

FAST SCREEN TRACER FST-355 application instruction manual

2019/10/01
Rev. C
Platemaker v1.7.3

This instruction manual describes how to install and operate the FAST SCREEN TRACER FST-355 application.

Table of Contents

1	Operating environment	2
2	Install.....	3
2.1	Installation of “.NET Framework”	3
2.2	Installation of USB Driver	5
2.3	Installation of PDF Support Library	7
2.4	Installation of Platemaker application.	9
3	Description of FST-355 application	10
3.1	Start application	10
3.2	Device Selection	11
3.3	Operation Flow.....	12
3.3.1	Reading Print Data	13
3.3.2	Volume and Resolution Settings...	15
3.3.3	Printing.....	16

1 Operating environment

In order to install and use this application, the following environment is required on your PC.

Table 1 Operating Environment

Supported PC	IBM ® PC / AT compatible with Intel® Core2™ Duo 2.16 GHz or higher CPU (including compatible CPU)
Supported OS	Microsoft® Windows® 10 or later
Architecture	x86 x64
Installed memory	4GB or more
Display	High Color (16 bit) or more (True Color 32 bit or more recommended) Desktop area 1024x768 pixels or more
Hard disc	1GB or more free space
Required software	Microsoft .NET Framework 4.5 or more
Interface	USB terminal (High-Speed USB (USB2.0) or higher) x 1

2 Install

The installation procedure of this application and necessary components is as follows.

2.1 Installation of “.NET Framework”

If “.NET Framework version 4.5 or later” is already installed on your computer, this step is not necessary.

STEP1 Double-click the following file on the supplied CD to start the installer.

【File storage location】

[¥Dependent¥NDP451-KB2858728-x86-x64-AllOS-ENU.exe](#)

STEP2 Install according to the .NET Framework installer screen.

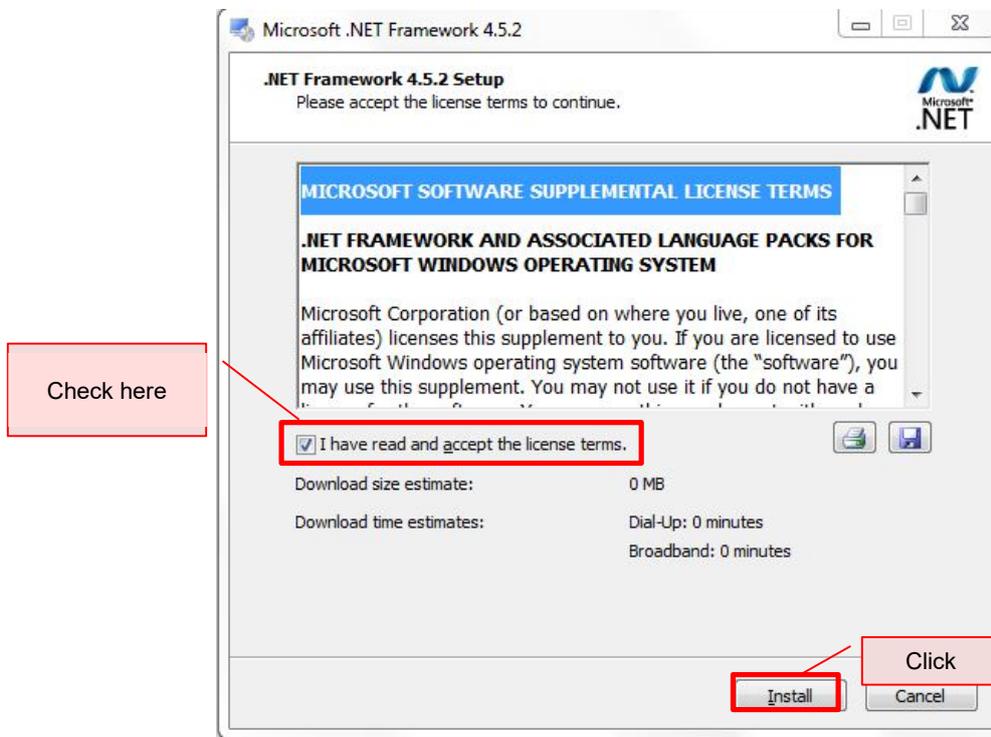


Figure 1

STEP3 When the following screen is displayed, installation of .NET Framework is complete. Click the [Done] button to exit the installer.

