Quick Start to Install ImagePrint - Windows and Macintosh
Updated September 2015

Important - Before Installing

You will need the USB dongle included in your shipment and a license number for each printer you plan to use with the software. To retrieve your license number(s), type the address shown below into a web browser:

<div align="center">

www.colorbytesoftware.com/getcode/

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You will be asked to enter the 6 digit dongle number and the login code received in your upgrade email. Your license number(s) will then be immediately emailed to the address you provide on the web form. You will need to enter the license as part of the ImagePrint installation process.

Installing ImagePrint

1. Double-click the Installer file to start the installation.

- *Note for Macintosh users: If you receive an "Unknown Developer" warning when launching the installer, right click (or control click) the installer icon instead of double-clicking it, then choose OPEN from the context menu that appears. You'll see the same warning window, but now you will have an "OPEN" button that will allow you to continue the installation.*

2. After reading the License Agreement, click the "I Agree" check box then click the Install button.
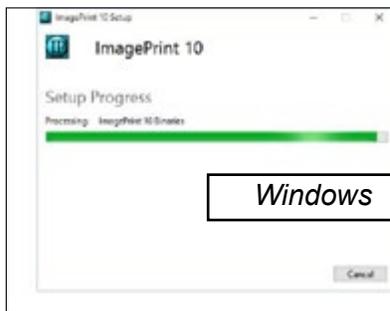
Windows

3. A status screen will appear as ImagePrint files are copied into place.
(Macintosh users will first be prompted for their computer password).


Macintosh

4. You will now be able to configure the printers you plan to use with ImagePrint. Click **Launch IP Setup** (Mac) or OK (Windows) to launch the **IP Setup** wizard.

5. Adding, configuring and licensing printers in IP Setup.

- If you are **updating from a previous version of ImagePrint** you will see your previously installed printer(s) listed. If you don't need to add a new printer, you can proceed to **step 10** to License your printer for version 10.
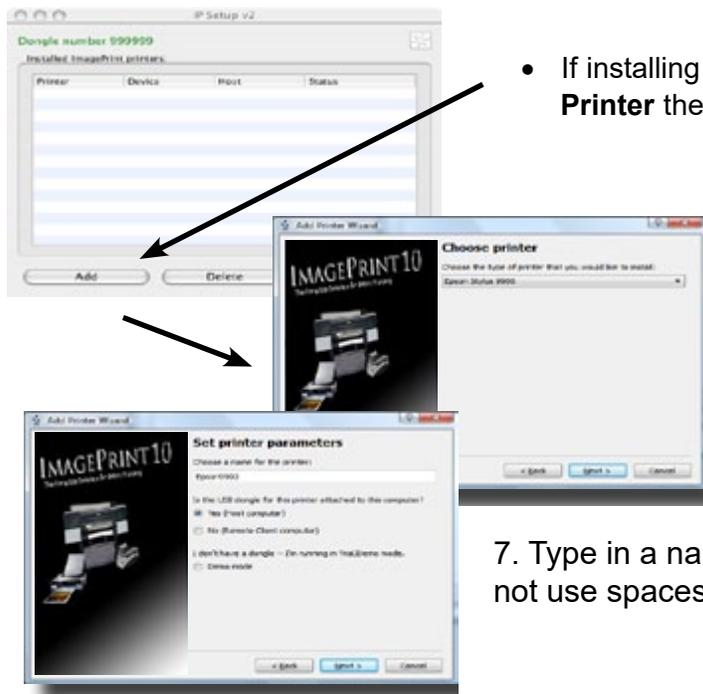
- If installing **a new copy of ImagePrint, or adding a printer**, click **Add Printer** then click **Next** in the window that appears.

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).

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
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 Connection (Windows)

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

In the window that appears, click the driver for your printer. *Epson printers will usually contain "Stylus" in the name.*

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

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

• USB Connection (OSX)

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

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10. LICENSING Enter the 19 to 21 digit license number for your printer that you received via email. *If you don't have a license number you can skip this step and enter it later via the IP Setup utility located in your ImagePrint folder. However, without a license code, ImagePrint will only print in DEMO mode.*

Click **Done**.

11. Your installed printer will now be listed and licensed in the IP Setup window. If you need to install a 2nd printer, choose Add Printer and repeat steps 6 through 10. If you have no other 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 10.0 right away, choose **Launch** to open **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 complete ImagePrint manual is located in the ImagePrint folder (ImagePrint 10 Users Manual.pdf) 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 10.0" 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 10.0 users. The first section of the Troubleshooting guide contains support contact information.