



Prinect MetaShooter v4.0

New Features



Print Media Academy

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Table of Contents

MetaShooter v4.0

Licensing	1
New Smart Installer	1
New Features in MetaShooter Printmanager.	1
Administration / Configuration / Virtual Printers	1
Administration / Configuration / Preferences	2
Administration / Configuration / JDF Portal.....	2
Printmanager Changes	3
Jobs List.....	3
Visualization of FBDI Jobs	4
New Contextual Menu Job Options	4
Depot	4
Find	4
Job Settings	5
Signatures - Accounting Attribute	5
Plate on Demand	5





MetaShooter v4.0

Licensing:

Prinect MetaShooter v4.0 is now licensed through the **License Server** and a **License Server dongle**. Therefore, a new license key is required for both new and upgrade installations. All of the MetaShooter licenses are fixed, or node-locked.

For an upgrade installation, the legacy license dongle must remain plugged in unless you obtain and enter a **Reduction Key** to deactivate the old dongle. The number of the legacy dongle must be supplied for the license generation in the case of an upgrade.

New, “Smart” Installer

There is one common installer for all components of Prinect MetaShooter v4.0. This installer consists of two steps and will install all of the required Engine Managers.

- A wizard gathers all of the workflow requirements for the installation.
- A configuration wizard sets up the device parameters.

Note: The HD Engine Manager program group that was previously in Start > Programs is now omitted. All components are listed in one common MetaShooter program group.

New Features in MetaShooter Printmanager

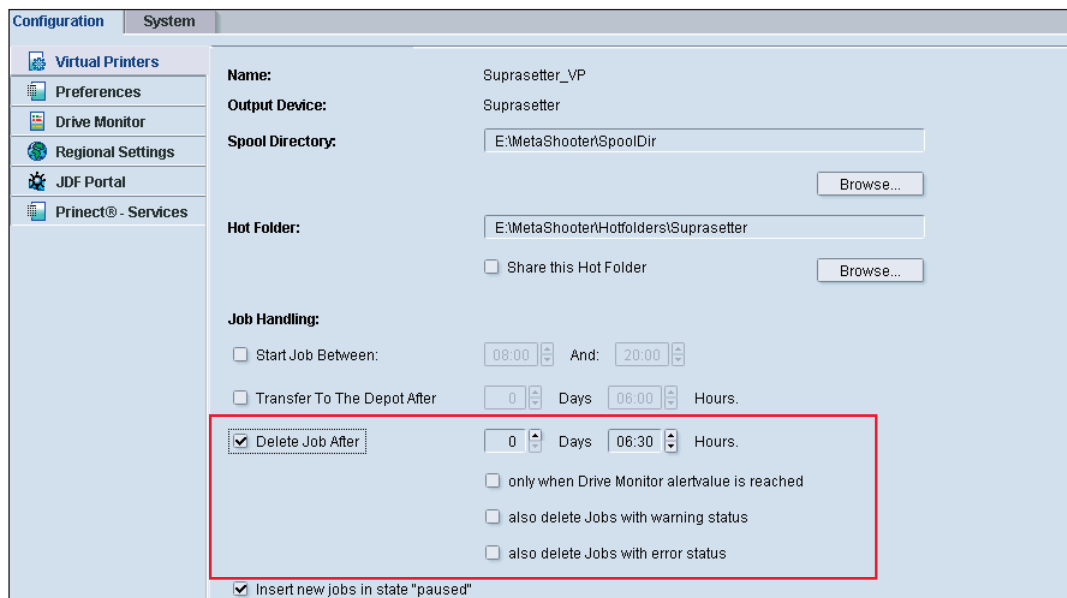
Administration / Configuration / Virtual Printers:

The check box Include subfolders has been omitted in the Virtual Printers window. **Subfolders** are **always included** now.

Extended settings for the **Delete Job After function** have been added. The time span you can specify has been increased to **99 days**.