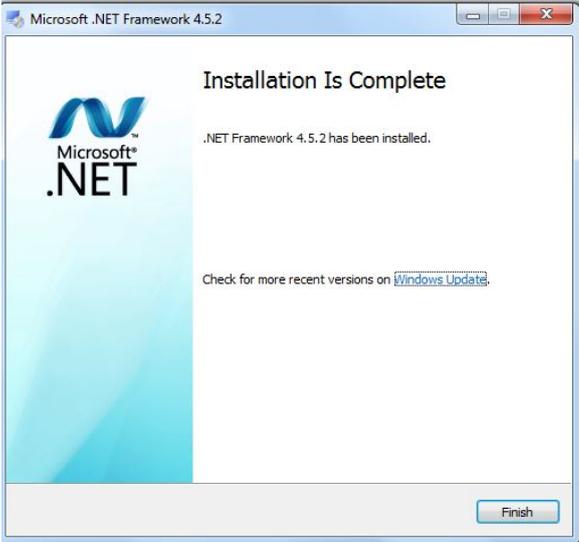


Figure 2

2.2 Installation of USB Driver

STEP1 Double-click the following file on the supplied CD to launch the installer.

【File storage location】
[¥Dependent¥CDM21224_Setup.exe](#)

STEP2 Proceed with the installation according to the installer screen.

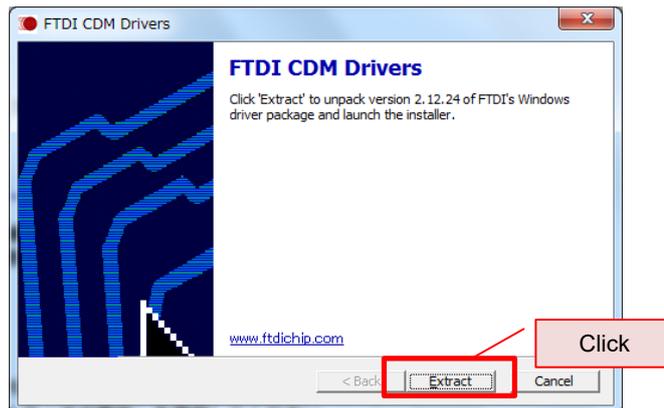


Figure 3



Figure 4

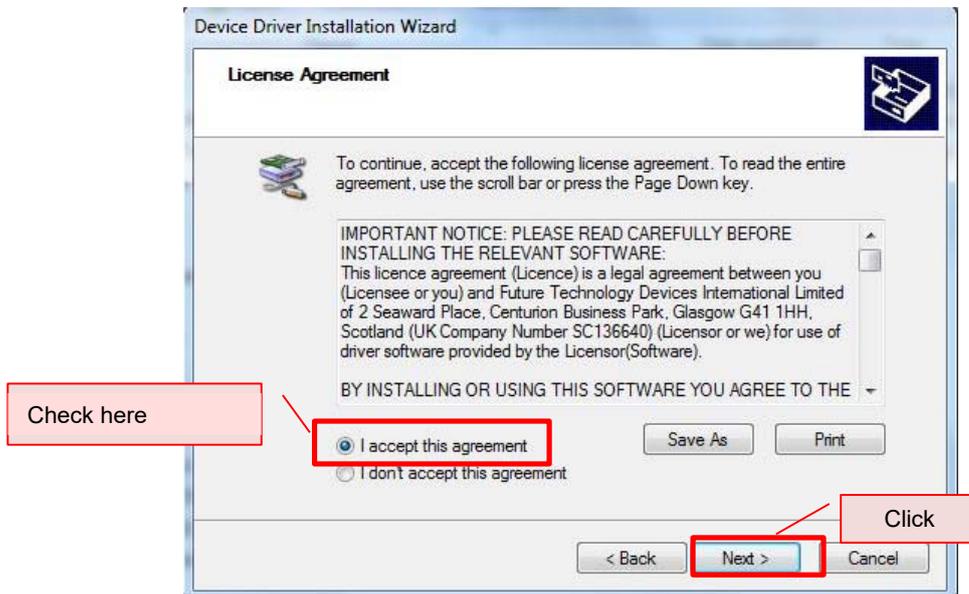


Figure 5

STEP3 Installation of the USB driver is complete when the following screen is displayed. Click the [Done] button to exit the installer.



