

Flash SIMM Installation and Operation

Preface

Thank you very much for purchasing the Flash SIMM (Serial Inline Memory Module).

The Flash SIMM contains a 4 Mbytes flash memory which can store overlay data (like Logos, Forms etc.) permanently. By using the Flash SIMM, you will become free of the burden of sending overlay data for every single page, allowing you so optimized data transmission.

Card Installation

1. Turn off the printer.
2. Open the upper door and right side of the printer.
3. You will see a small cover on the metal plate. Remove the fastening screw and the cover.
4. You can now see three connectors. The lower connector is for this Flash SIMM card.
5. Orient the emulation card.
6. Hold the card with the cut out corner down and while facing left, insert the card aslant into the connector.
7. Install the emulation card. Push its top edge downwards so that the holes of the card align with the locating pins of the connector. Finally secure the card with the retaining clips.

Card Removal

1. Turn off the printer.
2. Open the printer as described above under "Card Installation".
3. Push out the retaining clips. When, the card slants outwards pull the card out to remove it.

Flash SIMM selection

Flash SIMM installation is automatically detected at power on initialization. You need no settings to use the Flash SIMM.

How to use the Flash SIMM ?

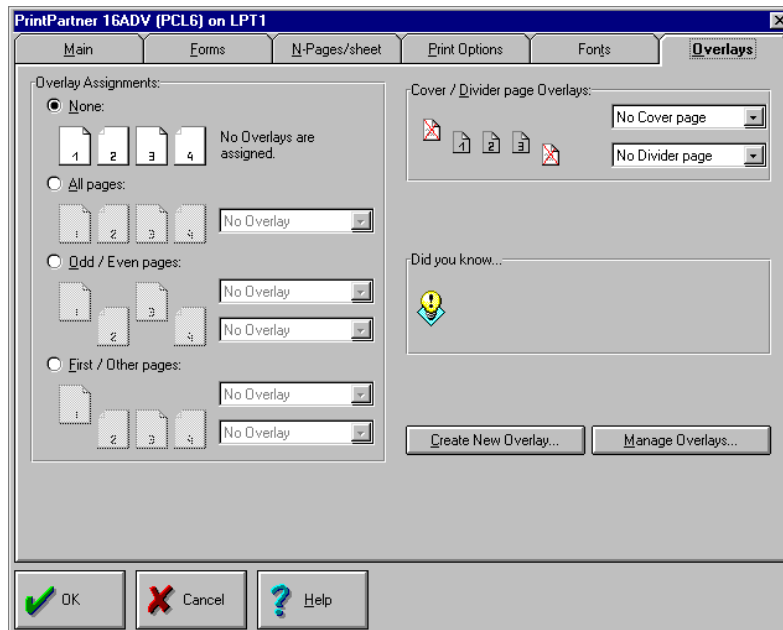
The Flash SIMM can be used to store downloaded data in the printer permanently. Unlike data downloaded into the printer memory which is deleted either after finishing the print job or after power off data stores in the SIMM will be kept there until it is deleted or overwritten. Therefore, the SIMM can be used like a diskette to permanently store printer data which shall be used repeatedly. Typically one is using the SIMM to store overlays or other macro data to be merged with variable data at printing. Like files on a floppy the print data on the SIMM is organized as blocks of a certain size. Each block has an unique ID-number like the file names on the floppy. Data can be stored, retrieved and managed using this ID number. As with files it is necessary to take care not to overwrite data by using already existing Ids for new data.

Currently the SIMM can be used to store overlay data generated and used by the printer driver. The capability to also store other macro data or fonts on the SIMM will be added soon.

Overlays

Print data to be mixed with the variable data from the application is named overlays. Overlays are used for example to print watermarks, letterheads, page backgrounds etc. Basically the printer driver (for Windows 95 and 3.1x) has the capability to generate and manage overlays and to merge them with the variable data. However, in case of using the overlay on many pages of the document or in many documents to handle the overlay inside the driver generates unnecessary amounts of print data for transferring the overlay again and again. In such case it is more efficient to once download the overlay as a macro to the printer and then let the printer merge it with the variable data. Sending frequently used overlays to the SIMM can save a lot of data and thus printing time.

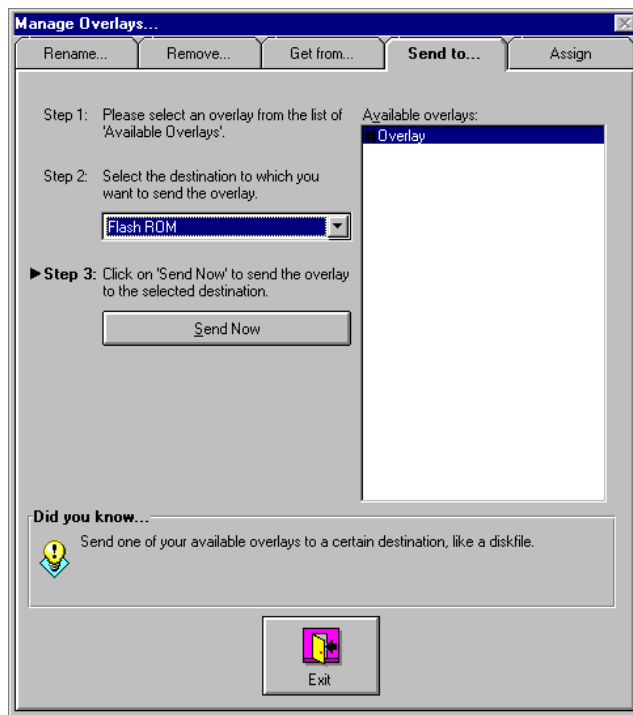
The printer driver incorporates a special module called overlay manager. This module lets you create overlays, import and export overlays (eg. to exchange overlays across a network), export overlays to the Flash SIMM, inform the driver about overlays stored on a Flash SIMM (but not created by the driver) and to assign overlays to the pages of your document .