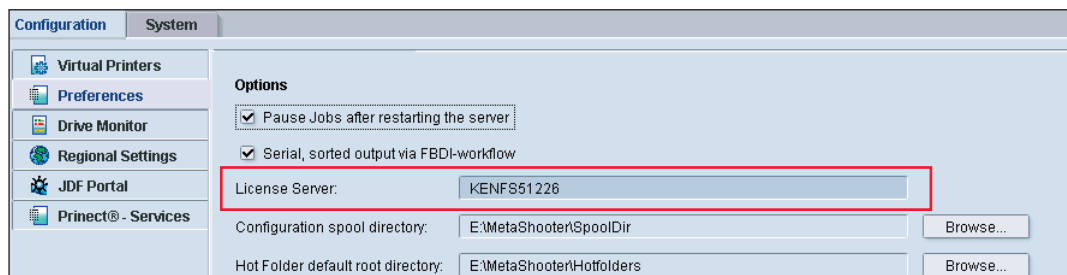
- **only when Drive Monitor alert value is reached:** The criterion is the limit value set in Drive Monitor for the drive where the Spool folder is located. When this option is selected, the time specified in the above field of Days and Hours will be ignored.
- **also delete Jobs with warning status:** Jobs set to done (warning) will also be deleted.
- **also delete Jobs with error status:** Jobs containing errors and those aborted by the user will also be deleted.





Administration / Configuration / Preferences:

- **License Server:** Specify or change the License Server here. Normally, you specify the License Server during installation. Editing is only necessary when the License Server name has changed.

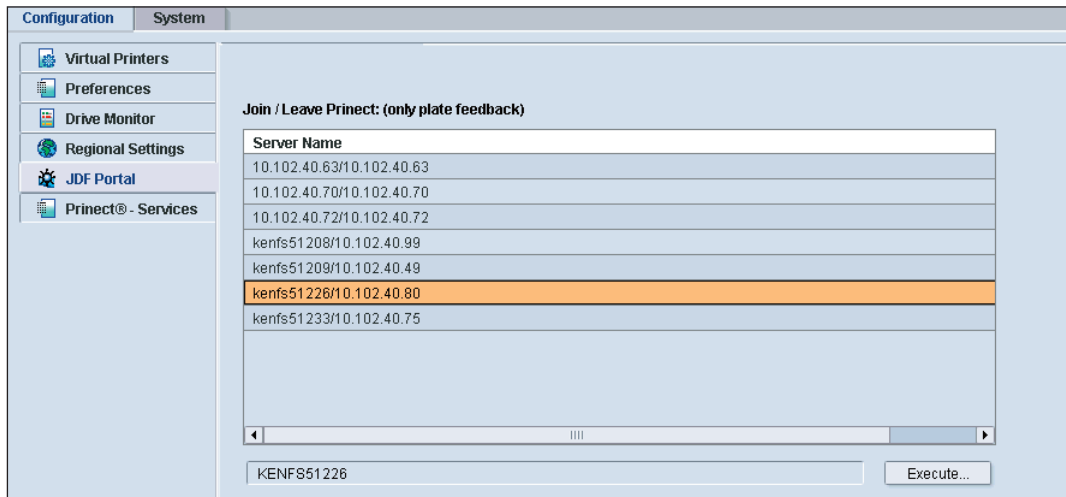


Administration / Configuration / JDF Portal:

Prinect MetaShooter 4 now contains a **JDF Portal** component for connectivity to the Prinect Workflow. The Shooter provides no extra functionality or services in the Prepress Manager or Pressroom Manager; however **information regarding imaged plates** is returned to an MIS system (Prinance, for example) or to Analyze Point. For those customers who have implemented a Prinect Workflow, you should join the MetaShooter to the Prepress Manager server. For other workflows, it has no relevance.

In Printmanager at the Shooter, choose **Administration > Configuration**, then select the **JDF Portal** in the left column.





In the list of Servers in the main window, **select** the **Prepress Manager server**. Then **click** the **Execute** button.

The **Join Prinect** dialog window will appear. The configuration path should already be filled in correctly, and the status will show Not joined to Prinect. **Click** the **Join Prinect** button.

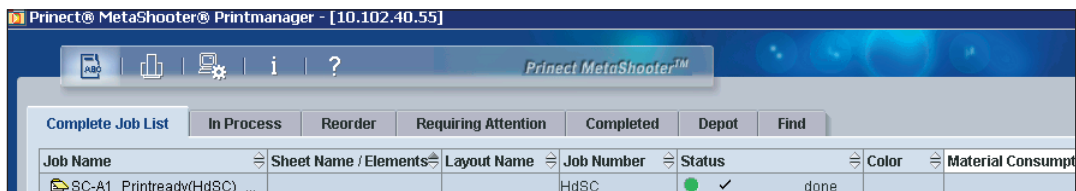
After a few minutes, the status will change to Joined to Prinect.