Figure 6

2.3 Installation of PDF Support Library

STEP1 Double-click the following file on the supplied CD to launch the installer.

【File storage location】
[¥Dependent¥gs920w32.exe](#)

STEP2 Proceed with the installation according to the installer screen.

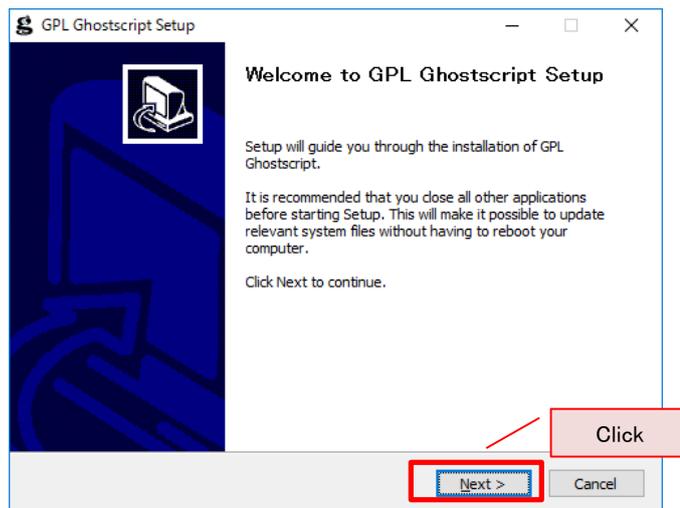


Figure 7

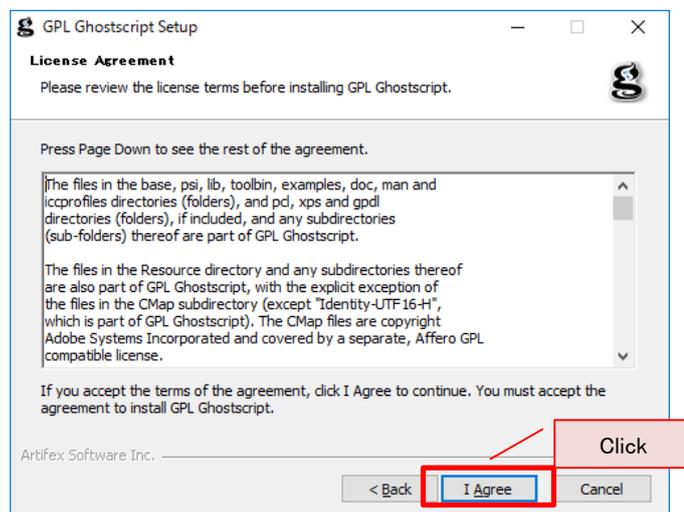


Figure 8

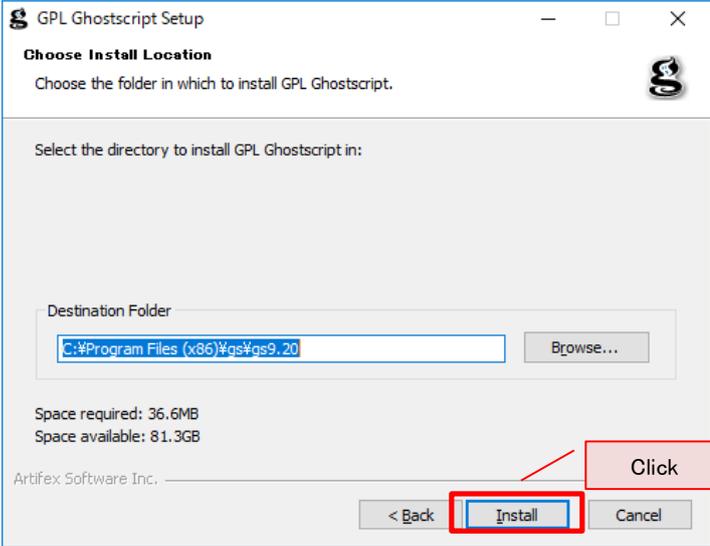


Figure 9

STEP3 Installation of PDF support library is complete when the following screen is displayed. Click the [Finish] button to finish the installer.