The methods how to use the driver for creation and management of the overlays are documented in the drivers help and, thus, not explained here again. Instead this document focuses on the usage of overlays stored or to be stored on a Flash SIMM.

How to store an overlay on Flash SIMM

Basically the driver stores overlays on hard-disk under the name given at the time of creation or import of the overlay. To send such overlay to the flash SIMM the driver's Overlay Manager must be used:



Clicking on “Send Now” causes the driver to pop up another dialog for entering the Macro-ID of the overlay:

The dialog box has a title bar with a close button. It contains the following elements:

- Step 1:** Enter an ID in the edit box. Any numeric value between 0 and 32767 is allowed. Below this is a text input field containing the value "4711".
- Step 2:** Pressing the button below will save the number. Below this is a "Save" button.
- A yellow warning icon with a text box: "You can check, what ID is occupied already in the printer by pressing the 'Macro List' button on the 'Print Options' tab."
- An "Exit" button with a printer icon.

Note: Sending an overlay with a certain ID to the Flash SIMM may overwrite another overlay already stored with that ID. Before assigning an ID to the overlay to be stored in the Flash SIMM you should make sure that the ID you want to assign is not yet used or is used for an overlay you want to overwrite. You can confirm the contents of the SIMM by printing the macro list. Such printout can be started from the printer's operator panel or clicking the “Print Macro List” button on the driver's “Print Options” tab.

How to use an Overlay stored on Flash SIMM

Any overlay which has been exported by your driver to Flash SIMM can be assigned to a page by using the assign functions on the Overlay Manager Tab of the driver's user interface since it is still known to the driver.

If you want to use an overlay on Flash SIMM which not has been exported by your driver but was written to the SIMM by another driver or other means it can be introduced to your driver for further use. For this purpose the driver supports the “Assign” tab in the Overlay Manager:

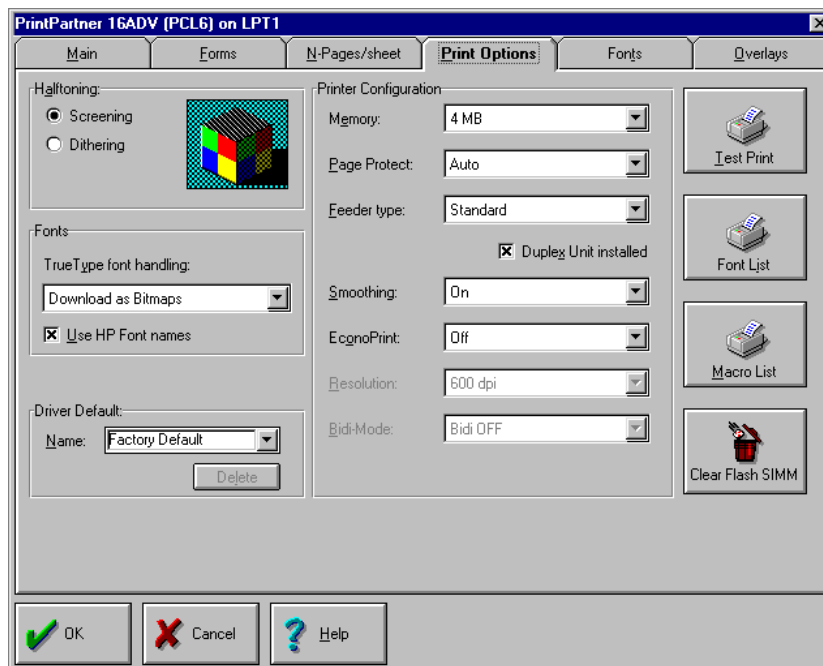
The dialog box has a title bar with a close button. It contains the following elements:

- Buttons: Rename..., Remove..., Get from..., Send to..., and Assign.
- Step 1:** Please enter a meaningful name for the macro or overlay you want to announce. Below this is a text input field containing "SIMM Overlay".
- Step 2:** Please tell the driver, where the macro or overlay is saved on. Below this is a dropdown menu showing "Flash ROM".
- Step 3:** Please enter the unique ID of the overlay or macro. This is necessary for the correct selection command. Below this is a text input field containing "4712".
- Step 4:** Press the Assign button to finish the process. Below this is an "Assign" button.
- A yellow warning icon with a text box: "Did you know...".
- An "Exit" button with a printer icon.
- Available overlays:** A list box containing "Overlay".

After this operation this new overlay can be used with the standard assign functions of the driver.

List Flash SIMM Contents

The printer supports the function to print the list of macros stored on the Flash SIMM. This function can be activated either from the operator panel of the printer (Report Menu) or from the driver. In the driver's Print Options tab you find a button “Macro List”. Clicking this button causes the driver to send the print macro list command to the printer.



Clear Flash SIMM

Another button in the Print Options tab makes the printer to clear **all** contents of the Flash SIMM.

Caution: Clicking this button deletes the contents of the Flash SIMM completely. There is no further warning after the button was clicked.

Technical Information

Up to 256 overlays can be stored in one Flash SIMM, if the total size is within 4 Mbytes (Actual total size is slightly less than 4 Mbytes, because the printer needs some memory area for file management.).

For details to the overlay management in the printer driver, refer to on-line help guidance in your printer driver.

Note: Currently only the printer driver for PCL5E has the Flash SIMM management. So please select the PCL5E printer driver. (PCL5E: PCL5E printer language emulation)

A description of the PJI commands to be used for controlling the Flash SIMM functions is attached to this document.

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Hewlett-Packard Corporation: PCL5E

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