONS** you can change the settings of your printer. In the tab **PLACEMENT** you set additional arrangements of the picture. In the tab **COST TRACKING** you may enter information for KIP Track. If values are mandatory, KIP Graphic Express will open the dialog during job submission.

### Medium

A selection of different media is displayed under **MEDIUM**. Select the paper type you want to use for your output.

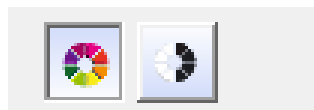
All calibrated paper types are displayed with black letters, whereas the paper types with red fonts have not been calibrated yet or are not available for the selected printer. A description of the problem is shown when pointing to the medium name.

You will only be able to start the output if you have selected a calibrated paper type.



The list of media can individually be set and calibrated for every printer by clicking on the configuration button left of the media drop down list. It will take you to the **CONFIGURATION / LOADED CONSUMABLES** as known from **THE CONFIGURATION WIZARD**. There is again the possibility to **EDIT MEDIA** by using the corresponding button which takes you to the **DEFINE MEDIA** dialog.

### Print Mode



Select the print mode. You may choose *color* or *gray scale / b/w* mode. The availability of selections is file and device dependent.

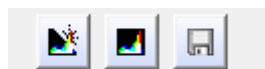
### Filter

Select the corresponding color mode. You may choose *color*, *gray scale* or *b/w* mode. The availability of selections is file dependent.

You can then select a **FILTER** from the drop down menu. Filters are procedures to alter the visual shape of an image. All filters that were saved in the filter archive are displayed in the drop-down list under **FILTER** and can be selected from there.

The Filter **\*NO FILTER\*** means no filter is in effect.

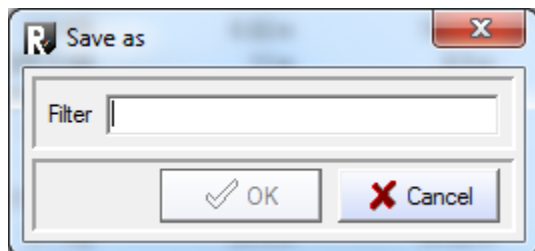
The filter **\*CURRENT\*** is a temporary filter with the settings made in the **FILTER EDITOR** which have not been saved yet.



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You will get to the filter editor with the menu fields **CHANGE** and **NEW** below the drop down list. Using them you will be able to set a personalized **FILTER**.

You may save a current or new filter on your system if you push the **SAVE** button. It becomes achievable after any changes in the **FILTER EDITOR**. Enter a filter name which will be at your disposal in the **FILTER** drop down list further on.



Further details referring to creating, changing and saving filters are described in the **\$ FILTER EDITOR**.

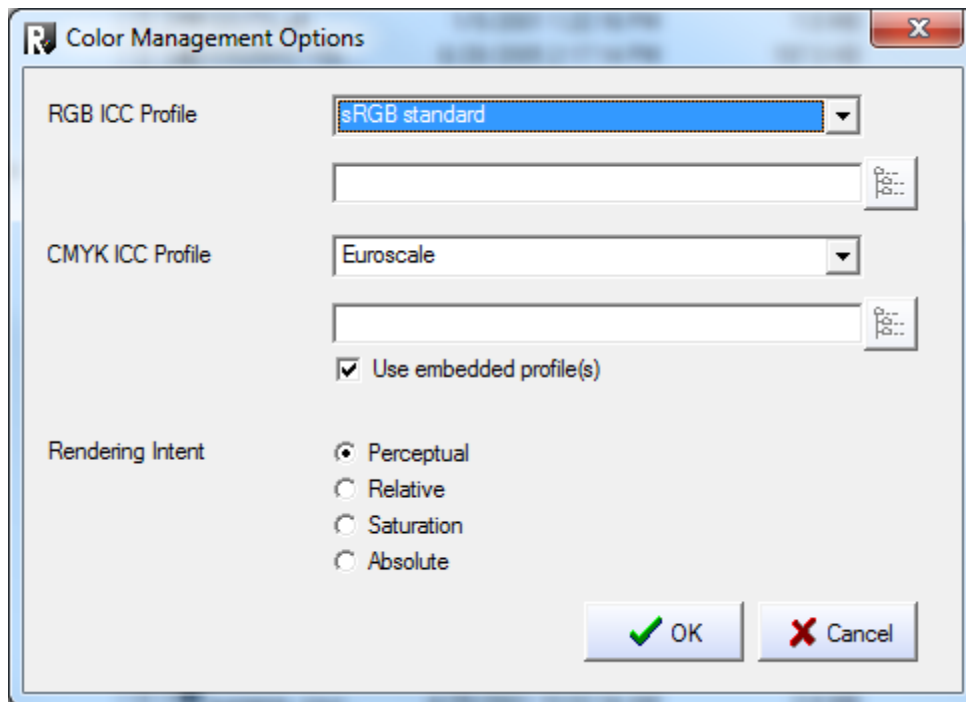
### **Brightness**

You may alter the brightness of a copy with the brightness slider. When using normal originals, we recommend setting the value of the slider to **0**. Moving the slider to the left (negative values) will result in a copy darker than the original, whereas moving the slider to the right (positive values) will make a brighter copy. Clicking on the button **RESET** will reset the slider to its original position.

### **Use Color Management**



If you want to work with the *color management*, check the box **USE COLOR MANAGEMENT**. Click on the speed button in the same field to open the **COLOR MANAGEMENT OPTIONS** window .



You may select profiles for **RGB** and **CMYK**. Embedded Profiles are used by default (check box **USE EMBEDDED PROFILES**). If no profiles are embedded in the file, the option from the dropdown menu is used. If you prefer a special profile instead of the standard ones you can select ICM file and specify the path in the box below.

### Rendering Intent

Often, device gamuts will not be large enough to reproduce the desired color appearances communicated by the PCS values. Four rendering intents (gamut mapping styles) are provided to address this problem. Each one represents a different compromise. The colorimetric rendering intents operate on measurement-based colorimetric values... The other rendering intents operate on colorimetric values which are corrected in an as-needed fashion to account for any differences between devices, media, and viewing conditions.

#### PERCEPTUAL

The exact gamut mapping of the perceptual intent is vendor specific and involves compromises such as trading off preservation of contrast in order to preserve detail throughout the tonal range. It is useful for general reproduction of images, particularly pictorial or photographic-type images.

#### RELATIVE (Colorimetric Intent)

This intent re-scales the in-gamut, tristimulus values such that the white point of the current medium is mapped to the PCS white point (for either input or output). It is useful for colors that have already been mapped to a medium with a smaller gamut than the reference medium (and therefore need no further compression).

#### SATURATION

This intent sets brighter colors by neglecting the color fidelity.

#### ABSOLUTE (Colorimetric Intent)

For this intent, the tristimulus values of the in-gamut colors are unchanged. It is useful for spot colors and when simulating one medium on another (proofing).

### CMYK direkt

With Color Management off you can use CMYK direct. For CMYK files the values will be directly given to the printer.

## Tab Output Options

The screenshot shows the 'Advanced' tab of the 'Output Options' dialog. It features three tabs: 'General', 'Advanced', and 'Paneling'. Under the 'Advanced' tab, there are several options:

- Margins: A sub-section containing:
  - Borders Equal: A checkbox that is checked, with a bracket connecting four input fields.
  - Four input fields for margins: Top (0 in), Bottom (0 in), Left (0 in), and Right (0 in).
- Mirroring: An unchecked checkbox.
- Rotate: A dropdown menu currently showing '0°'.
- Label: An unchecked checkbox with an empty text input field below it.

### Margins

You can set additional white margins, whose size can individually be set for the left, right, top and bottom. Bear in mind that the maximum print width of the initial copy decreases by the size of the margins.

If you want a continuous white margin of e. g. 20 mm, just activate **BORDERS EQUAL** and set the left margin to 20 mm. The rest of the margins are adjusted automatically.

### Mirroring

Check the box **MIRRORING** if you need a mirror image of the copy.

### Rotate

If you want the output to be rotated without paper-save function, select a rotation degree. The selection adds to the settings set with **THE CONFIGURATION WIZARD** → **PLACEMENT**.

### Label

Additional information can be entered for the label (e.g. customer, employee). You have the possibility to use the history for frequently used label entries.

Please consider that the label edit explained here does not change label settings that are available in the **PLACEMENT** dialog of **THE CONFIGURATION WIZARD**; but it will extend the standard label with the additional, customized information.

### Tab Paneling

For large format outputs, such as posters or presentations for fairs and exhibitions, it is necessary to divide the copy into several different panels. As soon as the required output size exceeds the maximum print width or the maximum print length of a printer, certain settings become necessary under **PANELING**.

The screenshot shows the 'Paneling' tab with the following settings:

- Width:**
  - Width
  - Size Given: 36 in
  - Count Given: 1
  - Overlap: 0 in
  - Glueborder: 0 in
- Height:**
  - Height
  - Size Given: 78.74 in
  - Count Given: 1
  - Overlap: 0 in
  - Glueborder: 0 in
- Advanced Paneling:**
  - Advanced Paneling
  - Buttons: Change, Save, Load
- Glueing Marks:**
  - Glueing Marks
- Origin:**
  - Left Top

### Panel Size (Width/Height)

You can choose to print panels in the width, in the height, or both.

To do so, check the box(es) **WIDTH** and/or **HEIGHT**. Enter then either a fixed size or a number of panels by selecting the **SIZE GIVEN** or **COUNT GIVEN** radio button.

**If you have activated the automatic length recognition when scanning, a paneling with respect to height is not possible.**



the panels just click on the desired panels.

Right-clicking on the Panel Preview image opens a context menu which provides other ways to select panels for printing:



**ALL PANELS** – activates all panels.

**NO PANELS** – deactivates all panels.

**INVERT SELECTION** – turns activated panels into deactivated and vice versa.

### ***Overlap / Glueborder***

You can print with overlaps or glueborders. Overlaps are filled with the image where as the glueborder will add white areas.

Note: If you set the maximal print width of the printer under **SIZE GIVEN**, it is reduced by the selected overlap.

### **Advanced Paneling**

For further customizing please tick **ADVANCED PANELING** and click **CHANGE**. Here you can change the size of each panel individually.

### **Glueing Marks**

If you check the box **GLUEING MARKS**, a mark will be set at the beginning of the overlap.

### **Origin**

Define the first panel. The image will be printed row by row.

### Tab HPGL

If you are working with *HPGL* files (vector files), the tab **HPGL** will be available in the main window. With these files, the emulation of some printers is possible.

### Pen Settings

HPGL/2 files are able to store certain parameters within the file. The usage of this information can be switched on and off.

**PAPER SIZE** – If this option is active the image dimensions are read from the file. If you deactivate this option the image dimensions is calculated by the software. Huge white areas outside of the image will not be printed.







**PEN WIDTHS** – Deactivate this option in order to set the size of the pens manually.

**PEN COLORS** - Deactivate this option in order to set the pens colors manually.

**MERGECONTROL** – Controls the merging of different layers. This command works like the menu on most HP printer displays. If parts of an HPGL are not displayed correctly you can switch this option OFF/ON.

**COPIES** – Determines if the value for the number of copies is read from the file. If the option is checked, you cannot set the number of copies in the main window's tab **GENERAL**.

### User Pen Settings

As Defined in File					User Pen Settings				
Pen #	in				in				
2	0.007	255	255	255	0.007	0	0	0	
3	0.010	220	220	220	0.007	0	0	0	
4	0.010	0	0	255	0.007	0	0	0	
5	0.010	255	255	0	0.007	0	0	0	
6	0.010	255	0	0	0.007	0	0	0	
7	0.010	255	0	255	0.007	0	0	0	
8	0.010	0	0	0	0.007	0	0	0	

Under **USER PEN SETTINGS**, you can alter the line thickness and RGB colors of pens and overwrite the values determined from the file. If you are working with a HPGL file (not HPGL/2), you have to coordinate the pen width and the pen color. These files can only be edited when the menu fields **USE PEN WIDTH AS DEFINED IN THE FILE** and **USE PEN COLORS AS DEFINED IN THE FILE** are not activated. The user-defined pen parameters can be saved and loaded via the icons in the lower part of the HPGL window.

### Change Pen Color

To change color values, click on the box to the right of the RGB value of the corresponding pen. The window **EDIT COLORS** appears on the screen.

Select one of the 48 basic colors.

Confirm with **OK**.

The selected color is assigned to the corresponding pen.

Repeat this process for each color.

With the menu field **DEFINE CUSTOM COLORS**, you can define more color tones and save or assign them to the corresponding pen as user-defined colors.

### Save / Load Pen Parameters



You have the option to save the altered pen parameters of a file for later applications using the icon **SAVE**. The parameters are then stored under a filename (e.g. customer, employee or project) that gets the addition "**PEN**". Using the icon **LOAD**, the parameter file can be reloaded at any time.



### Preview

If you click on the button **PREVIEW**, you will get to the preview window for HPGL files. The HPGL file will be displayed with the current settings (line thickness, colors, rotate file etc.).

If you want to check details of the drawing, you have the option to enlarge sections. To do this, draw a rectangle with the left mouse button and click on the button **ZOOM IN**. This can be repeated several times.

With the button **ZOOM OUT**, the drawing can progressively be reduced again.

With the cursor keys to the right of the button **ZOOM OUT** you can move the enlargement half the size of the section to the right, left, up or down. With the rhombus, the complete picture (full picture) is recovered.

The status line in the lower part of the window shows the size of the window as well as the size of the drawing.



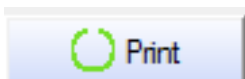
To get a preview of the possible print out, use the button **PREVIEW** at the bottom part of the tab area. You may also open the **PREVIEW** by opening the menu bar options **VIEW → PREVIEW**. Please note that an image file has to be highlighted in order to open a preview. To leave the **PREVIEW** screen, once again press the **PREVIEW** button.

To learn more about the **PREVIEW** feature, please continue reading at [§ PREVIEW](#).

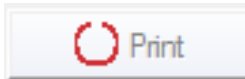


**SAVE / LOAD PRESET** Your current selection of the different settings can be saved for further reuse with these

Buttons:



If one or multiple files have been selected you may start printing by using the large **PRINT** button at the bottom's right hand side corner. If no file is selected or problems with hardware or media configurations occurred, the button will appear red. By pointing at the red button with the mouse cursor, a little information bubble will appear which informs about the cause of the problem. Also pay attention to red entries in the tab area indicating corrupted or incomplete hardware settings/installations (there are roll over information for this entries, too).



