

Severin Gentry

System Information

System Information report written at: 12/18/2008 11:39:02 AM  
[System Summary]

Item Value

OS Name Microsoft Windows 2000 Professional  
Version 5.0.2195 Service Pack 3 Build 2195  
OS Manufacturer Microsoft Corporation  
System Name DOCUMART-SH  
System Manufacturer Intel  
System Model SBR20  
System Type X86-based PC  
Processor x86 Family 15 Model 2 Stepping 7 GenuineIntel ~2396 Mhz  
Processor x86 Family 15 Model 2 Stepping 7 GenuineIntel ~2396 Mhz  
BIOS Version SBR20 v4.00  
Windows Directory C:\WINNT  
System Directory C:\WINNT\System32  
Boot Device \Device\Harddisk0\Partition1  
Locale United States  
User Name DOCUMART-SH\Administrator  
Time Zone Pacific Standard Time  
Total Physical Memory 1,048,044 KB  
Available Physical Memory 854,896 KB  
Total Virtual Memory 3,569,668 KB  
Available Virtual Memory 3,255,152 KB  
Page File Space 2,521,624 KB  
Page File C:\pagefile.sys

Rampage v10.5.0b18  
(10.5.0 build 43)

TrapIT 9.2

System Information report written at: 12/18/08 11:46:44

System Name: DOCUMART-SAT

[System Summary]

Item	Value
OS Name	Microsoft Windows XP Professional
Version	5.1.2600 Service Pack 2 Build 2600
OS Manufacturer	Microsoft Corporation
System Name	DOCUMART-SAT
System Manufacturer	Intel
System Model	S5000VSA
System Type	X86-based PC
Processor	x86 Family 6 Model 15 Stepping 6 GenuineIntel ~2992 Mhz
Processor	x86 Family 6 Model 15 Stepping 6 GenuineIntel ~2992 Mhz
BIOS Version/Date	Intel Corporation S5000.86B.06.00.0074.020220071613, 2/2/2007
SMBIOS Version	2.5
Windows Directory	C:\WINDOWS
System Directory	C:\WINDOWS\system32
Boot Device	\Device\HarddiskVolume1
Locale	United States
Hardware Abstraction Layer	Version = "5.1.2600.2180 (xpsp_sp2_rtm.040803-2158)"
User Name	DOCUMART-SAT\Administrator
Time Zone	Pacific Standard Time
Total Physical Memory	2,048.00 MB
Available Physical Memory	1.61 GB
Total Virtual Memory	2.00 GB
Available Virtual Memory	1.96 GB
Page File Space	4.84 GB
Page File	C:\pagefile.sys

[Hardware Resources]

[Conflicts/Sharing]

Resource	Device
I/O Port 0x00000000-0x00000CA1	PCI bus
I/O Port 0x00000000-0x00000CA1	Direct memory access controller
I/O Port 0x00002000-0x00002FFF	PCI standard PCI-to-PCI bridge
I/O Port 0x00002000-0x00002FFF	PCI standard PCI-to-PCI bridge
I/O Port 0x00002000-0x00002FFF	PCI standard PCI-to-PCI bridge
IRQ 22	Standard Universal PCI to USB Host Controller
IRQ 22	Standard Universal PCI to USB Host Controller
IRQ 23	Standard Universal PCI to USB Host Controller
IRQ 23	Standard Universal PCI to USB Host Controller
IRQ 23	Standard Enhanced PCI to USB Host Controller
Memory Address 0xFEC00000-0xFECFFFFFF	Motherboard resources
Memory Address 0xFEC00000-0xFECFFFFFF	Advanced programmable interrupt controller
IRQ 16	PCI standard host CPU bridge
IRQ 16	PCI standard PCI-to-PCI bridge
IRQ 16	PCI standard PCI-to-PCI bridge

