


# Quick Start to Install ImagePrint 9.0 Windows and Macintosh

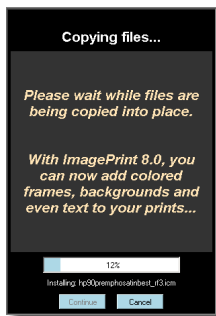
Updated November 2011

## Important - Before Installing

To run ImagePrint in non-demo mode you will need a USB dongle (included in your original software shipment) and an ImagePrint 9.0 license number for each printer you plan to use with the software. If you have purchased an upgrade to ImagePrint 9.0 you will have been sent an upgrade email from ColorByte. Follow the instructions in that email to retrieve your license number. That number will be used to License your software during the installation process.

## Installing ImagePrint

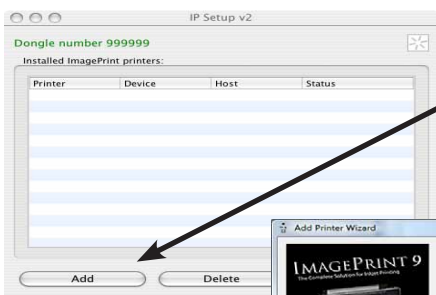
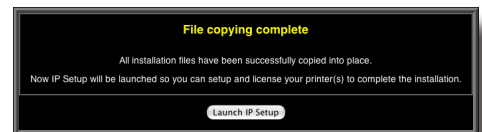
1. Double click on the Installer icon.  The Welcome screen will appear. Click **Continue**.
2. Read the license agreement. Click **I Agree** if you accept the license to continue with the installation.



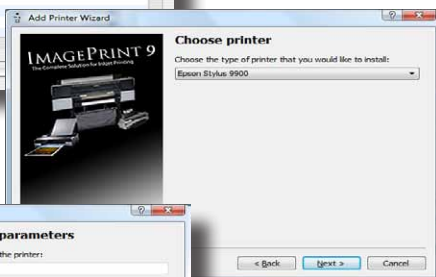
3. ImagePrint files will now be copied into place. (Macintosh users will first be prompted for their computer password).

When copying is finished, click **Continue**.

4. You will now need to configure the printers you plan to use with ImagePrint. Click **Launch IP Setup** to launch the IP Setup wizard.



5. In IP Setup, click “Add Printer” then click “Next” in the window that appears.



6. In the Choose Printer window, select the printer type that you wish to install from the drop down menu and click **Next**.



7. Type in a name for the printer, or use the provided default. Please do not use spaces in the printer name. Click **Next**.



8. If this is the computer that will be communicating directly with the printer, choose **Yes**. (In most cases this is the proper selection).

If you have not purchased the software yet and do not have a dongle, choose **Demo Mode**.

Click **No** only if you have already installed ImagePrint on another computer and plan to use this computer as a remote *client*. In the next window you will then specify the IP Address of the ImagePrint Host computer to complete the installation.

Click **Next**.

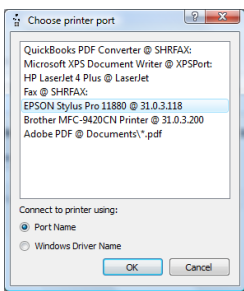
9. The next window allows you to specify how you are connected to the printer.

- **Ethernet** (Network) Connection (WINDOWS *and* MACINTOSH)

If the printer connection is ethernet (network), click Ethernet and provide the IP Address of the printer. This must be a static (unchanging) address. Your printer manufacturer provides information on finding your particular printer's IP address and setting it to static (also known as "manual" mode).

- **USB / Firewire** Connection (*WINDOWS ONLY*)

Choose **Local Port**, then click the **Port...** button.



In the window that appears, click the manufacturer's driver for your printer. For Epson printer's, it will usually have "Stylus" in the name.

- Leave the Port Name button selected for USB connections to the printer.

- Choose Windows Driver Name for Firewire connections.

Click **OK**, then click **Next**.



- **USB** Connection (*MACINTOSH ONLY*)

To specify USB as the connection on Mac, choose USB, then click **Continue**.



*Note: Firewire is not supported by ImagePrint on the Macintosh.*



10. Now you need to License your printer(s). *If installing ImagePrint as a trial version you can skip this step by clicking **Finish**.*

Enter the 19 to 21 digit ImagePrint 9.0 license number that you retrieved by following the directions in your ImagePrint 9.0 Upgrade email.

Note: If you don't have a license number you can skip this step for now and enter it later by simply launching the IP Setup utility located in your ImagePrint folder and clicking **License**. However, without an license code, ImagePrint will only print in DEMO mode.

Click **Finish**.

11. Your installed printer will now be listed in the IP Setup window. If you need to install a 2nd printer, choose Add Printer and repeat steps 5 through 11.

If you have no further printers to set up, close IP Setup by choosing Quit from the menu at the top of the screen (Mac) or click the X icon in the upper right corner of the window (Windows).

## Your Installation is now complete!

Choose to **Quit**, or to get started with ImagePrint 9.0 right away, choose **Launch ImagePrint**.

*To launch Imageprint at a later time, double-click the ImagePrint icon from within the ImagePrint folder in Applications (Mac) or choose it from the Programs group in your Start menu (Windows). Mac users may wish to drag the ImagePrint application icon to your Macintosh Dock for convenience.*

## Further Documentation

The full ImagePrint PDF manual is located in the ImagePrint folder and can be accessed by choosing **Manual** from the ImagePrint Help menu. It describes all ImagePrint features, and is a valuable reference for getting the most out of your software. If you're new to ImagePrint, Chapter 4 (The Basics) is a great place to start, providing a walkthrough of the most commonly used features. If you're already familiar with a previous version of ImagePrint, check out the "What's new in 9.0" section in the manual's preface.

Need help? A troubleshooting guide is available in the ImagePrint folder or by choosing Troubleshooting from the Help menu in ImagePrint. Most problems can be resolved by referencing this guide, but email support is available for all ImagePrint 9.0 users. The first section of the Troubleshooting guide contains support contact information.