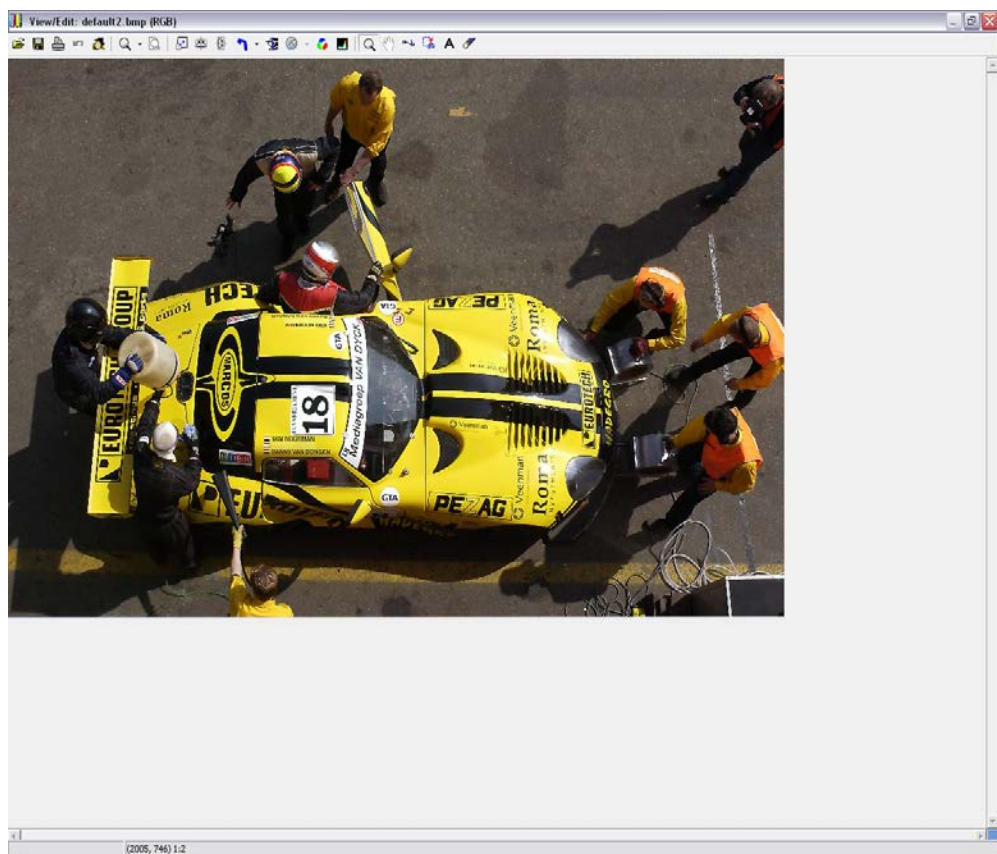
### Viewer/Editor



The Viewer/Editor is activated by selecting the option from the menu bar **ACTIONS** → **VIEWER/EDITOR** or by using the **VIEWER/EDITOR** button from the tool bar. You have to highlight one file of the job list to start the **VIEWER** window.

The *Viewer* can be used to view image files. Image files may be altered in general settings. You are e.g. able to mirror, rotate and invert the image or add additional colors, text or erase parts of the picture. It is even possible to apply filter edits to the image within the **VIEW/EDIT** window (to learn more about the **FILTER EDITOR** refer to § **FILTER EDITOR**). Please note: if you save any of these altered settings, you may save this new image file on your system or just override the old file.

It is only possible to run one Viewer/Editor on one system at present time. If you want to view another document, you first have to close the current viewer. To leave the **VIEWER/EDITOR** just close the window



The **VIEW/EDIT** window's upper boundary presents specifications of the file in focus regarding to file-name, type and color mode (e.g. RGB).

There are these following options represented by symbols at the upper tool bar of the **VIEWER**:

### Load File



You may open another file by pushing the folder button.

### Save File



In order to save altered image setting, use the button **SAVE FILE**. You may override the old file version or create a new one by allocating another file name.

### Print Image



**PRINT IMAGE** opens a window with the tabs **GENERAL**, **ADVANCED** and **PANELING**. Make settings as usual.

### Undo Last Action (Ctrl +Z)




If the image has changed in some way, you may undo the last step to recapture the previous condition.

### Show/Hide Spy Window



This opens a little window which shows the area pointed to. The zoom size (see above) chosen in the Viewer has no effect on the representation size in the spy window.


### Zoom Options

 Further you can locate buttons under **ZOOM OPTIONS** to **ZOOM IN** or to **ZOOM OUT** the picture. Alternatively, press the left mouse button while pointing to the image in order to zoom in or use the right mouse button for zooming out the image.


You get informed about the current zoom factor and resolution by paying attention to the figures given at the bottom of the *Viewer* window.

**ZOOM TO 1:1** takes you back to the original size. It is neither possible to set a scale lower than 1:1 nor there is a higher scale than 16:1.

### Zoom to Window Size

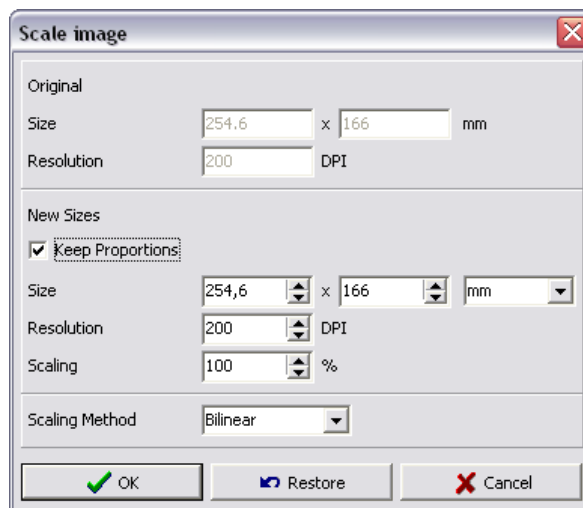
 If it is bigger than one window, an image is zoomed to a size fitting into one window by pressing the extra **ZOOM TO WINDOW SIZE** button. Now you do not have to scroll in order to view the whole picture.

### Scale Image

 You may alter the size (scale) of the image by **SCALE IMAGE** button. The **SCALE IMAGE** appear.

At top part of the window the original **SIZE** and **RESOLUTION** is displayed.

You may now alter the size in the second part of the named **NEW SIZES**. You may alter the parameters **RESOLUTION** and **SCALING**. If the checkbox **Keep Proportions** is activated, all factors are automatically altered the manual altered factor.



clicking the window will

window, **SIZE**, **PROPORTIONS** is harmonizing

Finally, the drop down menu **SCALING METHOD** offers different in detail scaling methods.

### Horizontal Mirror



Press this button to mirror the image in horizontal direction.

### Vertical Mirror



Press this button to mirror the image in vertical direction.

### Rotate by 90° ccw



Rotate the image by selecting three different rotation possibilities (*ROTATE BY 90° COUNTER-CLOCKWISE*, *ROTATE BY 180°*, *ROTATE BY 90° CLOCKWISE*).

### Invert Image

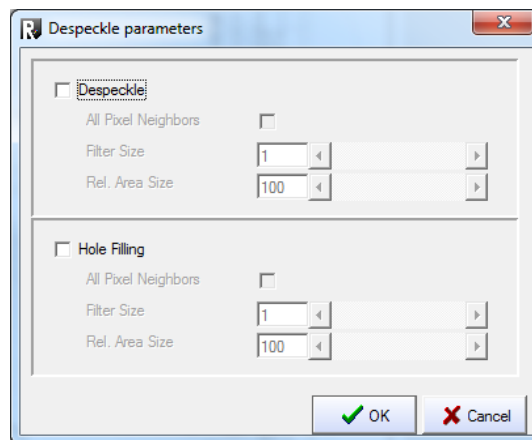


Invert the image colors and contrast by using this button.

### Despeckle



If you want to despeckle the image and the option is accessible, press this button. It is only accessible if with Black & White images. If you want to configure parameters, click on the little triangle at the right of the drop down menu appears: click the single entry **DESPECKLE** in order to open the window **DESPECKLE PARAMETERS**.



you work despeckle symbol. A

The options are identical with the options given in the **FILTER EDITOR**'s tab **POSTPROCESSING** except of the omission of the option **INVERTED** (within the **VIEW/EDIT** window you may invert the contrast by simply clicking on the button **INVERT IMAGE** located in the tool bar and explained above).

To learn more about the despeckle routines, refer to **§ FILTER EDITOR → TAB POSTPROCESSING (BLACK & WHITE MODE)**.

### Change Color Mode



You can change the color space of the selected file into RGB, Lab, or CMYK. To do this, use the following options:

#### SOURCE:

**USE EMBEDDED PROFILE** – the ICC profile of the file will be used

**SELECT PROFILE** – according to the selected file, a standard sRGB or CMYK profile will be used. This option allows you to select an external ICC (ICM) profile

#### RENDERING INTENT

In general, actual device gamuts will not be large enough to reproduce the desired color appearances communicated by the PCS values. Four rendering intents (gamut mapping styles) are provided to address this problem. Each one represents a different compromise. The colorimetric rendering intents operate on measurement-based colorimetric values... The other rendering intents operate on colorimetric values which are corrected in an as-needed fashion to account for any differences between devices, media, and viewing conditions.

#### PERCEPTUAL

The exact gamut mapping of the perceptual intent is vendor specific and involves compromises such as trading off preservation of contrast in order to preserve detail throughout the tonal range. It is useful for general reproduction of images, particularly pictorial or photographic-type images.

#### RELATIVE (Colorimetric Intent)

This intent re-scales the in-gamut, tristimulus values such that the white point of the actual medium is mapped to the PCS white point (for either input or output). It is useful for colors that have already been mapped to a medium with a smaller gamut than the reference medium (and therefore need no further compression).

#### SATURATION

This intent sets brighter colors by neglecting the color fidelity.

#### ABSOLUTE (Colorimetric Intent)

For this intent, the tristimulus values of the in-gamut colors are unchanged. It is useful for spot colors and when simulating one medium on another (proofing).

**TARGET:** Select the target color space and, if need be, the corresponding ICC profile.

### Filter



Open the filter editor to change the image.

## Switch to Zoom Mode

Just press the button **SWITCH TO ZOOM MODE** in order to leave another currently activated image setting (e.g. **2-POINT DESKEW**) and to switch back to standard zoom screen represented by the cursor.

## Switch to Pan Mode



If you zoomed in the picture, you may change the displayed area by using the pan mode. Click on the image and hold the button. Now scroll in every direction to change the displayed part of the picture.

## 2-point Deskew



If you want to define a new horizontal or vertical alignment for the whole picture, e.g. if the image is not straightly aligned, you should use the **2-POINT DESKEW** button, which helps to find a more detailed rotation.

After you have clicked the button, set a starting point for the new straight alignment in regard to horizontal or vertical order by clicking anywhere at the picture. Now pull the cursor to another point, which will define the final reference point for the new alignment. Then, once again click the button **2-POINT DESKEW**. You will notice that the image has changed its general alignment to a position matching to the line set previously. If you spanned the line in horizontal direction, the image is rotated to match the new horizontal line. If you spanned the line rather in vertical degree, the image is re-arranged to match the new vertical reference point.

The *2-point Deskew* is not possible if the vertical difference between the deskewing points is too high.

## Crop Rectangle Area



you want to use and print only a certain part of the image, press this button. Now draw a rectangle area by clicking on the image and pulling the rectangle to a certain size. Then, once again push the button **CROP**

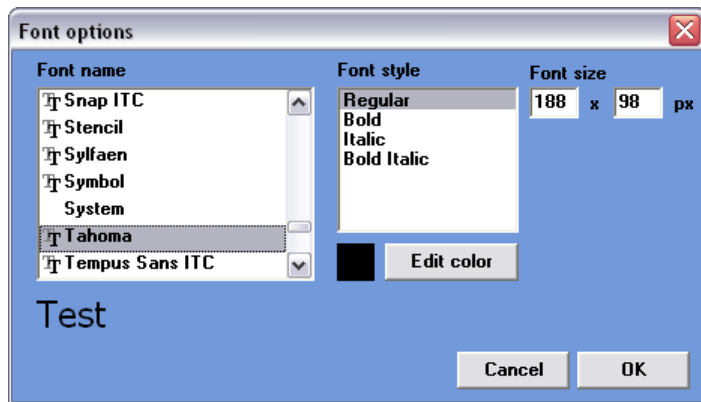
**RECTANGLE AREA** in order to display the

defined area only. Please bear in mind that the image will not rescaled or changed

(automatically) in resolution if an area has been cut out.

### Insert Text

**A** If you want to add a text (letters, numbers, etc.) into the image, use this button and set a starting point with the cursor where to start the text content on the image. Now type the text into the image. If you want to change fonts, font style, color and size, double click on the text. The configuration window **FONT OPTIONS** will appear.



If you are satisfied with the text and its design, once again hit the button **INSERT TEXT** in order to actually put the text on the image.