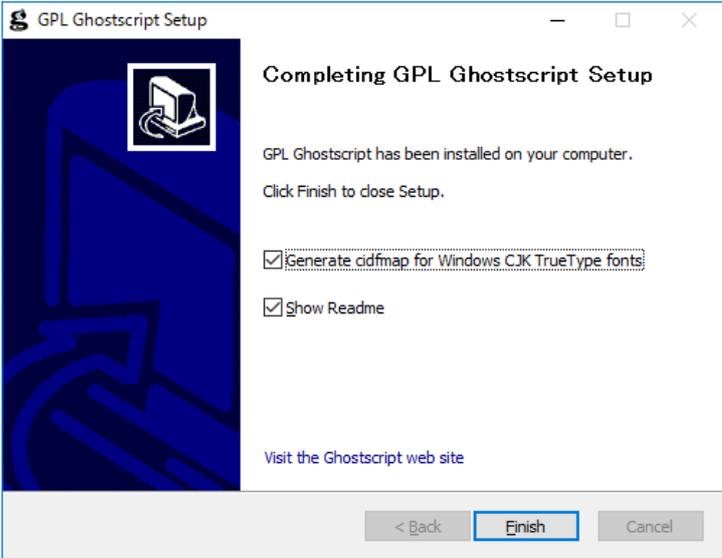


Figure 10

2.4 Installation of Platemaker application

The installation is completed when you extract the application compressed file (zip file) to any local drive.
An example of the deployment procedure is described below.

STEP1 Move the following file to the C drive

【File storage location】

[¥Platemaker](#)

[¥plate temp](#)

3 Description of FST-355 application

3.1 Start application

STEP1 Double-click the exe file (Platemaker.exe) of this application.

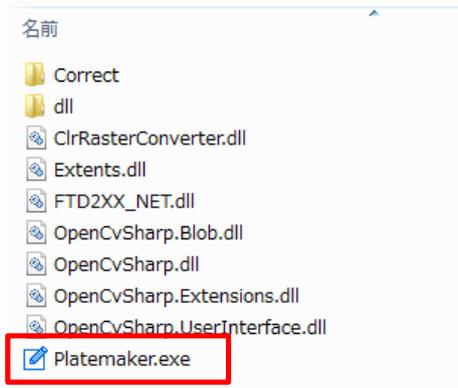


Figure 11

STEP2 When the startup is completed, the following screen is displayed.

