

# New features and enhancements in Prinergy Evo Workflow 9.0

**Note: The license key format has changed in Evo 9.0. Please Remove License Key in your old version of Evo Administrator prior to 'Save Configuration' and migrate to Evo 9. Retrieve License in Evo 9 will not work if you do not remove the key on the old Evo system. Please call Kodak Support to Release the key for you in License Key Server if you forgot to Remove the key on the old Evo system.**

- EVO-7305 Server Platforms supported - Windows Server 2019 & Windows 10 Pro
- EVO-7305 Client OS supported - Windows 10 & Windows 11
- EVO-7298 PDF processing updated and support latest PDF Library 18
- EVO-7306 Update the RIP to a 64-bit component APPE 5.7
- EVO-7489 Complex Job Mode\* and EVO-7330 Fine Line Rendering\* option added to APPE RIP to match CPSI RIP which improved Output performance for PDFs with transparency and complex clipping paths. The options are added in Render section of Output Process Templates.
- EVO-7323 Acrobat Plug-ins support with Acrobat Pro 2017 and Acrobat DC 2020
- EVO-7308 ColorFlow 9.0.2 support
- EVO-7309 Preps 9.0.x support (Please check [Preps 9.0 New Features and Limitations](#))
- Pandora 9.0 support
- EVO-6779 Manual ColorFlow curve selection (New feature in Evo 9.0 GA Release)
- EVO-7513 ColorFlow curve selection in Dynamic Settings (New feature in Evo 9.0 GA Release)

## \*Complex job mode

Select this check box to process complex jobs that would otherwise fail or take excessive time to complete the RIPping process, such as map jobs or PDF files with very high resolution bitmaps. This option should not be used for normal jobs that can be RIPed successfully without it, because RIPping with this option may take longer to process. RIPping complex jobs with this option may take many hours to process although the jobs will succeed in outputting.

Complex Mode use an Adobe Rasterization Rip method, that will divide the artwork into segments and rasterize at device resolution (instead of using the default "Hybrid Flattening" Rip method). This method may improve performance for very complex PDFs that contain transparency and many vector paths. Complex job mode is off by default, because using these options could result in slower performance compared to using traditional hybrid flattening for non-complex PDFs.

## Automatic:

**This is the recommended Complex Job Mode option to use.** Use Automatic if you regularly receive complex PDFs. This mode will analyze the pages in a job and choose the best Ripping mode based on content (rasterizing or hybrid flattening).

The Complex Job Mode option in Prinergy prior to version 9 (now labelled 'legacy') used a global method of rasterizing, regardless of complexity, which could cause slowdowns for non-complex PDFs. Automatic solves this issue, as it will analyze the page content and choose the best mode for each page in the job (rasterizing or hybrid flattening). Its still off by default as the analyzing may add unnecessary overhead for non-complex jobs (i.e. jobs without many paths and transparency).

Note: We've seen a significant speed enhancement with complex packaging files.

### **Standard Rasterizer:**

Uses Adobe Common Renderer for rasterizing. This option also supports additional Adobe Rip features not yet included in Prinergy.

### **Alternate Rasterizer (legacy Mode):**

Uses Adobe Graphics Manager for rasterizing. This is option Prinergy used prior to version 9. This option rasterizes all pages regardless of complexity. This option is typically faster than Standard mode for extremely complex PDFs

### **Notes:**

- These options may consume additional RAM.
- These options only works with Adobe PDF Print Engine output.
- These options have had limited testing, so caution is urged when using them.

### **\*Fine Line Rendering**

Produces a crisper rendering of fine lines, for applications such as security printing. With this option on, pixels are turned on only when an element such as a stroke hits the middle of the pixel grid. Without this option a pixel is turned on even if the element only touches a very small portion of the pixel grid.