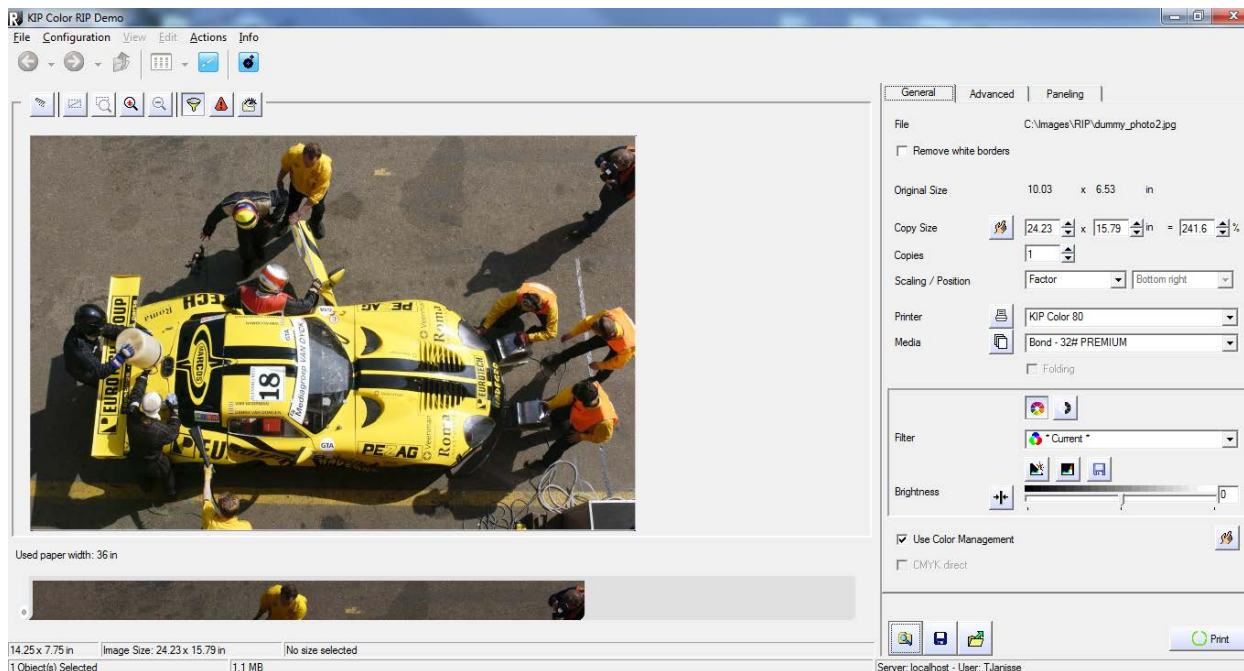
### Erase Area

If you simply want to erase certain parts of the image, click the **ERASE AREA** button. Draw a rectangle around the area that is going to be erased, and use the **ERASE AREA** button again. The selected area is now erased.

### Preview



The preview window can be gained by clicking on the button **PREVIEW** at the bottom of the main window or by selecting the menu bar option **VIEW → PREVIEW**. It is only possible to open up one preview at the same time. For leaving the **Preview** just activate the **PREVIEW** button again. A file has to be highlighted in order to change to the preview screen. If multiple files are selected, only the first file is displayed in the preview.



The preview of the highlighted document is shown within the main window instead of the explorer list. Additionally, a role preview is displayed at left hand corner bottom. It gives you an impression, how the image(s) will be located on the medium role.

Changing the size of the document will have an effect on the line and column left and above the preview image which let you know the size of the picture. Furthermore, you can find additional figures about the size of the picture at the bottom line.

You can select these following features represented by icons within the Preview window:

## RIP Preview



The preview has to be recalculated as soon as sizes are changed in the tab **GENERAL** or if you use a new original.

## Select an Area

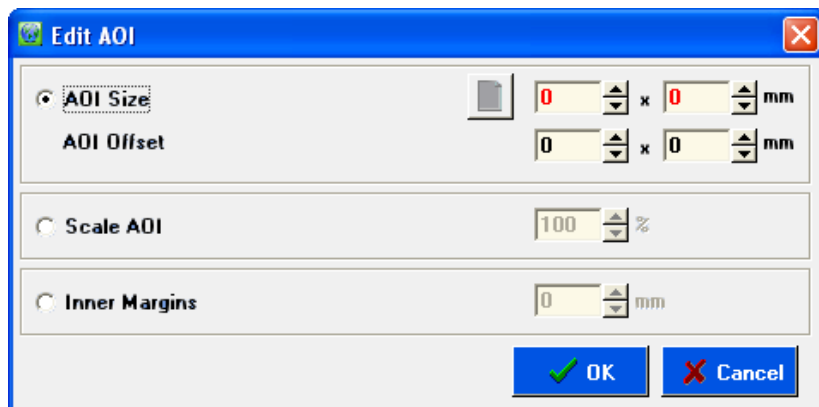
An arbitrary area can be defined from the preview: this is the “**AOI**” or *area of interest*. To set an area of interest, draw a rectangle around the desired section, keeping the left mouse button pressed. The size of the defined area is entered as the **COPY SIZE** in the tab **GENERAL**.

The **AOI** can be enlarged or reduced in any direction. To do this, move the mouse pointer to an edge of the rectangle so that a double-arrow appears. Move then this arrow in the height or width.

To move the AOI to a new position, click into the AOI and move it while keeping the left mouse button pressed.

### Edit AOI

Instead of dragging the AOI manually, you can exactly determine its width, height and position and enter a scaling factor. To open the window **EDIT AOI**, right-click into the picture or in the AOI and select **EDIT AOI**.



### Reset AOI Setting



This command cancels the current **AOI**. The complete image is displayed again and will be printed in full size.

### Zoom to AOI/Cropping



If you want to display the AOI area only within the preview screen, press the button **ZOOM TO AOI/CROPPING**.

### Zoom In



To zoom in the picture press this button. The zoom size is no representation of the output size.

### Zoom Out



To zoom back to original size, click on the button **ZOOM OUT**.

### Apply Filtering



This option shows the effects caused by the current filtering and color management.

Further details according to *Filters* and *Color Management* are explained in **[\\$ USE COLOR MANAGEMENT](#)** and **[\\$ FILTER EDITOR](#)**.

### Show Gamut Warning



The colors of a file will not be the same if you print the image on printer A or on printer B. **SHOW GAMUT WARNING** allows you to see which colors cannot be rendered correctly by the connected printer. When this option is activated, the image will be displayed in greyscale and the deviating colors in red.

### Softproof



**SOFTPROOF** shows you the difference between the image you see on screen and the image that will come out of your printer. If you have an ICC-profile for your screen (set this under *Preferences*) the output is calibrated so that the image you see on your screen will be the same that comes out of the printer.

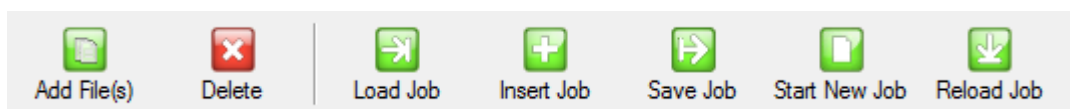
### Job Editor



The job editor mode allows the lining up files for printing. The number of copies and some print parameters can still be varied in this mode. When you have selected one or more files, click on **JOB EDITOR**.

### Speed Buttons within Job Editor

When the mouse pointer is on the individual buttons, a short help message (hint) about the corresponding function appears.



## Add File(s)

With this option you can add new files to the current job list. This is also possible by right-clicking anywhere on the job list. A context menu will appear. Choose **ADD FILE(S)** from there.

Select the files from the appearing window.

Selected files will appear in the job list and can now be edited.

## Delete

Highlighted files are erased from the list by using this function. Again, it is alternatively possible to gain this command by choosing the identical command from the context menu which appears after right-clicking on one or several files.

## Load Job

This loads the job list with a selected job that has been saved before. Existing files in the job list are replaced with the loaded job.

## Insert Job

Saved jobs are added to the files of the current job list.

## Save Job

The actual job list profile will be saved on your system. You may use **LOAD / INSERT JOB** later on (explained above).

Please note that this command only will save a profile which files are used for the job; it does not save the full original file data itself. Thus, if the source-files are altered in name and position or are erased, the job profile will not be restored completely after the next load. If source-files are altered while the current job list is still using them, the altered files will disappear after the next refresh.

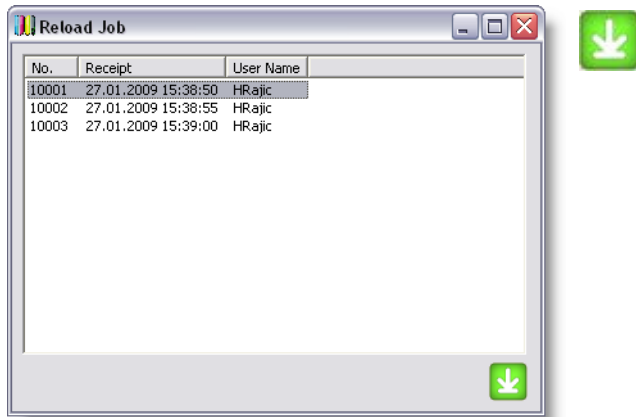
## Start New job

The job list window will be emptied. You may now create a new job list.

## Reload Job

To reload an already submitted job-list with all its incorporated files you may use this button. If a list is already presented, you will first be asked whether you want to erase the current job-list and replace it with the reloaded job. Click **YES** or **NO**.

You get to the window **RELOAD JOB**. Select the desired job which has been submitted before and press the button at the right corner. The same files as used with the previously submitted job are loaded as the new current job-list.









Note: the possibilities of selecting submitted jobs are determined by settings set in the *KIP Graphic Express.monitor*. To learn more about this essential tool go to [\\$ KIP GRAPHIC EXPRESS.MONITOR](#).

### Options of the Job Editor

#### Composing and Print Order

A check box is set to the left of the filename. The pictures of the activated check boxes will be included in the batch, i.e. the outputs will be placed next to each other to use the paper width optimally.

-  **UP** – moves up the selected job (not available if **OPTIMIZED NESTING** has been activated).
-  **DOWN** – moves down the selected job (not available if **OPTIMIZED NESTING** has been activated).
-  **ACTIVATE ALL** – highlights all jobs for composing.
-  **DEACTIVATE ALL** – any selection will be canceled.
-  **SWITCH ACTIVE** – you will reverse your selection.
-  **PREVIEW** – enables or disables the preview of the selected file of the job list

### Preflight

A preflight of the selected file is shown under the list of print set jobs. It shows only the current orientation of the print out

### Edit Pictures and Output

Three elements are essential to work on pictures with *KIP Graphic Express.client*: the main windows tabs **GENERAL**, **ADVANCED** and **PANELING** (as well as the tab **HPGL**) all located at the right hand side of the main window. At least one file has to be highlighted in order to open the tab area. If multiple files are selected, some options and features may become unavailable.

#### Tab General

##### Remove white borders

If the image files contain white borders, simply activate this option to remove them from the print out. By removing white borders, more media space is freed up and thus more images may fit on one print out media.

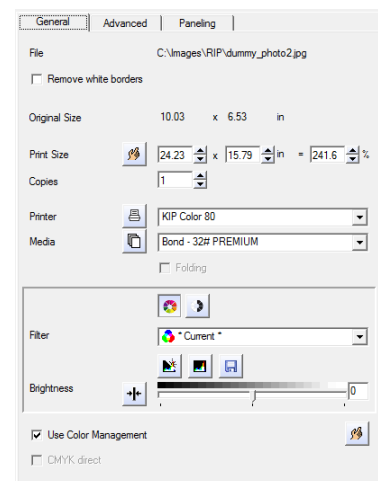
##### Original Size

The size of the original (width and height) is shown under **ORIGINAL SIZE**.

##### Print Size

The Print Size can be different from the original size.

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By default, the original size entered is taken as the output size. The output size can be increased or reduced by a percentage. You may of course enter the desired copy size directly in millimeter or inch. The copy width or length always changes proportionally when you alter one of these parameters.

The **SET SIZE** button opens a menu, where you can pick a predefined size or decide to print with **MAXIMUM PRINT SIZE** depending on the size of the medium in use.

**Hint:** With the key combination Ctrl and Page-up, the maximum print width will be displayed.

### Copies

Enter the number of copies required under **COPIES**. If a test copy is supposed to be done first, set the number of copies to "1".

The option **JOB COUNT** given below the tab area is not to be confused with the number of **COPIES**, since **JOB COUNT** defines the number of repetitions of the same job, whilst **COPIES** sets the number of the selected document. Just pay attention to the information under the **No.** column in the job list after altering the **JOB COUNT** or **COPIES** parameters.

### Printer

Select the desired output device from the drop down list which contains all installed printers and queues.



The button next to the printer list opens the window for the printer/queue configuration. The dialog for the printer configuration is device-dependent:

In the tab **PRINT OPTIONS** you can change the settings of your printer. In the tab **PLACEMENT** you set additional arrangements of the picture. In the tab **COST TRACKING** you may enter information for KIP Track. If values are mandatory, KIP Graphic Express will open the dialog during job submission.

### Media

A selection of different media is displayed under **MEDIUM**. Select the paper type you want to use for your output.

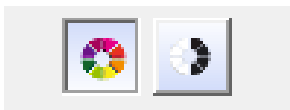
All calibrated paper types are displayed with black letters, whereas the paper types with red fonts have not been calibrated yet or are not available for the selected printer. A description of the problem is shown when pointing to the medium name.

You will only be able to start the output if you have selected a calibrated paper type.



The list of media can individually be set and calibrated for every printer by clicking on the configuration button left of the media drop down list. It will take you to the **CONFIGURATION / LOADED CONSUMABLES** as known from **THE CONFIGURATION WIZARD**. There is again the possibility to **EDIT MEDIA** by using the corresponding button which takes you to the **DEFINE MEDIA** dialog.

### Print Mode



Select the print mode. You may choose *color* or *gray scale / b/w* mode. The availability of selections is file and device dependent.

### Filter

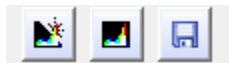
Select the corresponding color mode. You may choose *color*, *gray scale* or *b/w* mode. The availability of selections is file dependent.

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You can then select a **FILTER** from the drop down menu. Filters are procedures to alter the visual shape of an image. All filters that were saved in the filter archive are displayed in the drop-down list under **FILTER** and can be selected from there.

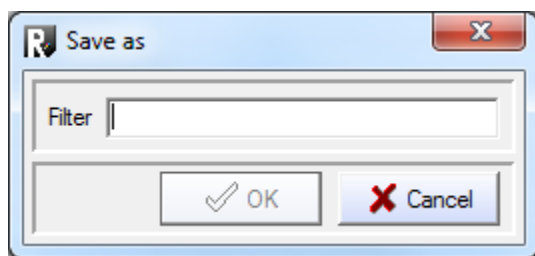
The Filter **\*NO FILTER\*** means no filter is in effect.

The filter **\*CURRENT\*** is a temporary filter with the settings made in the **FILTER EDITOR** which have not been saved yet.



You will get to the filter editor with the menu fields **CHANGE** and **NEW** below the drop down list. Using them you will be able to set a personalized **FILTER**.

You may save a current or new filter on your system if you push the **SAVE** button. It becomes achievable after any changes in the **FILTER EDITOR**. Enter a filter name which will be at your disposal in the **FILTER** drop down list further on.



Further details referring to creating, changing and saving filters are described in the [§ FILTER EDITOR](#).