Printmanager Changes

Jobs List:

The information columns of the Job List window have been changed in MetaShooter 4. The **Prinect Details** column has been **split** to provide more details. The column **Plates** has been **replaced with** the **Material Consumption** column.

Additional information columns have been added. These include **Job Number**, **Perfecting**, **Versions / Product Parts**, **Layout Name**, **Sheet Name/Elements**, and also **Material Consumption**.



Visualization of FBDI Jobs:

The jobs view in Printmanager will now show the difference between jobs sent using the **Serial Sorted output via FBDI Workflow** and those not using this option. The folder icon in front of the job name will be **blue** if this option is **enabled**, and **yellow** if it is **not enabled**.



Complete Job List							
In Process Reorder Requiring Attention Completed Depot Find							
Job Name	Sheet Name / Elements	Layout Name	Job Number	Status	Color	Material Consumption	
 SC-A1_Printready(HdSC)...			HdSC	✓ done			
SC-A1_Printready(HdSC)...		HDcityLayout74...	HdSC	✓ done		 1 0	
SC-A1_Printready(HdSC)...		HDcityLayout74...	HdSC	✓ done		 1 0	
SC-A1_Printready(HdSC)...	Cover(F)	HDcityLayout74...	HdSC	✓ done	Yellow	 1 1	
SC-A1_Printready(HdSC)...	Cover(F)	HDcityLayout74...	HdSC	✓ done	Cyan	 1 1	
SC-A1_Printready(HdSC)...	Cover(F)	HDcityLayout74...	HdSC	✓ done	Black	 1 1	
SC-A1_Printready(HdSC)...	Cover(F)	HDcityLayout74...	HdSC	✓ done	Magenta	 1 1	
 SC-A1_Printready(HdSC)...	Cover_1(B)	HDcityLayout52	HdSC	✓ done		 4 4	
SC-A1_Printready(HdSC)...	Cover_1(B)	HDcityLayout52	HdSC	✓ done	Magenta		

New Contextual Menu Joboptions / Export Job

There is now an **export function** for exporting Tiff-B data from the MetaShooter; to be used for archiving for example. **Right click** on the desired job, and **choose Export** from the contextual menu. Choose a **destination folder**, **click Select** and the process begins. A new folder named **jobname.FBDI** is created in the destination path. This folder contains the Tiff-B files and the information needed to reprint the job if necessary.

To reprocess, simply copy this folder back into a Hotfolder at the MetaShooter.

Right click on a job and choose **Statistic** from the contextual menu. This will display information on the number of jobs being printed, the material used, and the number of separations.

Three other new options are available in the contextual menu. **Expand All**, **Collapse All**, or **Clear Selection**. These options can be particularly useful when using the Reorder tab.

Depot:

The Archive tab, as well as the contextual option for Archiving has been renamed to Depot.

Find:

A **Find function** has been added to the Printmanager. This function acts like a **filter**. Jobs that are on the Depot tab will not be included in the search. Not available in the Web UI.

Job Settings:

For a paused job, you can edit the **Material and Punch Settings** here. FBDI defined under Punch Settings means that the punch settings have been imported from the job JDF.

Job Settings	Job Information	Job Details	Preview
Job Name	ID	Creation Date	Output Device
[87] SC-A1_Printready(HdSC)	89	17:23:28 07/31/08	Suprasetter
Output Plan Parameters:			
Material:	SM74		
Punch settings:	FBDI defined		

Signatures: Accounting Attribute:

With the job opened, you can specify an Accounting attribute on the Signatures tab. The Shooter will return the appropriate attribute via JMF, and it is seen and evaluated in the MIS system.

- **Normal** is the default and means the plate is fully invoiced (attribute **N = Normal**).
- **For operational reasons** means the plate must be remade due to operational errors or issues, e.g. due to scratches (attribute **E = Self Assignment**).
- Due to customer request or alteration, plate must be remade (**A = Author Correction**).

Plate on Demand:

It is now possible to do Plate on Demand to the MetaShooter. That means there is no longer any need to transfer Tiff-B data again from Meta and plates can be remade even if the jobs has already been deleted at MetaDimension.

The connection from **Press Center to the Shooter** is made by establishing the path just as you do with MetaDimension. It would be http://<Shooter_PCName>:49300/Imagesetter.



