

PrintManager

COLLABORATORS

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Contents

1	PrintManager	1
1.1	PrintManager v39 - © 1997-1998 by Stephan Rupprecht	1
1.2	PrintManager.guide/Copyright	1
1.3	PrintManager.guide/Overview	2
1.4	PrintManager.guide/Shareware	2
1.5	PrintManager.guide/Author	3
1.6	PrintManager.guide/Requirements	3
1.7	PrintManager.guide/Installation	3
1.8	PrintManager.guide/Usage	3
1.9	PrintManager.guide/SetPUNT	8
1.10	PrintManager.guide/History	8
1.11	PrintManager.guide/Credits	8
1.12	PrintManager.guide/Bugs	9

Chapter 1

PrintManager

1.1 PrintManager v39 - © 1997-1998 by Stephan Rupprecht

PrintManager Documentation

Import information:

Copyright	Copyright and other legal things
Overview	PrintManager? What is it?
ShareWare	PrintManager is SHAREWARE
Author	Where I can reach the author

Usage:

Requirements	What you need to run PrintManager
Installation	How to install it
Usage	How to use

Appendix:

SetPUNT	The SetPUNT command
History	History
Bugs	Known bugs
Credits	The author wants to thank...

Sorry, my english is not the best. If you find any mistake,
don't hesitate to send me a bug report:-)

1.2 PrintManager.guide/Copyright

Copyright and other legal things

This documentation can be copied and distributed as long as this copyright note
and permission is still included on all copies.

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The author is not responsible for any damage caused by the use or misuse of this documentation and/or the program(s) it describes.

DISTRIBUTION

This software package is freely (re)distributable. You are not allowed to change it in any form, except for compression purpose.

1.3 PrintManager.guide/Overview

PrintManager? What is it?

PrintManager is a so called printer-spooler, it intercepts all printer.device calls to the parallel-/serial.device and saves the printer specific raw data to a file. This way, programs sending data to the printer don't have to wait for the slow printer to continue. PrintManager also gives you some control over the data send to the printer. You can even print files directly from inside PrintManager using the datatypes-system.

You probably know PrintManager 2.0 by Nicola Salmoria, both programs (mines and Nicolas) look quite similar (which isn't really an accident:-), but no part of my program bases on the program code of Nicolas' version.

1.4 PrintManager.guide/Shareware

PrintManager is Shareware

Please keep in mind that is program is SHAREWARE, if you like it please register your copy of PrintManager. Registered users will get a keyfile which removes the annoying shareware requesters and enables spooldrawer scanning at program start, so that older jobs can be recovered after a reset/crash. The menu-items Jobs/Save as ... and Settings/Fast Par? will also be enabled.

Price (only cash please):

US\$ 10,-

DEM 15,-

IMPORTANT: Don't forget to mention your full name and your address when you register PrintManager.

1.5 PrintManager.guide/Author

Where I can reach the author

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1.6 PrintManager.guide/Requirements

What you need to run PrintManager

PrintManager requires:

any Amiga (compatible) Computer with at least AmigaOS 3.0
and a printer :-)

1.7 PrintManager.guide/Installation

How to install it

Please use the included Installer-Script to install PrintManager.

PLEASE REMOVE ANY PRINTMANAGER-LIKE TOOL FROM YOUR SYSTEM BEFORE INSTALLING
PRINTMANAGER (eg. PrintManager V2 by Nicola Salmoria)!

1.8 PrintManager.guide/Usage

Start

You can start PrintManager from shell or workbench. The following tooltypes/
cli-options are recognized.

CX_POPUP default: YES

This one tells if the program window should be opened when it is run for
the first time. If you've installed PrintManager in the WBStartup drawer
to activate it automatically, you should set this tooltype to NO.

CX_POPKEY default: shift alt p

This is the hotkey, the input sequence which opens the window if it is closed, or brings it to the front if it is already open.

CX_PRIORITY default: 0

The priority of the commodity. You won't need to change it.

PUBSCREEN default: not defined

The name of the public screen where to open the window.

PRINTDRAWER default: not defined

Initial directory for the "Print ..." filerequester

SAVEDRAWER default: not defined

Initial directory for the "Save as ..." filerequester.

SPOOLDRAWER default: T:

Drawer where temporary files should be saved. If you have some megs of free ram, you may use T: (which is normally located in RAM:), otherwise you should specify a directory on your hd. Using a directory on your hd gives you the advantage to recover unfinished jobs after a crash/reset.