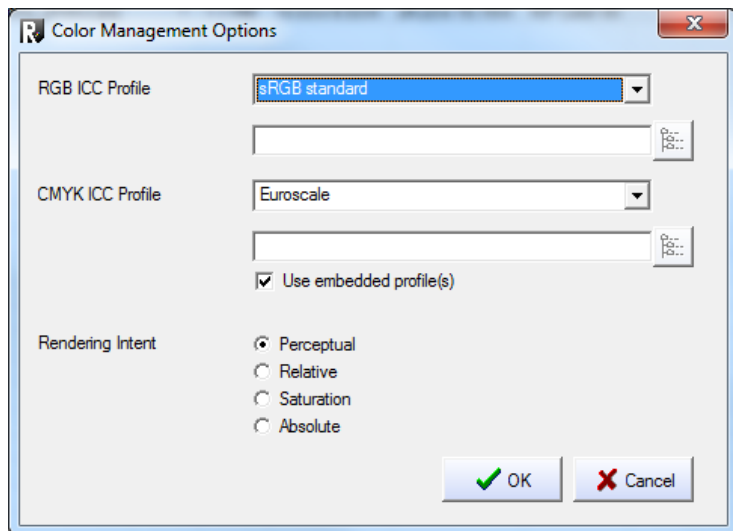
### **Brightness**

You may alter the brightness of a copy with the brightness slider. When using normal originals, we recommend setting the value of the slider to **0**. Moving the slider to the left (negative values) will result in a copy darker than the original, whereas moving the slider to the right (positive values) will make a brighter copy. Clicking on the button **RESET** will reset the slider to its original position.

### **Use Color Management**



If you want to work with the *color management*, check the box **USE COLOR MANAGEMENT**. Click on the speed button in the same field to open the **COLOR MANAGEMENT OPTIONS** window .



You may select profiles for **RGB-** and **CMYK**. Embedded Profiles are used by default (check box **USE EMBEDDED PROFILES**). If no profiles are embedded in the file, the option from the dropdown menu is used. If you prefer a special profile instead of the standard ones you can select ICM file and specify the path in the box below.

### Rendering Intent

In general, actual device gamuts will not be large enough to reproduce the desired color appearances communicated by the PCS values. Four rendering intents (gamut mapping styles) are provided to address this problem. Each one represents a different compromise. The colorimetric rendering intents operate on measurement-based colorimetric values... The other rendering intents operate on colorimetric values which are corrected in an as-needed fashion to account for any differences between devices, media, and viewing conditions.

#### PERCEPTUAL

The exact gamut mapping of the perceptual intent is vendor specific and involves compromises such as trading off preservation of contrast in order to preserve detail throughout the tonal range. It is useful for general reproduction of images, particularly pictorial or photographic-type images.

#### RELATIVE (Colorimetric Intent)

This intent re-scales the in-gamut, tristimulus values such that the white point of the actual medium is mapped to the PCS white point (for either input or output). It is useful for colors that have already been mapped to a medium with a smaller gamut than the reference medium (and therefore need no further compression).

#### SATURATION

This intent sets brighter colors by neglecting the color fidelity.

#### ABSOLUTE (Colorimetric Intent)

For this intent, the tristimulus values of the in-gamut colors are unchanged. It is useful for spot colors and when simulating one medium on another (proofing).

### CMYK direkt

With Color Management off you can use CMYK direct. For CMYK files the values will be directly given to the printer.

### Tab Advanced

#### Margins

You can set additional white margins, whose can individually be set for the left, right, top and Bear in mind that the maximum print width of initial copy decreases by the size of the margins.

If you want a continuous white margin of e. g. just activate **BORDERS EQUAL** and set the left to 20 mm. The rest of the margins are adjusted automatically.

#### Mirroring

Check the box **MIRRORING** if you need a image of the copy.

#### Rotate

If you want the output to be rotated without paper-save function, select a rotation degree. The selection adds to the settings set with **THE CONFIGURATION WIZARD → PLACEMENT**.

#### Label

Additional information can be entered for the label (e.g. customer, employee). You have the possibility to use the history for frequently used label entries.

Please consider that the label edit explained here change label settings that are available in the **PLACEMENT** dialog of **THE CONFIGURATION WIZARD**; extend the standard label with the additional, customized information.

size bottom. the

20 mm, margin

mirror

### Tab Paneling

For large format outputs, such as posters or presentations for fairs and exhibitions, it is necessary to copy into several different panels. As soon as the output size exceeds the maximum print width or the print length of a printer, certain settings become under **PANELING**.

#### Panel Size (Width/Height)

You can choose to print panels in the width, in the both.

To do so, check the box(es) **WIDTH** and/or Enter then either a fixed size or a number of panels

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does not but it will

divide the required maximum necessary

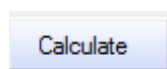
height, or **HEIGHT**. by

selecting the **SIZE GIVEN** or **COUNT GIVEN** radio button.

If you have activated the automatic length recognition when scanning, a paneling with respect to height is not possible.

### **Calculate (Panel Sizes)**

Paneling is designed for easy use: *KIP Graphic Express.client* calculates the number and maximum size of the panels that will fit on the paper width, including the overlap (if selected).



Simply click **CALCULATE**.

The maximum print width of the selected printer is then entered under **SIZE GIVEN**, while the number of panels is displayed under **COUNT GIVEN**.

If you change the output size or the output device in the main window, you must click on the button **CALCULATE** once again to recalculate the size and number of panels. The values are then immediately updated. Of course, you may change the suggested values manually.

#### Example:

The poster you want to print is supposed to be 4000 mm wide but the maximum output width of the printer is 900 mm.

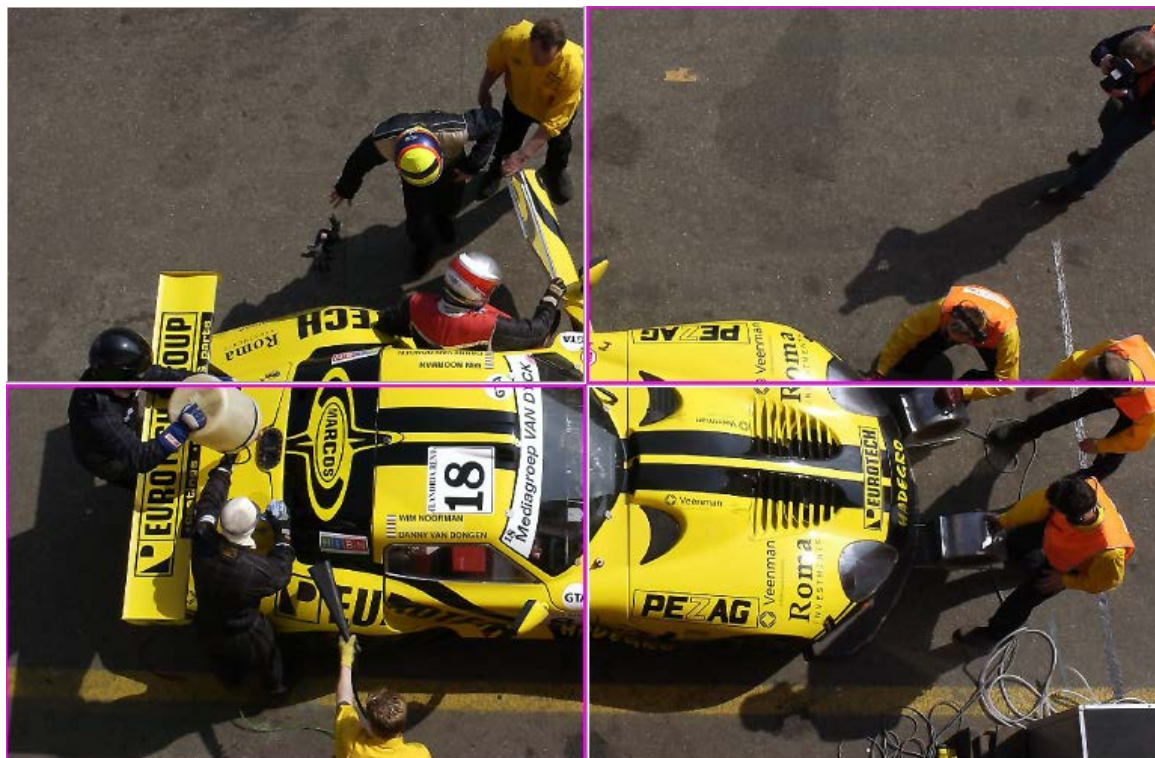
\* If you enter "900 mm" under **SIZE GIVEN** (width), four 900 mm wide panels and a 400 mm wide one will be printed.

\* If you enter "5" under **COUNT GIVEN**, five 800 mm wide panels will be printed.

### **Select Panels for the Output**

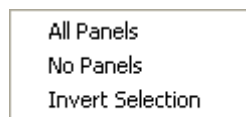
If you choose to print an image with panels, you will see their distribution, including the overlap, in the preview after activating the tab **PANELING**.

The preview of the panels is also possible in combination with the area of interest (AOI) (see **§ PREVIEW** → **§ SELECT AN AREA**).



You have the option to print single panels. Each panel is displayed with a magenta-colored border. To activate or deactivate the panels just click on the desired panels.

Right-clicking on the Panel Preview image opens a context menu which provides other ways to select panels for printing:



**ALL PANELS** – activates all panels.

**NO PANELS** – deactivates all panels.

**INVERT SELECTION** – turns activated panels into deactivated and vice versa.

### Overlap / Glueborder

You can print with overlaps or glueborders. Overlaps are filled with the image where as the glueborder will add white areas.

Note: If you set the maximal print width of the printer under **SIZE GIVEN**, it is reduced by the selected overlap.

### Advanced Paneling

For further customizing please tick **ADVANCED PANELING** and click **CHANGE**. Here you can change the size of each panel individually.

**Glueing Marks**

If you check the box *GLUEING MARKS*, a mark will be set at the beginning of the overlap.

**Origin**

Define the first panel. The image will be printed row by row.

### Tab HPGL

If you are working with *HPGL* files (vector files), the tab **HPGL** will be available in the main window. With these files, the emulation of some printers is possible.

### Pen Settings

HPGL/2 files are able to store certain parameters within the file. The usage of this information can be switched on and off.

**PAPER SIZE** – If this option is active the image dimensions are read from the file. If you deactivate this option the image dimensions is calculated by the software. Huge white areas outside of the image will not be printed.







**PEN WIDTHS** – Deactivate this option in order to set the size of the pens manually.

**PEN COLORS** - Deactivate this option in order to set the pens colors manually.

**MERGECONTROL** – Controls the merging of different layers. This command works like the menu on most HP printer displays. If parts of an HPGL are not displayed correctly you can switch this option OFF/ON.

**COPIES** – Determines if the value for the number of copies is read from the file. If the option is checked, you cannot set the number of copies in the main window's tab **GENERAL**.

### User Pen Settings

As Defined in File				User Pen Settings				
Pen #	in				in			
7	multi	0	0	0	0.007	0	0	0
251	multi	155	155	155	0.007	0	0	0
252	multi	183	183	183	0.007	0	0	0
253	multi	208	208	208	0.007	0	0	0
254	multi	232	232	232	0.007	0	0	0
255	multi	250	250	250	0.007	0	0	0

Under **USER PEN SETTINGS**, you can alter the line thickness and RGB colors of pens and overwrite the values determined from the file. If you are working with a HPGL file (not HPGL/2), you have to coordinate the pen width and the pen color. These files can only be edited when the menu fields **USE PEN WIDTH AS DEFINED IN THE FILE** and **USE PEN COLORS AS DEFINED IN THE FILE** are not activated. The user-defined pen parameters can be saved and loaded via the icons in the lower part of the HPGL window.

### Change Pen Color

To change color values, click on the box to the right of the RGB value of the corresponding pen. The window **EDIT COLORS** appears on the screen.

Select one of the 48 basic colors.

Confirm with **OK**.

The selected color is assigned to the corresponding pen.

Repeat this process for each color.

With the menu field **DEFINE CUSTOM COLORS**, you can define more color tones and save or assign them to the corresponding pen as user-defined colors.

### Save / Load Pen Parameters



You have the option to save the altered pen parameters of a file for later applications using the icon **SAVE**. The parameters are then stored under a filename (e.g. customer, employee or project) that gets the addition "**PEN**". Using the icon **LOAD**, the parameter file can be reloaded at any time.

### Preview

If you click on the button **PREVIEW**, you will get to the preview window for HPGL files. The HPGL file will be displayed with the current settings (line thickness, colors, rotate file etc.).

If you want to check details of the drawing, you have the option to enlarge sections. To do this, draw a rectangle with the left mouse button and click on the button **ZOOM IN**. This can be repeated several times.

With the button **ZOOM OUT**, the drawing can progressively be reduced again.

With the cursor keys to the right of the button **ZOOM OUT** you can move the enlargement half the size of the section to the right, left, up or down. With the rhombus, the complete picture (full picture) is recovered.

The status line in the lower part of the window shows the size of the window as well as the size of the drawing.

### Job Count

It shows how many times this job will be printed.

The screenshot shows a control panel with a 'Job Count' label, a numeric input field containing the number '1', a 'Reverse Print Order' checkbox which is currently unchecked, and a 'Submit' button with a green circular icon.

### Reverse Print Order

Activate this box to start printing with the last jobs listed.

## Filter Editor

You will get to the filter editor by clicking the buttons **NEW** or **CHANGE** inside the tab **GENERAL** of the main window. After having started the filter editor, the name of the loaded filter or "**NEW**" is displayed on the upper boundary of the window.

You will start with the simple version of the filter editor. To open the expert level, just press the button **EXPERT** at the bottom part of the filter editor window. If you want to activate the expert mode as your default filter editor, erase the checkmark at **SIMPLE FILTER EDITOR BY DEFAULT FOR RIP** to be found at **PREFERENCES** (menu bar) → tab **GENERAL**.

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The **FILTER EDITOR** is an indispensable tool which will help you achieve optimal results even with difficult originals. The filter editor will give you a preview of the copy on the screen. Each altered setting -e.g. black and white point correction- is immediately displayed on the screen. That way unnecessary test prints are avoided, since the optimal parameters can be determined before the output is done.

We recommend you to save the settings made for difficult originals as filters for similar documents.

Alterations applied to images by using the **FILTER EDITOR** will only take effect on the image represented in *KIP Graphic Express.client* as well as on the print out. The **FILTER EDITOR** will not change the original file itself located on your system

### Functions and Structure of the Filter Editor

Depending on the selected color mode and on the color management you will be able to use different editors:

**Filter editor in Color Mode without color management**

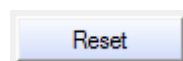
**Filter editor in Color Mode with color management**

**Filter editor in grayscale mode**

**Filter editor in black and white mode**

1-bit files (b&w files) cannot be edited.