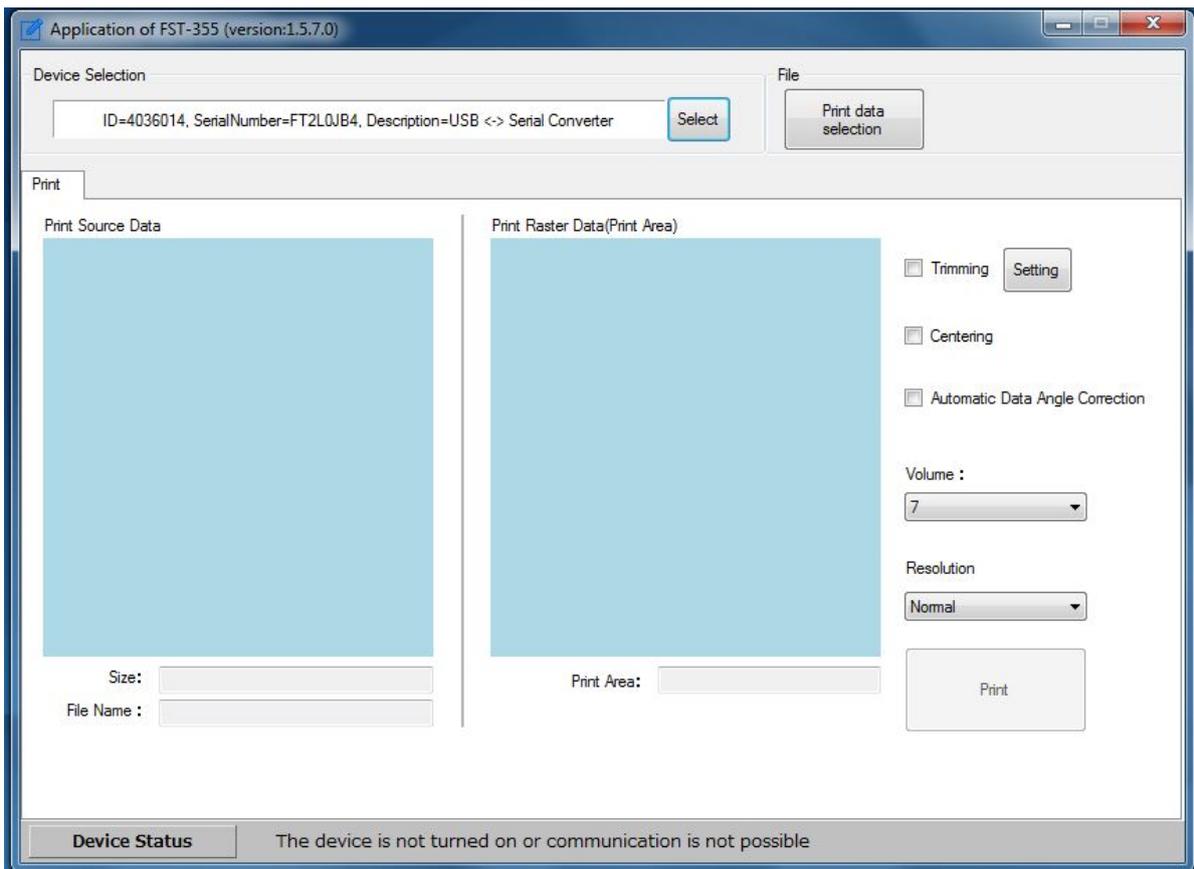


Figure 12

3.2 Device Selection

Immediately after installing this application, the connected device (screen making machine) is not set. Perform this operation to set the target device.

STEP1 Connect the device to the PC via USB and turn on the device.

STEP2 Click the [Select] button of this application.

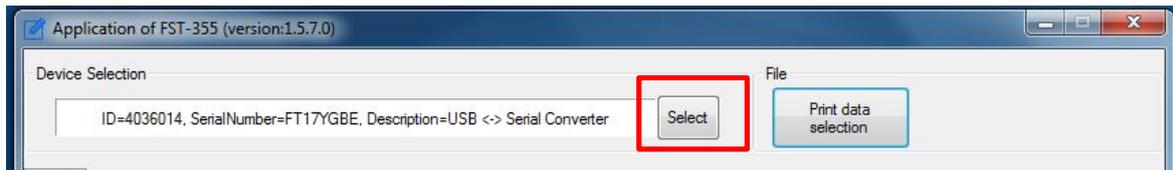


Figure 13

STEP3 A list of devices is displayed in the following dialog box. Click the target device and click the [OK] button.



Figure 14

STEP4 This application checks communication for the selected device. If successful, the selected device will be displayed as shown below.



Figure 15

3.3 Operation Flow

This chapter explains how to read the image data that will be the printing source and print it.

3.3.1 Reading Print Data

STEP1 When the [Print data selection] button of this application is pressed, a file selection dialog is displayed. Select an arbitrary print data image file.



Figure 16

Readable File Format

Format	Name
BMP	Microsoft Windows Bitmap Image
PNG	Portable Network Graphics
TIF/TIFF	Tagged Image File Format
PDF	Portable Document Format

STEP2 When scanning is complete, the selected print source data and print raster data information is displayed as shown below.