# Rampage Workflow

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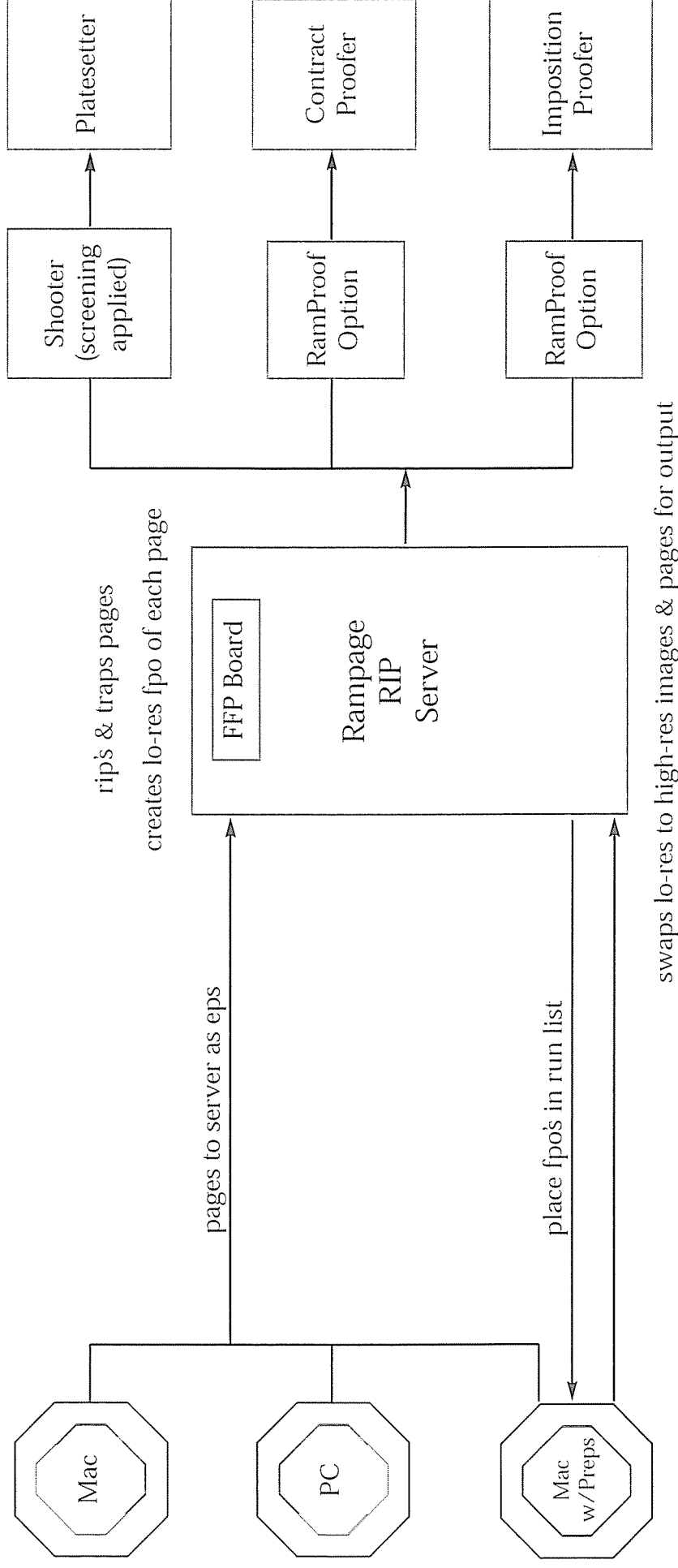
- \* The Rampage RIPing System is a PostScript-compatible software RIP running under the Windows NT.
- \* Rampage drives image-setters and platesetters from a diverse range of manufacturers.
- \* The system is sold in two basic configurations:
  - \* one configuration that combines the screening board and software rip into a single PC workstation
  - \* another configuration that breaks the screening board out to a dedicated PC workstation called a Shooter
- \* Both configurations require that the rip and server be on separate boxes
- \* Although Rampage runs on a PC, it is controlled from an unlimited number of Macintosh workstations.