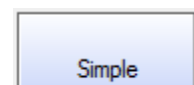
You have got always these following main button commands within and below the tab-area:



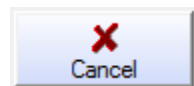
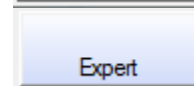
**RESET** sets all settings back to the default values



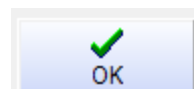
**PREVIEW** displays or calculates the preview.



**SIMPLE** will change the filter editor window to a limited, simpler version. Equivalently, when operating in simple mode, the button will alter to **EXPERT** in order to switch to the expert mode.



**CANCEL** closes the filter editor.



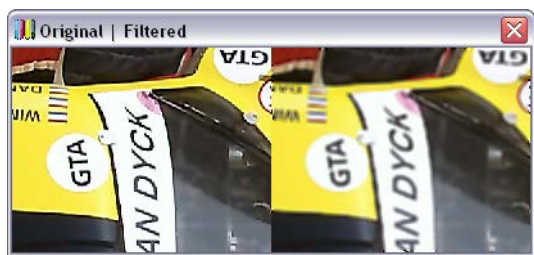
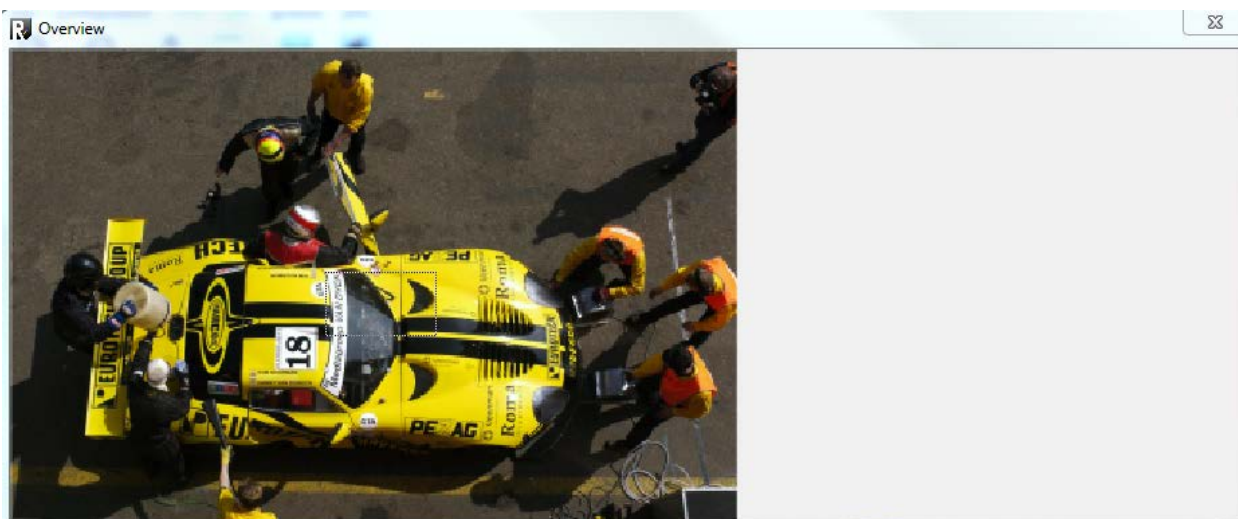
**OK** closes the filter editor; the created filter is taken into the **GENERAL** tab without having been saved.

Furthermore, **FILE** located in the menu bar of the filter editor window provides the additional options to save filter edits (**SAVE AS**) and **LOAD** filter edits.

### Preview (of the Filter Editor)



If you click on the button **PREVIEW**, the complete original is directly displayed in the overview window.



Simultaneously a small frame is superimposed in the **OVERVIEW** window. This frame can be moved with the left mouse button. The image section included in the small frame is shown enlarged in the zoom. The zoom window shows the original on the left, the effect of the filter on the right in a split screen. The overview and the zoom windows can arbitrarily be enlarged or reduced and placed anywhere on the screen.

Right-click within the zoom window to rescale the zoom factor.

The results of your settings are immediately shown in the preview. This way, it becomes easier to find optimal settings without test prints.

### Histogram

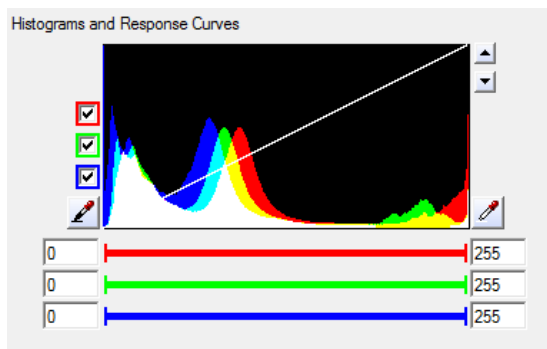
The histogram is shown once you have clicked on the button *PREVIEW*.

The x-axis represents the spread of each color, or its respective brightness values, while the y-axis displays the frequency of occurrence of each RGB-value. So the x-axis goes from black to white, with values of low intensity on the left, and values of higher intensity on the right.

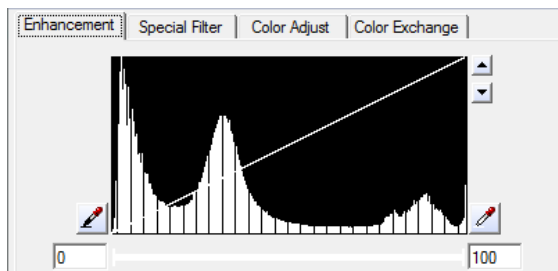
The arrow keys allow you to rescale the histogram.

The check boxes on the left side of the histogram allow you to activate or deactivate the single color bars.

#### Histogramm without color management

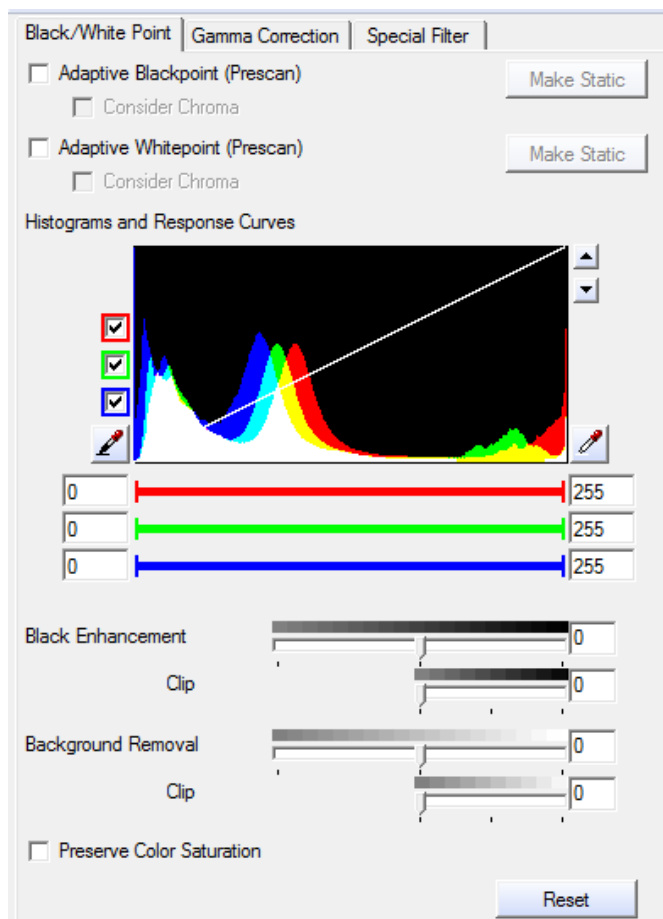


#### Histogramm with color management



### Tab Black and White Points (Color Mode without Color Management)

You can adjust the black and white points to ensure colors will be rendered with fidelity. The black and white points can be set with the static or dynamic/adaptive method.



### Setting the Black and White Points with the Pickers



Pickers are only available, if **STATIC** is activated. Click at **PREVIEW** on the icon of the black or white picker. Draw a box



around the black or white area of the image that is to serve as a reference. The average color value of the selected area will be assigned to the black or white point and automatically corrected.

### Black Point

#### **Adaptive**

The adaptive values cannot be edited; they are calculated for every file.

If the black values contain colors, please check the box **CONSIDER CHROMA** to remove them.

**Example:** you have scanned a newspaper page and now you want to print this file. The scanner read the black of the letters as dark gray with red tones. If a filter is calculated for this document without **CONSIDER CHROMA**, the letters will be printed in black with red tones, whereas the option **CONSIDER CHROMA** will ensure the printing of the letters in black. You can see the result in the preview.

If you want to edit the values of the adaptive filter, please click on the button **MAKE STATIC**.

### **Static**

You can directly change the values.

Click at the black picker and draw a box around the black area of the image that is to serve as a reference.

The average color value of the selected area will be assigned to the black point and automatically corrected.

If you left-click in the histogram, all colors bars will be set at a given value. If you left-click on the single color bars, you can set the values individually.

### **White Point**

### **Adaptive**

The adaptive values cannot be edited and are calculated for every file.

If the white values contain colors, please check the box **CONSIDER CHROMA** to remove the colors.

Example: you have scanned a newspaper page and now you want to print this file. The scanner read white as yellowish. If a filter is calculated for this document without **CONSIDER CHROMA**, the white of the newspaper will be printed in yellow, whereas the option **CONSIDER CHROMA** ensures the output will be white.

You can see the result in the preview.

If you want to edit the values of the adaptive filter, please click on the button **MAKE STATIC**.

### **Static**

You can directly change the values.

Click at the white picker and draw a box around the white area of the image that is to serve as a reference.

The average color value of the selected area will be assigned to the white point and automatically corrected.

If you right-click in the histogram, all colors bars will be set at a given value. If you right-click on the single color bars, you can set the values individually.

### **Black Enhancement & Clip**

The black enhancement enables you to edit black values. Setting the slider to the left will cause a lighter black value, whereas pulling it to the right will result in darker black. You may fine-tune the values by setting up a clipping at **CLIP**.

The value set at **CLIP** will determine the new base black value depending on the black value set in **BLACK ENHANCEMENT**. This way, you can e.g. gain back deep black values for certain parts of the image after having set a rather light black value in the **BLACK ENHANCEMENT**.

The clipping feature is especially helpful to improve the visibility of black character elements of the picture, whereas an appropriate setting at **BLACK ENHANCEMENT** will cause other (lower) black values to diminish and thus draw less visual attention away from the text elements.

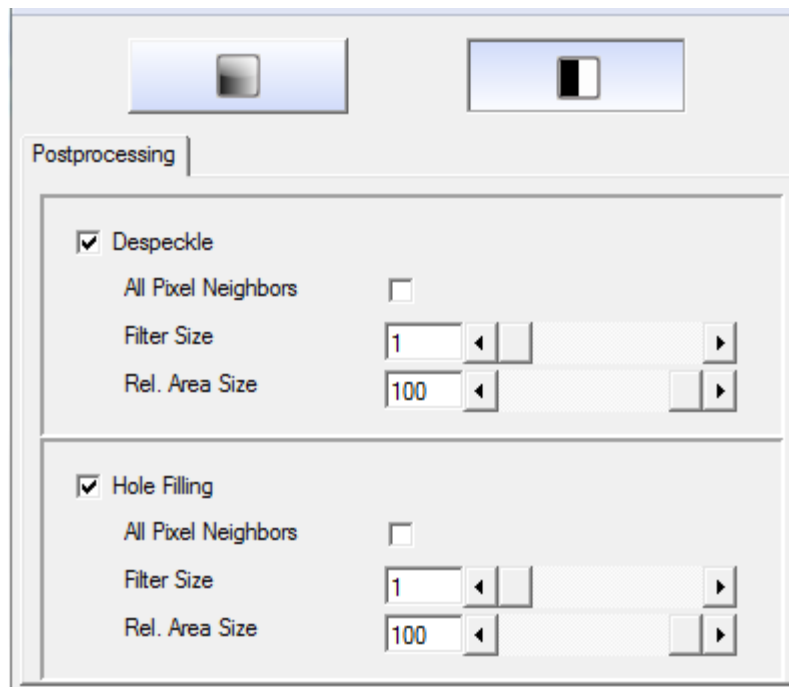
### **Background Removal & Clip**

Likewise, to tune background contrast (e.g. in order to further fine-tune text visibility) you may additionally reduce or improve the white to grey-values: set the slider to the right to set a brighter contrast, set it to the left to determine a low key contrast. Again, fine-tune the contrast settings by using the **CLIP** slide bar. The higher the clipping value, the brighter and whiter the image's most white elements will become.

### Preserve Color Saturation

With aggressive black or white point settings, very often the colors become glaring. To avoid this please tick the check box *PRESERVE COLOR SATURATION*.

### Tab Postprocessing (Black & White Mode)



### Despeckling

This option removes black pixels in black & white mode, for example from scans of murky originals. The filter searches for groups of black pixels and converts them into white. Small-sized pixel groups, such as those forming punctuation dots, are kept.

**ALL PIXEL NEIGHBORS** - Pixels are connected neighbors when there is a series of 8 (instead of 4) adjacent pixels, i.e. additionally to pixels of the same row or column, the diagonally-adjacent pixels are considered to be connected.

**FILTER SIZE** – It corresponds to the maximum "diameter" of the pixel area which is to be removed.

**REL. AREA SIZE** – This limits the proportion of the actual maximum number of pixels to the filter size. **0** represents the smallest possible surface relatively to the selected filter size.

### **To use this filter:**

Select an area with black pixels in the preview.

In the zoom window, open the context menu and select the view 2:1 or 4:1.

In this view, the removed pixels will appear in light gray.

When you make settings with the despeckling filter, be sure not to remove small elements.

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If the unwanted pixels form a round area, set the filter size between 70%-100%. If the pixels stretch on a line, the filter size should lie under 70%.

### Hole Filling

This function makes it possible to remove single pixel-sized white holes from black areas in *b&w* mode. **HOLE FILLING** works like **DESPECKLING** except of not removing black pixels but white.

### Inverted

This function shows a negative version of the picture.

## Tab Gamma Correction (Color Mode without Color Management)

A gamma correction allows the adjustment of color shifts in the middle tone range.