DATEFMT default: DOS

You can use this Option to change the dateformat of the job list. The following keywords are accepted by DATEFMT:

DOS dd-mmm-yy (ie. 02-Jan-98)
INT yy-mmm-dd (98-Jan-02)
USA mm-dd-yy (01-02-98)
CDN dd-mm-yy (02-01-98)
DEF locale default

PAUSED default: NO

Initial state of "« Next Job »" (see later for details).

APPICON default: ACTIVE

NEVER: PrintManager doesn't create an appicon.
ACTIVE: An appicon appears when a new job arrives, and will be removed
 when printing is finished.
ALWAYS: The appicon is shown all the time.

A doubleclick opens the window and brings it to front.

APPICONNAME default: PrintManager/localized name

Allows you to change the name of the appicon.

AUTOFF default: aus

Initial state of menu item "Auto Form Feed" (see later for details).

FASTPAR default: aus

Initial state of menu item "Fast Par". If you enable this option, PrintManager will use its own parallel.device (fastpar.device) to send data to the printer. This device is able to transfer data to printer at a higher speed rate than the standard parallel.device.

ADVANTAGES :-)

- Higher data tranfer rate.
- Especially printers with large buffers will profit from it.
- Requires less cpu-time than parallel.device, so you can continue to work with your computer while data is send to the printer.

DISADVANTAGES :-(

- Only available for registered users.
- All data is send to the built-in parallel port, this means that your printer must be connected to it.
- FastPar may not work with future Amigas (or compatible computers) which do not have the same parallel port hardware (crashes are possible).
- Programs requiring a lot of cpu-time (eg. printer.device) may shut off printing.

WINDOWX default: 0

X-Position of the program window.

WINDOWY default: below screen titlebar

Y-Position of the program window.

ICONX

ICONY

These two specify the position of the appicon. If you don't specify them, workbench will place it by itself.

PRINTDELAY default: 0

This option defines the amount of time to wait before PrintManager actually starts to print a new job.

Examples:

PRINTDELAY=10

PrintManager waits 10 secs before any data is send to the printer.

NOTE: Waiting is automatically aborted, when all data has been received.

PRINTDELAY=0

PrintManager starts printing immediatly (default).

PRINTDELAY=-1

The print progress will be started right after all data has been received.

TIMEOUT default: 0

This option defines how long PrintManager should wait for the printer to become ready. If your printer doesn't get ready within the specified time, PrintManager stops waiting and brings up a requester, informing you that printing isn't possible.

Examples:

TIMEOUT=0

No timeout errors (default).

TIMEOUT=30

Time out error after 30 seconds.

DEVICE default: systemconfig
UNIT

By default, PrintManager will automatically detect to which device your printer is connected to (eg. parallel-/serial.device). Only calls to the appropriate device are intercepted if they are made by printer.device. Unfortunately some programs won't work with PrintManager, if you don't specify this option (eg. datatypes.library).

Providing a device name (and an optional unit number) will cause PrintManager to cache ALL calls to the specified device. Example: DEVICE=parallel.device

IGNORETASK

This option forces PrintManager NOT to spool those tasks, which names match the given pattern. This is useful if you have for example a scanner connected to the same port as your printer is connected to.

Examples:

IGNORETASK=scanner.device - forces PrintManager not spool scanner.device.

IGNORETASK=(scanner.device|dpaint|TPaint) - do not spool scanner.device, dpaint and tpaint.

NOTE: This option only works in conjunction with the DEVICE option. For more about patterns take a look at your AmigaDOS manual!

Using the gui

Clicking on a job, makes it the current one and allows you to perform some operations on it. You may pause/restart a job using the Active/Paused cycle button, or remove it from the list using the Remove button. The list can be sorted by using the Up/Down buttons. The job currently printed cannot be moved.

There's a special entry in the list, named « Next Job ». All incoming Jobs will be placed above this entry and will get the same state as « Next Job » (active or paused). This means, if you set « Next Job » to paused, nothing will be printed unless you explicitly start it. Moving a job below « Next Job » will cause PrintManager not to print it, jobs which are left from a previous session will also be placed under « Next Job ». In order to prevent accidental activation jobs moved from below « Next Job » to above will automatically be paused. When moving « Next Job » downwards, jobs getting to the top don't get

paused!

The menu

Project

About: Shows you some information about the program.
Print ...: Brings up a filerequester allowing you to select one or more files to print. You can also print files which contain raw printer data, (as produced by Jobs/Save as ...) via this menu-item. For this purpose the file comment must be "Raw Printer Data"!
Hide: Closes the window, but doesn't terminate PrintManager.
Quit: Terminates PrintManager (the print-queue must be empty).

