PrintManager

	COLLABORATORS		
	TITLE : PrintManager		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		February 11, 2022	

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PrintManager

1.1 PrintManager v39 - © 1997-1998 by Stephan Rupprecht

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```
 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
********************************
```

COPYRIGHT

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NO WARRANTY

 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)distributeable. 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 in-
side 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
****************************
```

Snailmail:

```
                Stephan Rupprecht
                Apfeldweg 1
        D-44359 Dortmund
                GERMANY
```

eMail:

```
        stephan.rupprecht@metronet.de
```

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
```

 Inital 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 follow-
 ing 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 be-
come 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).

TIMNEOUT=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 conjuction 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 mov-
ed.

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 explicity 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
activiation jobs moved from below « Next Job » to above will automatically
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, indepent 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 descprition 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.