### Gamma (Gamma sliders)

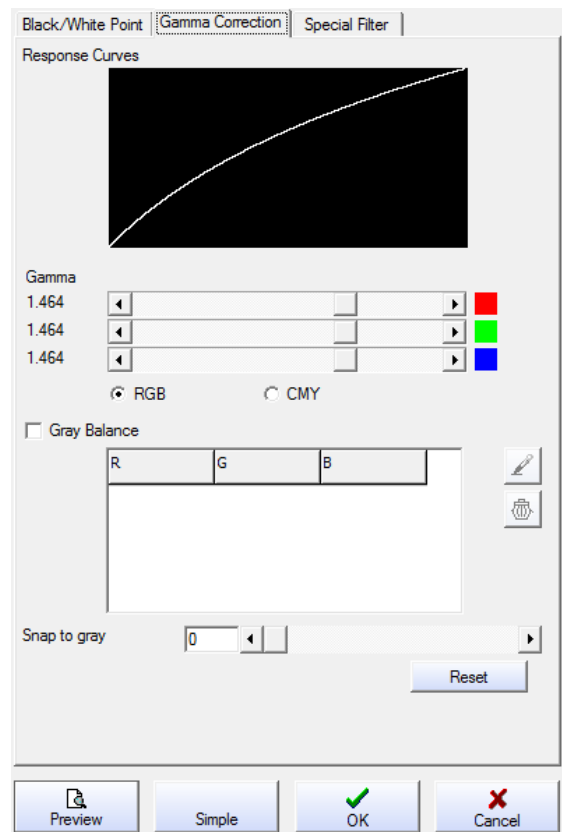
You can select between the color spaces **RGB** (Red, Green, Blue) and **CMY** (Cyan, Magenta, Yellow). If you move all sliders at once, you will change the brightness of the image as a whole.

If you choose **RGB**, you will be able to alter the red, green and shifts. If your picture has, say, red shifts, you will neutralize this effect by reducing the gamma value of the red color bar.

If you choose **CMY**, you will be able to alter the cyan, magenta yellow values. If your picture has, say, cyan shifts, you will neutralize this effect by reducing the gamma value of the cyan bar.

Value range: 0.433 to 3.185

Default value: 1.0



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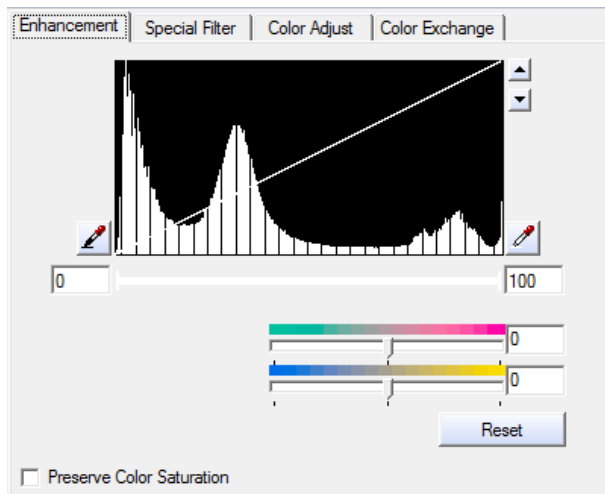
### **Gray Balance**

Select this option when your devices have failed to recognize colors. Not available with **USE COLOR MANAGEMENT** tion.

Click the color picker and select an area zone in the image that no correct gray. You may define multiple entries. For each entry separate pure gray is calculated and set. With **SNAP TO GRAY** can define how far the RGB values can differ. You may combine two options.

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### Tab Enhancement (Color Mode with Color Management)



For an optimal luminance adjustment the black and white points can be set. The contrast filters determine two points for each color channel (red, green, and blue). Each color value below the first point will be interpreted as black; similarly, each color value above the second point is seen as white to ensure that the scanned original will contain a "pure" white without a gray haze and a "pure" black with full saturation.

The values ranging between the two points will be transformed to the full contrast range of 0% to 100 % to guarantee an optimal color reproduction.

You can set the black point on the left side of the slider with the left mouse button and the white point on the right side with the right mouse button. You can also directly enter values in the entry fields.

#### Setting the Black and White Points with the Pickers



The histogram is flanked with color pickers: the one on the left is for the black point, while the color picker on the right is for the white point.



To define a reference area as the black point, click on the black color picker and select a dark area in the image by drawing a box around it, keeping the mouse button pressed.

The averaged color value of the selected area will be assigned to the black point, and automatically corrected.

Proceed likewise for the white point choosing a white area in the image.

#### Sliders for the White Point

With the two sliders below the *histogram*, you can simply filter out a color drift or tune the colors.

Both sliders set the white point. Move them to the left or to the right to reach the best result. The upper slider controls green and red; the lower is for blue and yellow.

#### Preserve Color Saturation

With aggressive black or white point settings, very often the colors become glaring. To avoid this please tick the check box **PRESERVE COLOR SATURATION**.

## Tab Special Filter (All Modes except Black & White Mode)

This tab offers several methods to change the level of sharpness of the whole image or of specific elements of the image.

### None

If **NONE** is selected, no special filter is in use.

### Adaptive Sharpness

This option reduces print raster.

By combining the smoothing and sharpening filters, **ADAPTIVE SHARPNESS** softens the image sections with constant colors in order to make raster virtually invisible. Object edges and text remain sharp and can even be sharpened.

You can enter values for the **LEVEL** and **LIMIT** directly in entry fields or move the white squares corresponding to "coordinates" of the filters in the diagram.

### **Level**

You can set the level, or intensity, of the sharpening and softening filters individually. Picture sections with poor contrast or image backgrounds are edited with the lower field, whereas the highly contrasted sections, such as and edges, are edited with the upper field.

0: max. smoothing  
100: max. sharpening  
Default value: 0 - 100

### **Limit**

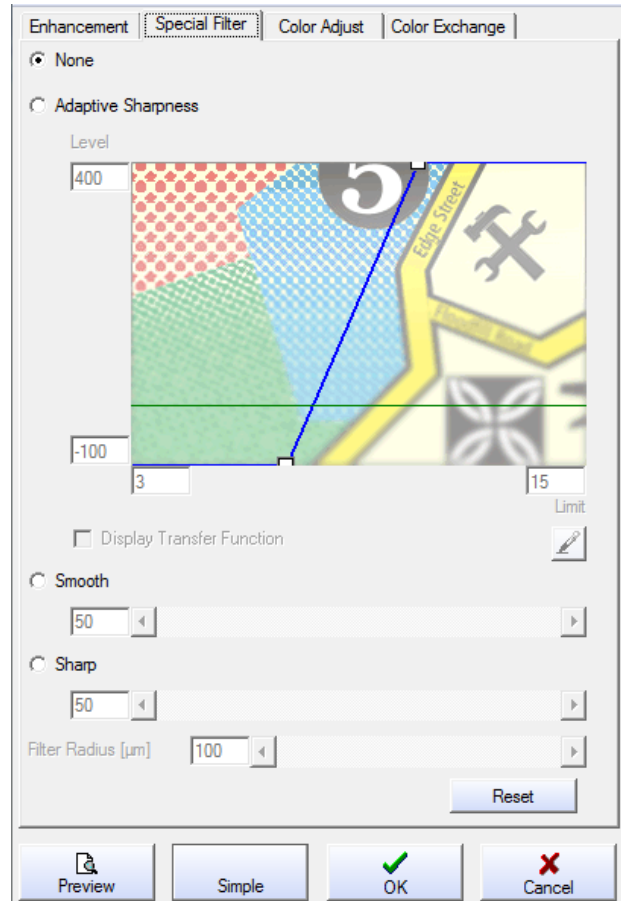
You can determine for each filter up to which or from which value they will work. The left entry field works in combination with the smoothing filter (lower field under **LEVEL**); the right one with the sharpening filter.

Picture sections whose contrast is under the value set in the left field will be smoothed; sections with contrast values greater than the figure entered in the left field will be sharpened. Pictures sections with contrast values between those of the left and right fields will be sharpened or softened according to their contrast.

100: max. contrast  
Default value: 30 - 50

### **Display Transfer Function**

Activate this check box to check the effects of sharpness and smoothing filters. Areas that have been sharpened are displayed black; areas appearing white have been smoothed. By using the **DISPLAY TRANSFER FUNCTION** option it is easier to find a No part of this publication may be copied, reproduced or distributed in any form without express written permission from KIP. © 2016 KIP. v2.



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### Hint: Using the adaptive sharpness filter

**SHARP** and **SMOOTH** are combined in **ADAPTIVE SHARPNESS** to allow you to reduce apparent raster pattern without undesirable side-effect: text and edges remain sharp and can even be sharpened.

**ADAPTIVE SHARPNESS** is made of two unique filters, both possessing the features of **SHARP** and **SMOOTH**, whose intensity can be adjusted in the entry fields under **LEVEL**. The upper entry field controls foreground objects that should be enhanced, such as text, whereas the lower field is for image backgrounds needing smoothing. With both filters, you will reach a maximum smoothing effect at **0** and a maximum sharpening effect at **100**.

**LIMIT** works as a threshold. The figures entered on the abscissa are contrast values. **0** stands for minimum contrast, **100** for maximum contrast.

The left entry field is dedicated to the background and affects the smoothing filter, which will be applied up to the value entered. In the right entry field, corresponding to foreground objects and the sharpening filter, enter a value from which the sharpening filter will be applied.

Both smoothing and sharpening filters will be applied to values between the two ones entered as **LIMIT**.

#### To use this filter:

Open the filter editor and select the tab **SPECIAL FILTER**.

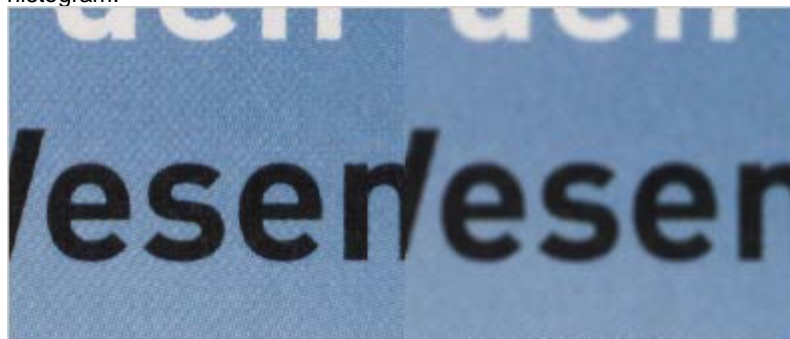
Make a **PREVIEW**.

Select **ADAPTIVE SHARPNESS**.

Now look in our before/after illustrations at the effects reached by the adaptive-sharpness filter:

- Step 1: Setting the level of the smoothening filter:

Move the boxes to the extreme right in the histogram, at about the middle in the height. You will see raster pattern in the zoom window. Move the left or lower box towards the bottom of the histogram until the raster pattern disappears. Usually, the box must be moved almost to the base of the histogram.



- Step 2: Setting the level of the sharpening filter:

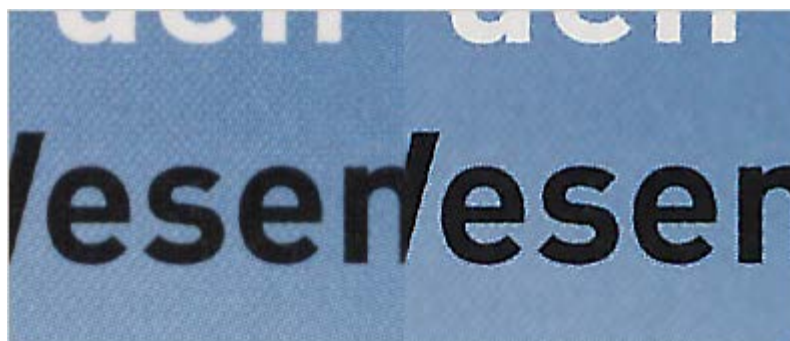
Move both boxes to the extreme left, but leave their position in the height unchanged. In the zoom window, look at text sharpness. Move the upper box upwards until text is sharp enough.



o Step 3: Setting the limit:

Move first the upper box, then the lower box to the left without changing their position in the height, until raster pattern disappears and text is sharpened.

To see the effect of the filter **ADAPTIVE SHARPNESS**, activate the radio button **NONE** and compare the results you had achieved with the original image.



To edit a filter already existing, open the filter editor via the button **CHANGE**, and click on the tab **SPECIAL FILTER**.

Display a preview.

Activate the radio button **ADAPTIVE SHARPNESS**.

To reduce raster pattern in single-color area, enter a lower value in the bottom field under **LEVEL** in order to get a greater smoothing effect.

Enter a larger value in the left **LIMIT** field to apply the smoothing filter to areas with higher contrast.

To enhance edge sharpness, enter a bigger value in the upper field under **LEVEL** in order to get a greater sharpening effect.

Enter a smaller value in the right **LIMIT** field to lower the threshold from which the sharpening filter is active.

### Smooth

This filter is intended to reduce image noise and distortions, and affects the whole picture contrast.

Edit the picture with the slider.

0: no smoothing

100: max. smoothing

Default value: 50

### Sharp

With **SHARP**, you will be able to make fuzzy pictures clear. As outlines are enhanced, pictures become clearer. This filter increases the contrast between light and dark pixels and enhances the edge sharpness of text and lines drastically.

0: no sharpening  
 100: max. sharpening  
 Default value: 50

### Filter Radius [µm]

You may additionally fine-tune the effects of the current selected special filter (including **ADAPTIVE SHARPNESS**, **SMOOTH** and **SHARP**), by altering the filter radius. The **FILTER RADIUS** slide bar will change the number of pixels that are affected by the current filter.

## Tab Color Adjust (Color with Color Management)

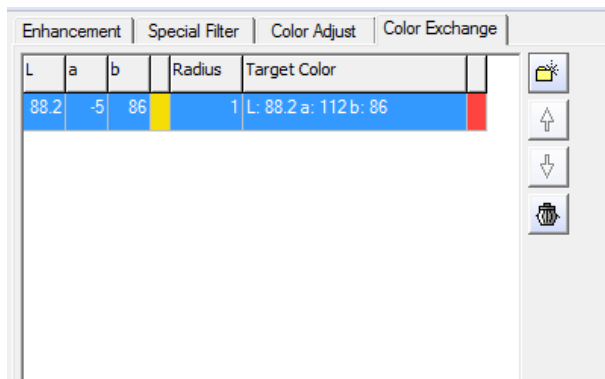
The tab **COLOR ADJUST** allows a fine tuning of the colors in the **LAB** color space.