Jobs

Rename ...: Allows you to change the name of a job (to a more senseful one). This menuitem is only enabled, when the selected job is complete and not in print progress.
Save as ...: Allows you to save a job as printer specific raw data. You may send the created file directly to a printer, using a PAR: like handler or PrintManager. The file comment will be set to "Raw Printer Data".
(REGISTERED VERSION ONLY)
Remove all: Removes all jobs from the print queue.

Settings

Create Icons: When saving a job via "Jobs/Save as ..." an icon is created automatically (Option CREATEICONS).
Auto Form Feed: Inserts a form feed after each job (Option AUTOFF).
Fast Par: Enables high speed transfer to fast printers (Option FASTPAR).
Save: Saves the current settings (all cli/wb options).

Misc

Since PrintManager is a commodity, you can control it by using the system tool Exchange.

Pressing the ESC-key closes the window, you can use the RETURN-key to change the state of a job (active/paused). The cursor keys (up/down) can be used to select a job.

Files may be printed directly from inside PrintManager using the Project/Print ... menu-item, dragging icon(s) on the appicon or on PrintManager's window.

If your printer is connected to a different device than parallel-/serial. device, you may have to change the global enviroment variable SD_DEVICETYPE. This can be done using the AmigaDOS command SetENV.

SetENV SD_DEVICETYPE x (where x can either be parallel or serial)

Use "SetENV ENVARC:SD_DEVICETYPE x" to save it your hd.

1.9 PrintManager.guide/SetPUNT

The SetPUNT command

SetPUNT is small cli-command which allows you to change the PUNT-Chunk of printer preferences. This chunk tells printer.device to which device it should send the printer raw data. Normally, this chunk isn't used by system because the "Printer" preferences only allows you to select either parallel.device or serial.device. SetPUNT allows you to change the device settings without any system patch, like ser-/parpatch.

Examples:

SetPUNT HypercomPAR 0 ;send all printer data to 'HypercomPAR.device' unit 0

SetPUNT "" 0 ; back to default settings

SetPUNT ; display current PUNT settings

IMPORTANT: If you don't use the DEVICE option of PrintManager and your printer isn't connected to serial./parallel.device, you should use SetPUNT to change the printer preferences, so that PrintManager is able to find out to which device your printer is connected to.

1.10 PrintManager.guide/History

History

39.0 first public release

39.1 small changes in PrintManager and spool.device. Added APPICONNAME option. When APPICON is set to ACTIVE, the icon is shown as long as there is a job available, independent of its state (active/paused). polish catalog. Filerequester no longer "forgets" last selected path. removed catalogs/blank.cd. french catalog.

39.2 bugfix: system crash when trying to print a file from inside prtman under non cybergfx systems. Added version number to commodity name. Added "Rename ..." job option. New option to change the dateformat of the job list.

39.3 Menuitems weren't always disabled/enabled, when the job list changed. APPICON=ACTIVE didn't work when all jobs were placed below « Next Job ». Norwegian catalog. DrawInfo wasn't released. Changed gui of "rename ..." window. Printing text files from inside PrtMan didn't work. Included SetPUNT command into the archive. spool.device: sometimes crashed the system when removed from memory.

1.11 PrintManager.guide/Credits

The author want to thank ...

all people, who will support the future of this program:-)

And especially ...

Marcin Orlowski (ATO) and

Miloslaw Smyk (ATO) for their suggestions and the polish catalog

Pascal Walers for the french catalog

Kimme Utsi (ATO) for the norwegian catalog

Terry Coles for the error report

Martin Hassel for the swed. catalog

1.12 PrintManager.guide/Bugs

Known Bugs

If you discover any bugs, please send a detailed bug-report to the Author.
Don't forget to add a description of your configuration!

\textdegree{} Since I don't own a serial printer, I wasn't able to verify if ↵
PrintManager
correctly works with such a kind of printer.

\textdegree{} If PrintManager doesn't recognize some programs sending data to the ↵
printer,
you should activate the DEVICE option.

\textdegree{} While PrintManager is printing a file via the datatypes-system, the ↵
Workbench
Screen can't be closed. This is because PrintManager opens a invisible window
on the screen.

\textdegree{} Only one device at a time may be cached by PrintManager. This is a ↵
limitation
of the operating system. You cannot work around this running PrintManager
multiple times (which isn't possible).

\textdegree{} If the program seems to "hang" when trying to print a file via the ↵
datatypes-
system, you should activate the DEVICE option.