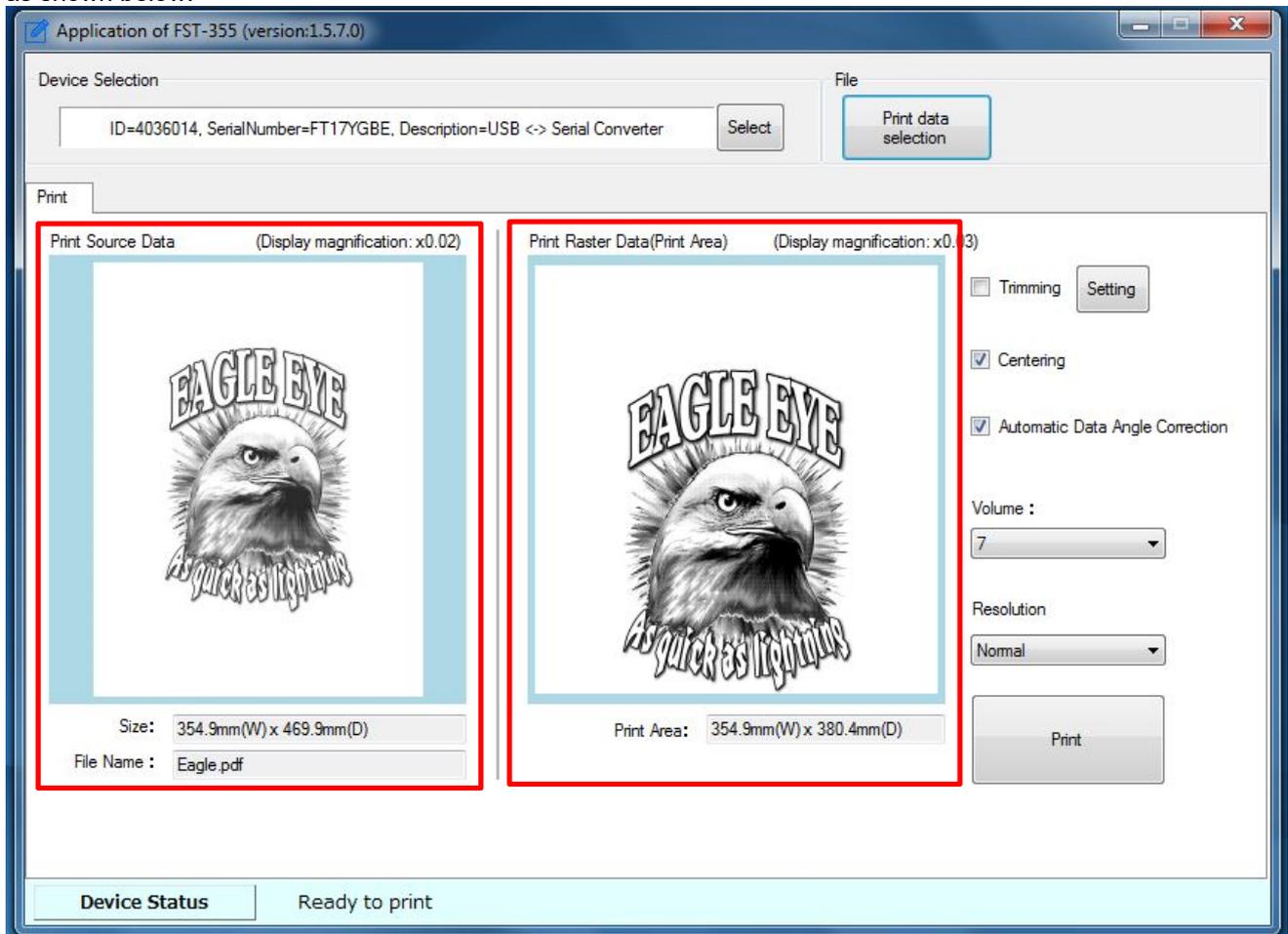


Figure 17

- **Print Source Data**
Displays a preview of the scanned original image.
Unit of size is displayed in mm.
- **Print Raster Data(Print Area)**
Displays a preview of the actual printed area.
The unit of size is displayed in mm.
- ※ When the scanned image size exceeds 4480x11844 pixels, the 4480x11844 area is cut out from the upper left and converted to raster data.
- ※ The upper limit of the scanned image size is 60 megapixels. (Reading may fail if the limit is exceeded).

3.3.2 Volume and Resolution Settings

STEP1 Select the appropriate number for the mesh from the Volume combo box.

STEP2 Select the print resolution from the "Resolution" combo box.