The saturation channels are two half axes of the a- and b-channels. They can be modified either separately or all at once. If you want to change them simultaneously, please activate the checkbox right of the controls.

To remove a color tint you can use the **COLOR ADJUSTMENT** sliders.

### Tab Color Exchange (Color with Color Management)



In this tab, you will be able to select a color or a color range and substitute it by another color or color range with a color-exchange filter. For each manual filter you can define an unlimited number of color exchange filters.



By pressing the icon **ADD COLOR REPLACEMENT**, you can create a color exchange filter. Delete unwanted filters with the bin.

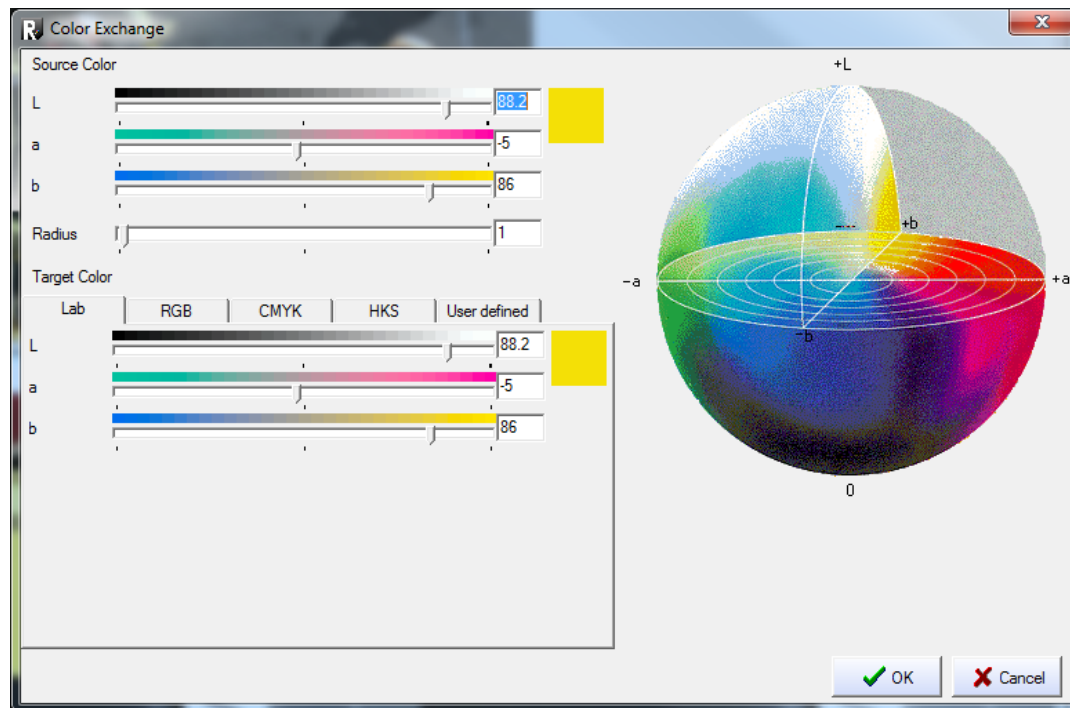
The arrow keys change the order of filters.

To exchange one color or color range:

Click the icon **ADD COLOR REPLACEMENT**.

Draw a frame in the preview or zoom window around an area containing the color(s) you want to replace.

The following window appears:



The values in the input box under **SOURCE COLOR** are determined by the color(s) contained in the frame you draw.

The **RADIUS** value determines how many colors are to be replaced (one color: Radius=0). This, however, only makes sense if the

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frame you drew contains only pixels of the same color or if you want to change a range of colors (Radius>0). In the lower part of the window you can define the target color. Depending on which color space you decide to work in, please choose one of the tabs **LAB**, **RGB**, **CMYK** or **HKS**.

If you choose the **LAB** color space, set the target color by changing the values for the L-, a- and b-channels. In the **RGB** color space please set the target color by changing the R-, G- and B-channels: In the **CMYK** color space, please set the target color by changing the C-, M-, Y- and K-channels: In the **HKS** color space, please set the target color by selecting the HKS number. A color sample behind the number will indicate the color:

### Lab Color Space

The LAB color space displays the colors in a sphere with three axes:

- the L-axis
- the a-axis
- the b-axis

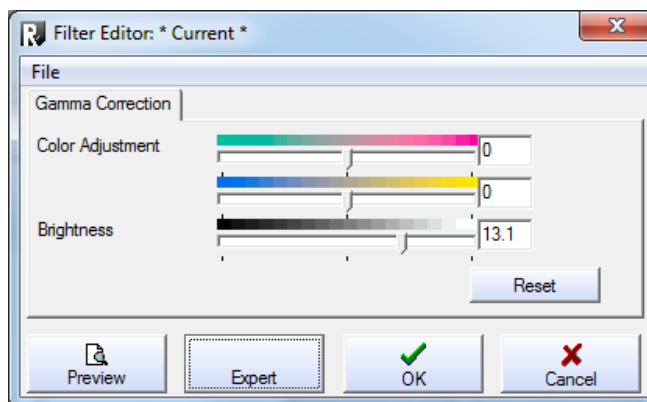
The L-axis ranges from 0 to 100 and controls the luminance. A and b-axes determine the color. They range from -127 to 127. The following diagram shows how the axes are positioned.

The LAB model is built on the insight that the human eye can see some colors distinctly, while it can perceive others only vaguely.

### Simple Filter Editor (Tab Gamma Correction)

If you work with the simple filter editor as explained at beginning of this main chapter, you will only see the **GAMMA CORRECTION** when working with color (including both color management activated and deactivated). There is no special simple filter editor working with grayscale or black & white files.

Alter the positions of the three sliders at **COLOR ADJUSTMENT** to change the color appearances of image.



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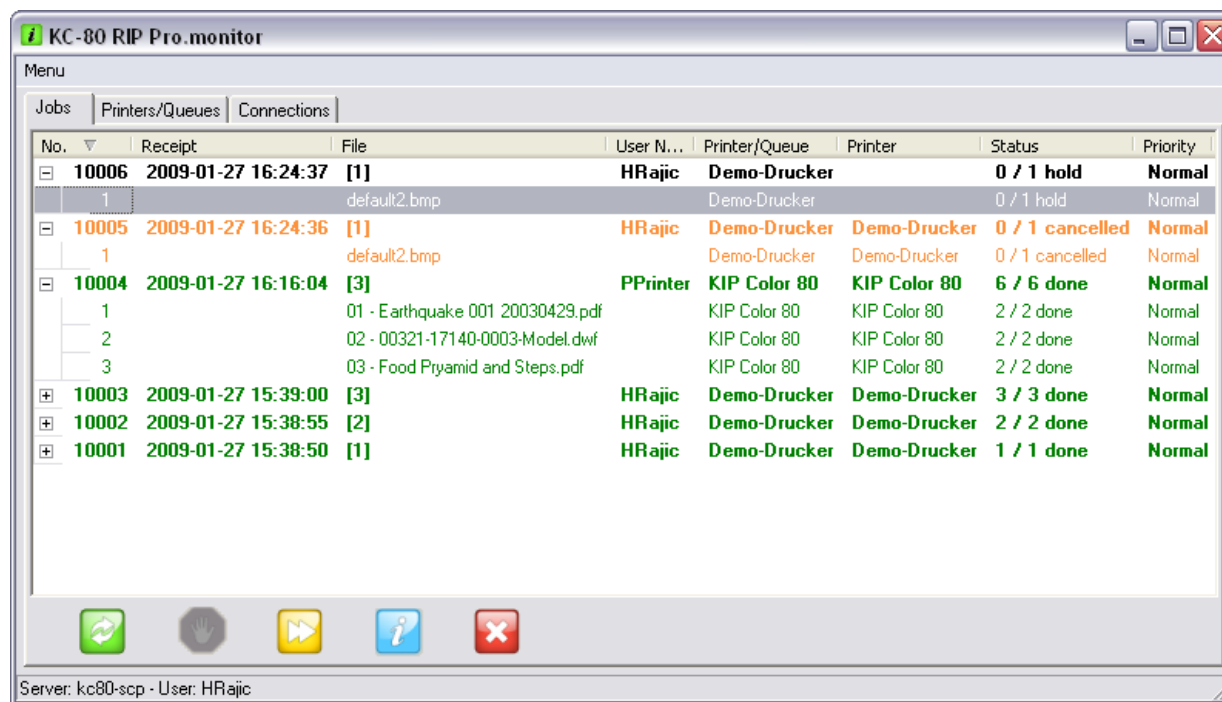
### KIP Graphic Express.monitor

You can get to *KIP Graphic Express.monitor* by selecting **INFO**  **JOB MONITOR** in the menu bar of the *KIP Graphic Express.client*'s main window.

*KIP Graphic Express.monitor* is a post-management service for all submitted print jobs. You may monitor and control (stop, delete, etc.) submitted jobs with this service.

After selecting the command to open *KIP Graphic Express.monitor*, the **KIP GRAPHIC EXPRESS.MONITOR** window will appear. It contains three tabs and an additional **MENU** in the menu bar.

### Tab Jobs



Submitted jobs are listed. They are categorized via different columns: **No.** (number of sequence of received jobs), **RECEIPT** (date and time), **USER NAME** (user, who submitted the job), **STATUS** (number of files done by now compared to files waiting for being processed) and finally **PRIORITY**.

Within the column **FILE** the number of print documents included to the job is shown - respectively the individual name of the file is displayed if you use the **+** at the left hand side of the job number to open up a more detailed description of the job. If the more detailed description level is put on view, you can also check which printer/print device will process the job. This information is displayed within the **PRINTER/QUEUE** column. If you leave the description level to the normal job level, you will only see the printer/queue-name within the **PRINTER/QUEUE**-column in cases the whole job and all its files included use the same print device.

Alter the arrangement of jobs and files by selecting the title of each column.

You get more detailed information about the printing status by paying attention to the reference displayed within the **STATUS** bar. There are various main notifications, e.g.:

- **RIP** - notifies that the job is in the final process of being printed.

- **DONE** - indicates that the job is fully transmitted to the printer(s). The actual printing activity for the files in question should have been started by now.
- **WAITING** - notifies that the job in question has to wait for other jobs to be printed first, if these jobs have a higher priority or if they were just submitted earlier than the waiting job.
- **HOLD** - indicates that the jobs in question have been stopped manually by the button commands at the bottom. Held jobs can be restarted by using the **START**-button at the bottom of the window.
- **ERROR** - is displayed in cases the job has not been able to finish processing, e.g. because of wrong printer settings. Highlight the job in question and press the **DETAILS**-button at the bottom of the window to activate an information window where you can get more information why the printout has failed.

### Job Selection

At the left of each file, file registrations can be checked in order to use the button commands at the bottom of the *KIP Graphic Express.monitor* window.

You can also right-click anywhere on the job list to open a context menu which provides several options to control a global file selection:

**ALL** causes a checkmark at each file, whereas **NONE** removes existing ones.  
**SELECTION INVERTED** changes activated jobs to deactivated and vice versa.

### Button commands



If one or more job registration is checked, they can be controlled with nine different commands represented as buttons at the bottom of the window.

#### Start

This command is only available if used with **WAITING** jobs. Checked jobs are released for printing at once or at the next possible step depending on their priority.

#### Pause

This button stops already submitted jobs before being printed. They can be restarted by using the **START** button. Only *waiting* jobs can be changed to *held* jobs. This command will not have an effect on jobs that are already in *RIP*-process.

#### Express

The selected job/single file gets the highest priority. An express job/file is always printed first regardless of its sequence position and other defined priorities. Express files and jobs are indicated with an **EXPRESS** within the column **PRIORITY**. There can only be one express job/file in the list at the same time. If a preferred job/file is done, you may choose another express job/file or just let the rest of the jobs and its files proceed in regular/predefined order.

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### Details

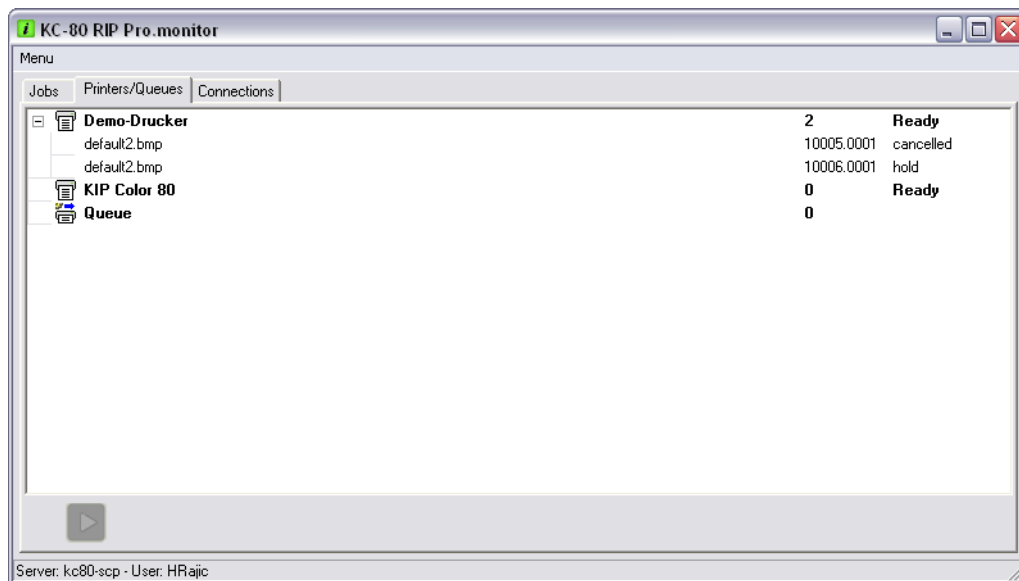
First highlight the job in question (there is no need to set a checkmark in this case); then click at the **DETAILS**-button (or as explained before just double-click on the job in question).

Consequently, a window is opened which informs you about the job data and its files. Particularly, pay attention to error messages in cases of print failures.

### Delete

Selected jobs are removed from the list. These may be finished or waiting jobs, whilst jobs being in a *RIP*-status cannot be erased at once. These jobs have to be *cancelled* first.