# Rampage Workflow

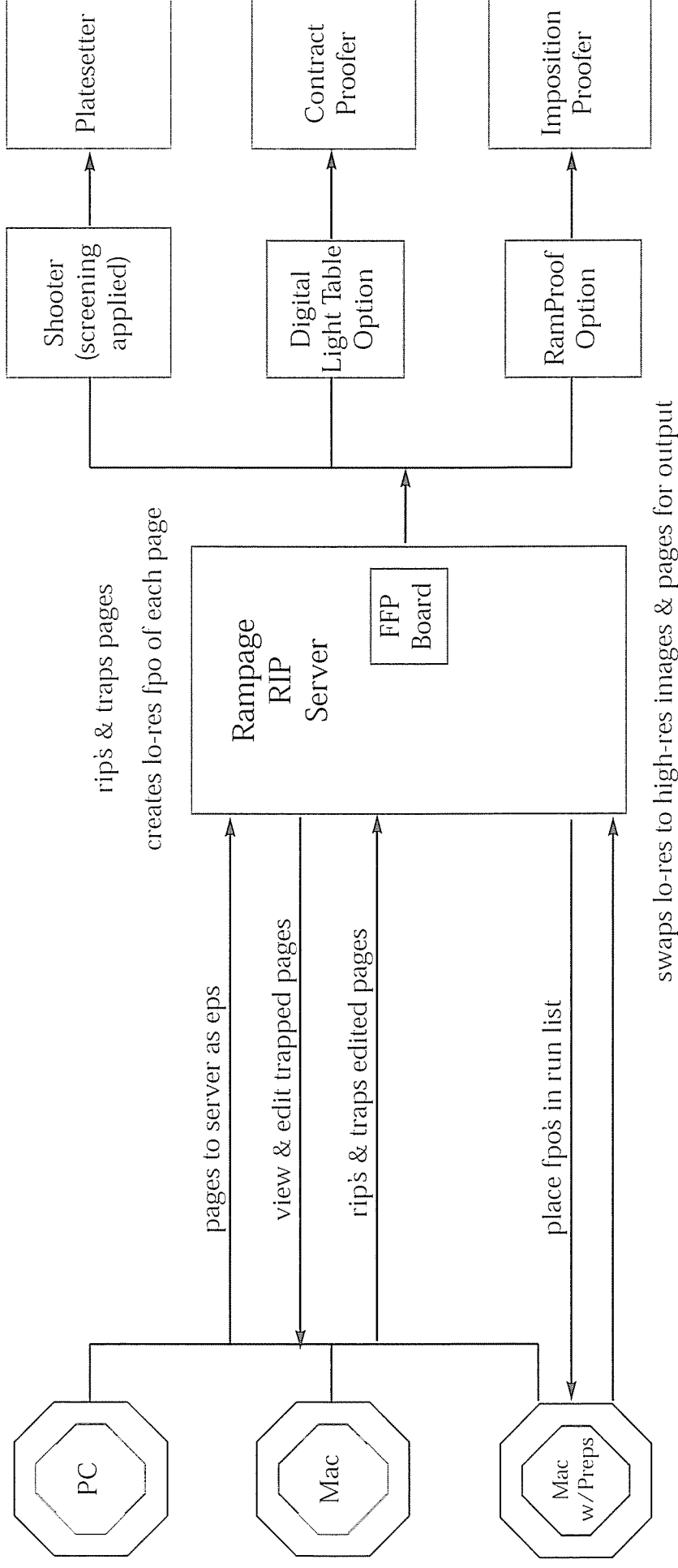
- ★ How It Works....
  - ★ Mac operator creates eps files from application (Quark)
  - ★ Rampage accepts files in eps format - vers 8+ accepts pdf files
  - ★ Converts files to proprietary internal format - RSI/CTR format - used only by Rampage systems
  - ★ RIPs pages first
  - ★ Traps pages next
  - ★ Creates a lo-res fpo of each page
  - ★ This fpo is used by Mac operator within Preps
  - ★ Operator prints from Preps to Rampage RLP - template is ripped
  - ★ Lo-res fpo's are swapped for high-res pages
  - ★ Entire flat is screened during output

# Rampage Workflow - 1 - basic

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# Rampage Workflow - 2 (editing traps)



# Rampage “Silver Bullets”

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- \* Automated In-RIP Trapping
  - \* Interactive Trap Editing, SmartShadows, Variable Transparency
- \* Post RIP Imposition/Step & Repeat - DQS
- \* Job Tickets (Profiles) - JDFvs
- \* Built-in OPI
- \* CT/LW Input Option
- \* DCS2 & TIFF/IT Output