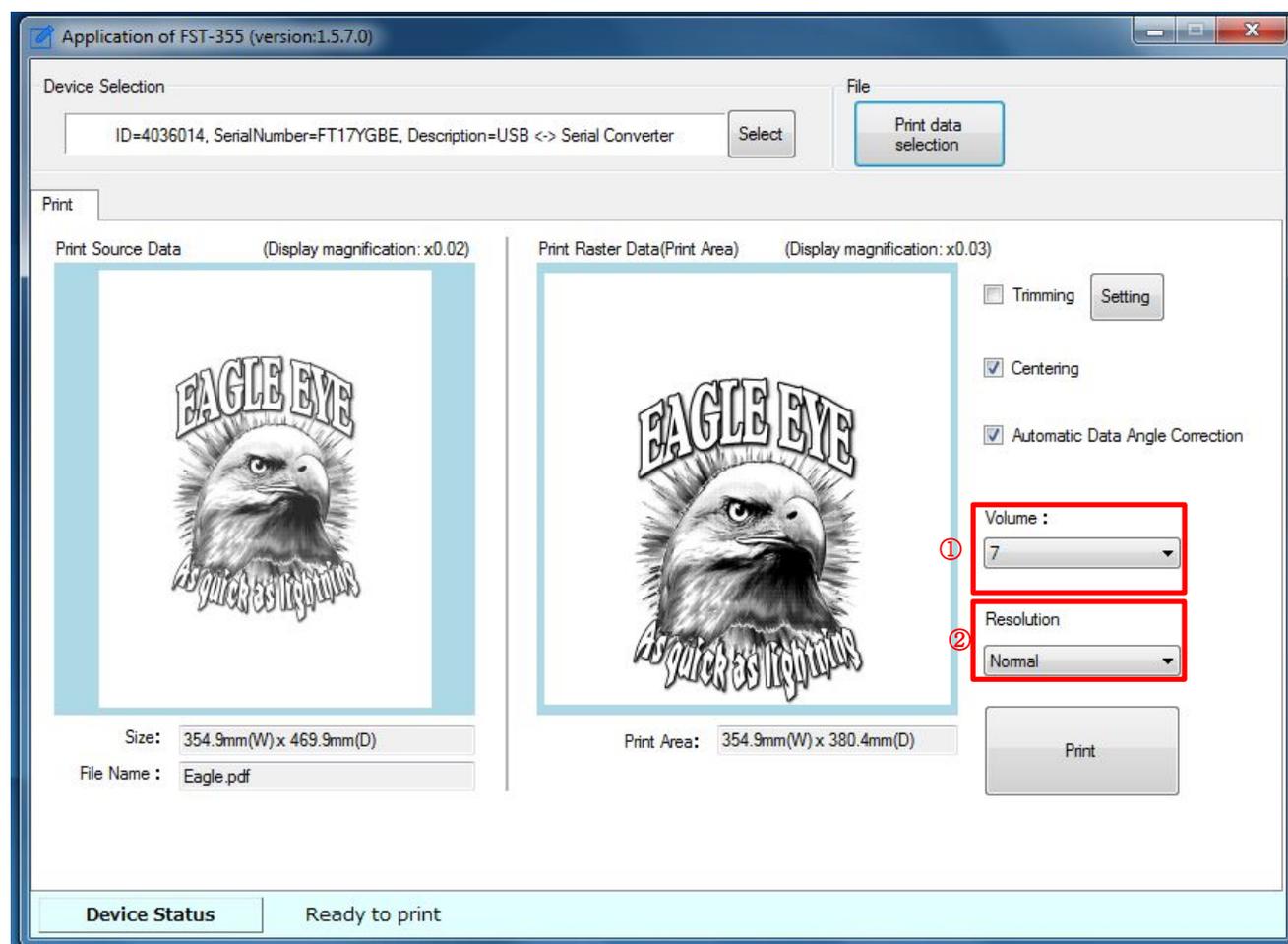


Figure 18

表 1 設定項目と内容

ITEM	CONTENTS
Volume	Select from numbers 1 to 10
Resolution	The following modes can be selected ・Standard ・High-definition

3.3.3 Printing

STEP1 Click [Print] button.