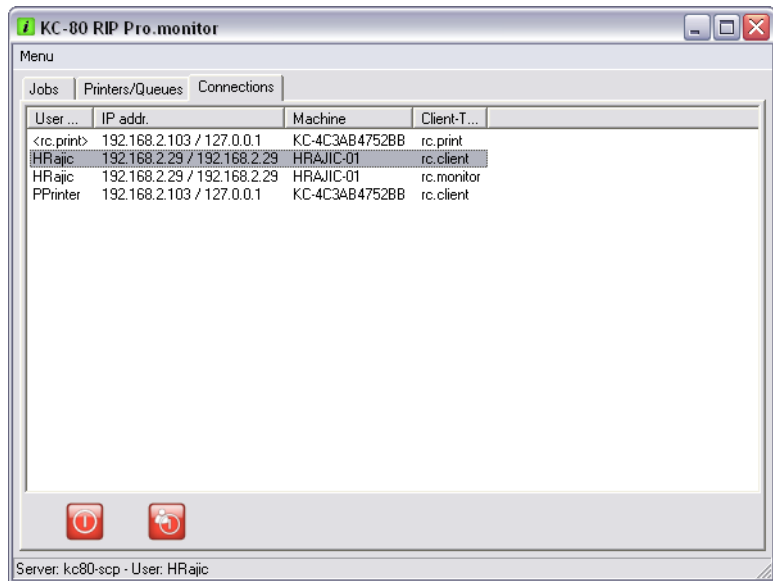
## Tab Printers/Queues



Within this tab you have got the possibility to check the print devices (printers and queues) in use and its current activity. You can switch to a more detailed view if you use the **+** symbol at the left hand side of each device. If you activate the more detailed level, all print files associated with the print device are listed. A figure next to the print device's name indicates the number of print files that are associated with this print device.

Stopped and waiting files can be started if you click the **START** icon while the file of interest is highlighted.

### Tab Connection



This tab monitors all connections to the *KIP Graphic Express.server*, including *clients* and *monitors*.

The connections are described with four different categories: **USER NAME** (user, who runs the program/service), **IP-ADDRESS** (of the user), **MACHINE** (name of the computer that runs the program/service) and finally **CLIENT-TYPE**.

You may control the sessions by using the two red buttons at the bottom of the tab:

**TERMINATE SESSION** will close the selected application. **TERMINATE ALL USER'S SESSIONS** closes every application which shares the same user with the selected session.

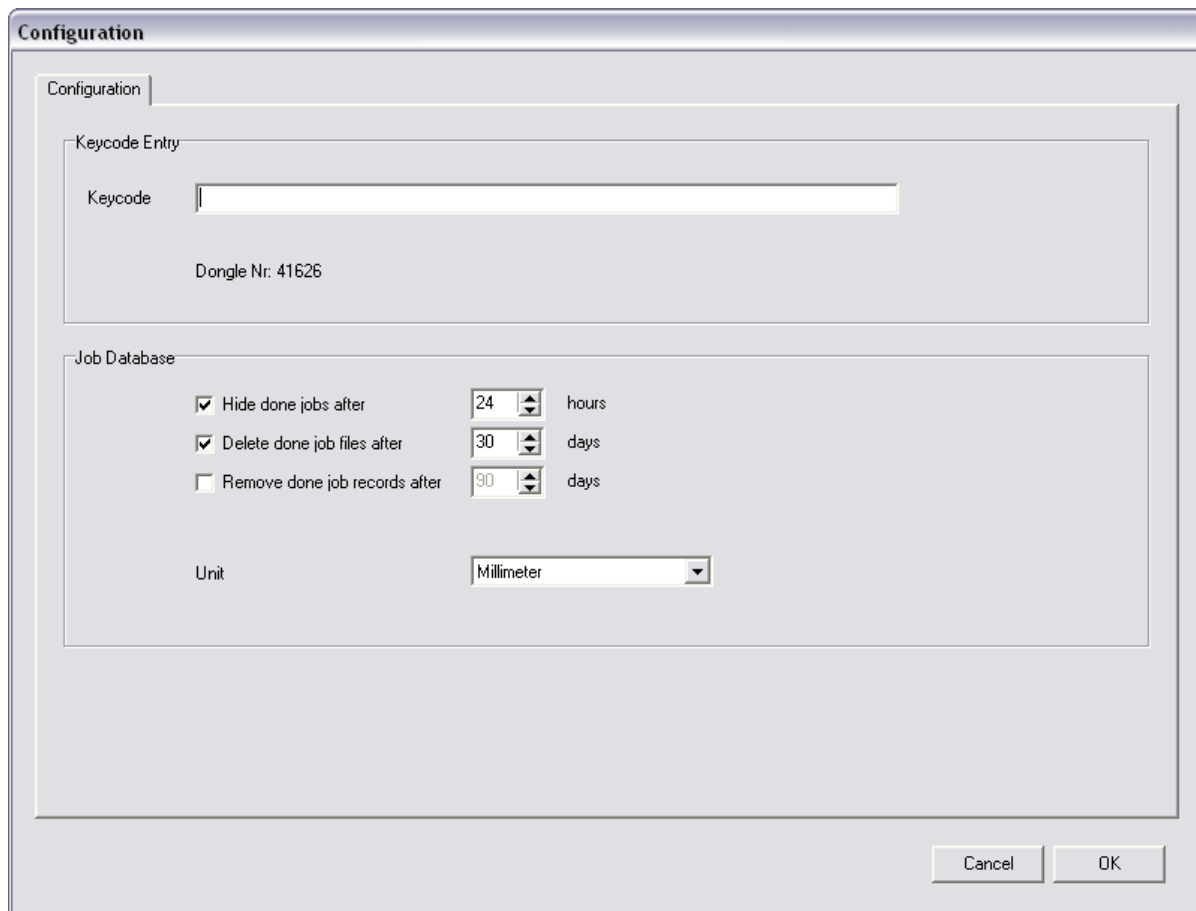
### Menu Options

By opening **MENU** in the menu bar of the *KIP Graphic Express.monitor* window, you get access to the options **LOG IN...**, **CONFIGURATION** and **EXIT**.

Use **LOG IN...** to log in another server. To learn more about logging in, see **\$ LOGIN**.

Use **EXIT** to close and leave *KIP Graphic Express.monitor*.

If you choose **CONFIGURATION** you will open a new window named **CONFIGURATION**. The **CONFIGURATION** options are explained in detail below:



## Keycode

You have to enter the correct keycode to unlock the full extent of all the *KIP Graphic Express.client* features. Otherwise, only the limited demo mode is available. The code will be kept here to take a look at it later on.

Go back to [§ KEYCODE ENTRY](#) to get more details about licensing.

## Job Database

Below, **JOB DATABASE** can be configured.

### Hide done jobs after

First you can set the number of days while done jobs are shown in *KIP Graphic Express.monitor*.

### Delete done job files after

Below you can set the range of days done job files are saved to your system. The range of time set here will influence the option to restore jobs when using the *KIP Graphic Express.client*.

### Remove done job records after

Analogous, you may determine the range of days finished job-information is saved.

## Unit


Eventually, you can set your preferred unit which will be used for any job information. Choose among *MILLIMETER* and *INCH*. The unit chosen in this window does not correspond to the unit set in *PREFERENCES* (see § *PREFERENCES*) which sets the unit you want to work with.

## KIP Graphic Express.hotfolder

To make use of the hotfolder program, the program has to be installed separately (see [§ INSTALLATION](#)). After successful installation, a system tray icon of *KIP Graphic Express.hotfolder* will appear at the bottom part of the desktop window and a start icon on the desktop itself of your operating system. You will find an executable entry in the Autostart folder as well.

The *KIP Graphic Express.hotfolder* program provides a tool to manage print jobs quickly and flexible by creating one or multiple special print folders. If printable files are relocated into those folders, printing will start automatically by using a queue and its associated printer.

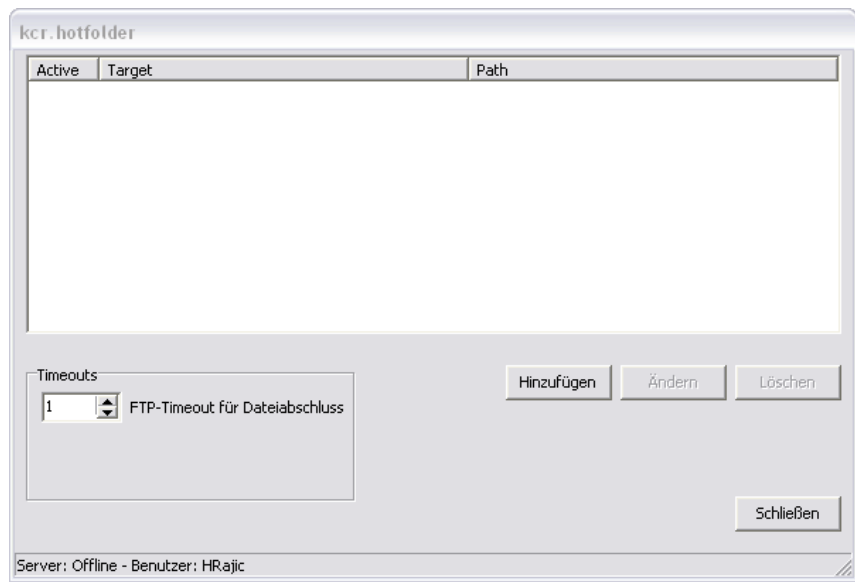
To start the *KIP Graphic Express.hotfolder* configuration program, go to the main menu bar of the *KIP Graphic Express.client* main window and open **INFO** → **CONFIGURE HOTFOLDER**. The program is also accessible by using the desktop icon or system tray icon, which will be created with the installation of *KIP Graphic Express.hotfolder*.

 If the hotfolder is inactive, the flame-icon in the system tray bar is displayed without color. To activate it, click the icon with the right mouse button. Now select **START ALL** from the context menu. To stop the *hotfolder* activity, just activate **STOP ALL** from the same context menu. To get access to those options, a queue has to be selected in the hotfolder configuration (explained below).

It may also be necessary to log in the hotfolder configuration separately. To do so, click **LOGIN** from the context menu explained above. The standard **LOGIN** window will appear. To learn more about logging in see [§ LOGIN](#).

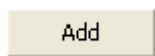
After having activated a command to open the hotfolder configuration window, the following seen below will appear:

The window below will appear:



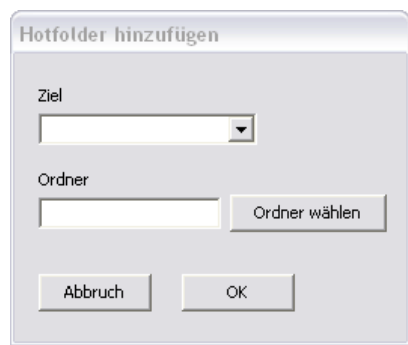
### Hotfolder Configuration

#### Add Hotfolders



To create a hotfolder to your (network) system and connect it with a previously installed queue and cluster, proceed as follows:  
Press the **ADD** button.

The window **ADD HOTFOLDER** will appear.



Select the target (only one queue or cluster) by using the drop down menu or just type in the device's proper name manually. The selected target will automatically print out files that are moved into the hotfolder.

To learn more about queue and cluster installation, go to **§ CREATE QUEUE** and **§ CREATE PRINTER-CLUSTER** within the main chapter **§ HARDWARE CONFIGURATION**.

Now select or create a hotfolder by pressing the **CHOOSE DIRECTORY** button. Select a folder from your system or create a new one by using the **CREATE NEW FOLDER** located in the **SEARCH FOLDER** window.

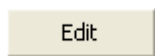
If you want to send data-information by TCP/IP-port, just activate the corresponding check box and enter the correct port number.

Click **OK** to finish folder selection/creation.

The new hotfolder is now displayed in the hotfolder configuration's main window. Remove the checkmark at the left of each represented folder to deactivate the folder.

Active	Target	Path
<input checked="" type="checkbox"/>	Queue	F:\Dokumente und Einstellungen\HRajic\Eigene Dateien\N...
<input checked="" type="checkbox"/>	Cluster	F:\Dokumente und Einstellungen\HRajic\Eigene Dateien\F...

#### Edit



To change a hotfolder configuration of a highlighted hotfolder in the main window, use the **EDIT** button. You will then have the opportunity to change settings that have been set while adding the specific hotfolder as explained above.

#### Delete



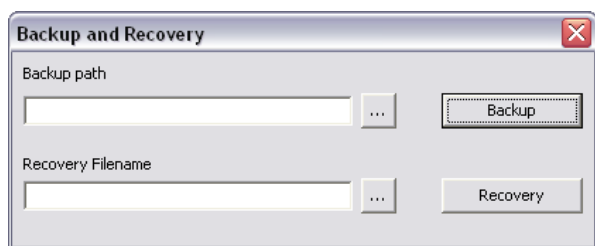
To delete an existing hotfolder from the service, highlight a folder within the list and press the **DELETE** button. Please note that the actual folder will not be deleted from your system. However, it will no longer serve as a *KIP Graphic Express.hotfolder*.

### FTP-timeout after file completion

If you want the hotfolder to wait some seconds after the receipt of the final file, enter the desired value representing the waiting time. Leave it to **0** to let it run right after each transmitted file. This option is a general setting influencing all created hotfolders presented in the hotfolder configuration main window.

### KIP Graphic Express.backup

*KIP Graphic Express* supports saving and recovery of essential *KIP Graphic Express.client* data by consulting the **KIP GRAPHIC EXPRESS.BACKUP** feature. You may find this program within the start menu folder. After selecting it, the window below will appear:



The backup feature will save information that may be useful to recover after a previous installation of *KIP Graphic Express.client* has been lost or corrupted. This may include printer installations and configurations as well as user data.

To backup your current *KIP Graphic Express.client*, proceed as follows:

- Press the button **BACKUP**.
- Now select or create a backup folder.
- You are asked if you really want to create a backup file. Confirm by pressing **YES**.
- Note: while the backup file is being created, the program will be shut down. Hence, after backup file creation you may restart the server.
- After a couple of moments a window is displayed informing the backup file has been created.
- You may now close the window **BACKUP AND RECOVERY**.

In order to recover a certain *KIP Graphic Express.client* status that has been saved earlier (as described above), proceed as follows:

- Close any *KIP Graphic Express.client* application
- Press the button **RECOVERY**. You may also directly search the appropriate file on your system by pressing the search button at the left of it.
- Select the preferred backup file created previously.
- Confirm by pressing **YES**.
- The client is now set back to the previous conditions.
- To leave the **BACKUP AND RECOVERY** window, simply close it.