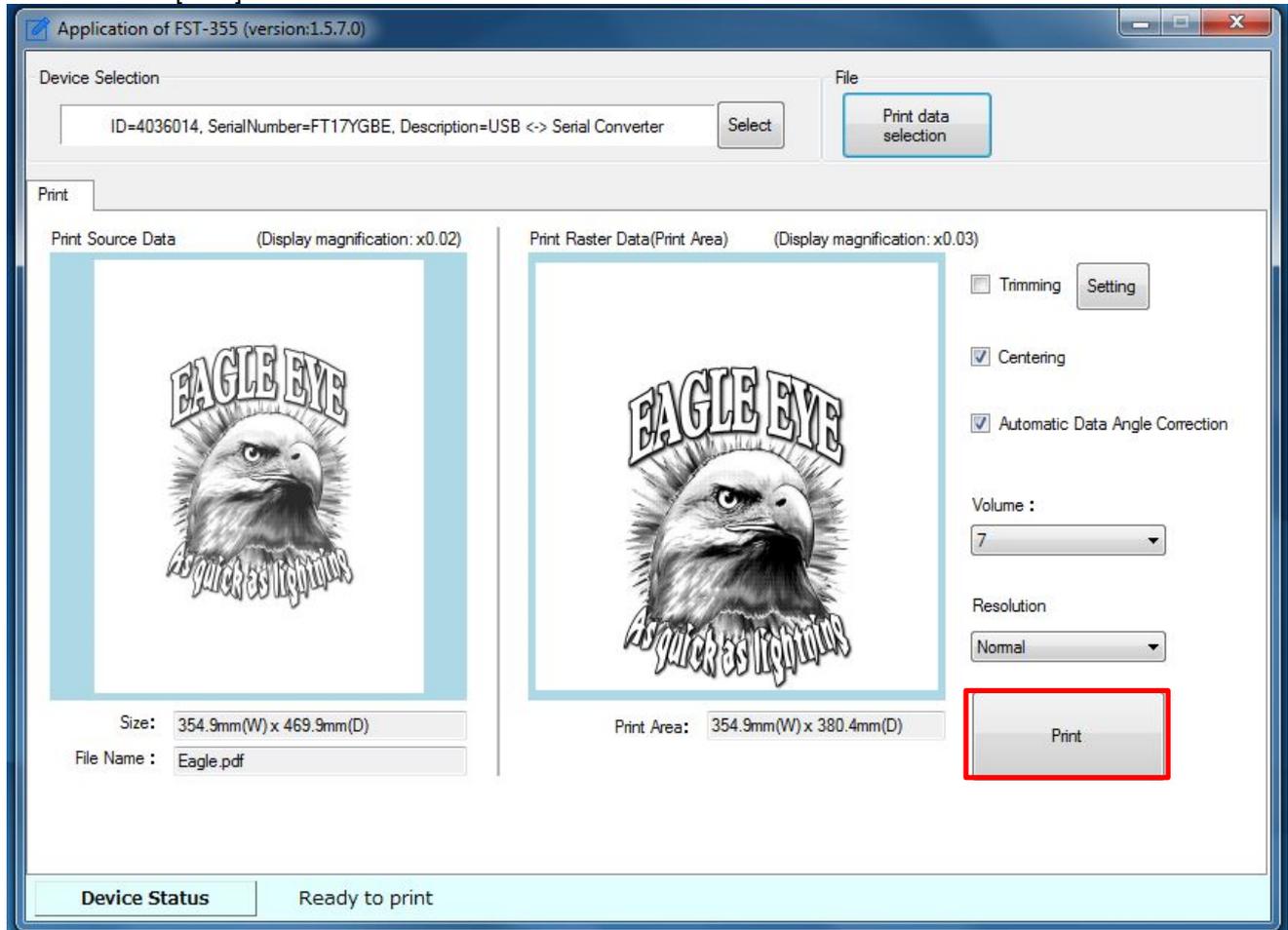


Figure 19

※ The [Print] button cannot be pressed under the following conditions.

- When print data is not read
- When the device status is not "Printable"

STEP2 Click the [Yes] button in the confirmation dialog to start sending data to the device.

STEP3 When data transmission to the device starts, the following progress is displayed. When the progress display disappears, data transmission is completed and the device starts printing.

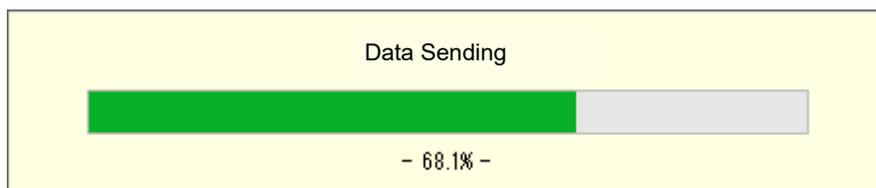


Figure 21