XColorRIP x64 — What's New for Existing Users

For users of the previous 32-bit XColorRIP (AnyRip.exe): what changed, and where and how to use each changed feature.

2.0.1 (x64) · 2026-10

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How to read this manual

You are	Start with
Installing for the first time	**1 At a glance → 2 Installation and screen → 3 Workflow**
Only interested in what changed	**1 At a glance → 6 Removed or changed features**
Looking for a specific feature	**4 (engine and speed) · 5 (features)**
Briefing your designers	**7 Artwork recommendations**

- Menus are written as `File > Add Job...` and shortcuts as `Ctrl+O`.
- Most screenshots show the English UI; the screen map in 2-2 shows the Korean UI (same layout). Menu and button names in this manual are the English UI names.
- Measurement conditions for every number are listed in section 9. Speed depends on the artwork, the PC and the settings.

1. At a glance

Area	Before (32-bit)	New (x64)	What it means for you
RIP engine	Ghostscript 9.16	**Ghostscript 10.07.0 (64-bit)**, separate process	Up-to-date PDF/EPS handling; the screen stays responsive while the engine works
Memory	2 GB per process	**No 2 GB wall**, band rendering for huge pages	Huge banners and heavy PDFs without "out of memory"
High speed	—	**RIP speed "High speed" (X and Y)**	Banner job 185 s → 51 s (about 3.6×), same quality
PDF	Converted to PS, then RIPped	**Direct PDF RIP**	Work starts as soon as a large PDF is added
Workflow	RIP → print → next RIP	**Pre-RIP**: the next job is RIPped while printing	Less printer idle time
Job list	Printing moved the job to the RIP Q	**Jobs stay in the Job Q**; a copy goes to the RIP Q	No moving jobs back to change settings and reprint
Reprint	RIP file deleted after printing (preference)	**Spool kept** — change the copy count and print	No re-RIP
Progress	Progress bar	**Output Strip** · status LEDs · elapsed time	See which tile is printing at a glance
Print record	—	**Print History** window	When, what and with which settings
White ink	EPS · TIF · PSD	**Adds PDF and transparent PNG**, 4 choke modes, transparent preview, Photoshop extra-channel TIF	Easier DTF preparation

Area	Before (32-bit)	New (x64)	What it means for you
Color	Dot gain values did not reach the output	**Dot gain support** (C·M·Y·K separately), 3 gradient quality levels	Fine density control per printer and medium
Interface	Previous interface	**Saved docking layout**, 9 themes, 5 toolbar icon sets, 5 languages	A workspace that fits you
Installation	`AnyRip.exe`	**`XColorRIP.exe`**, `C:\XColorRIPx64`	Installs side by side with the old version

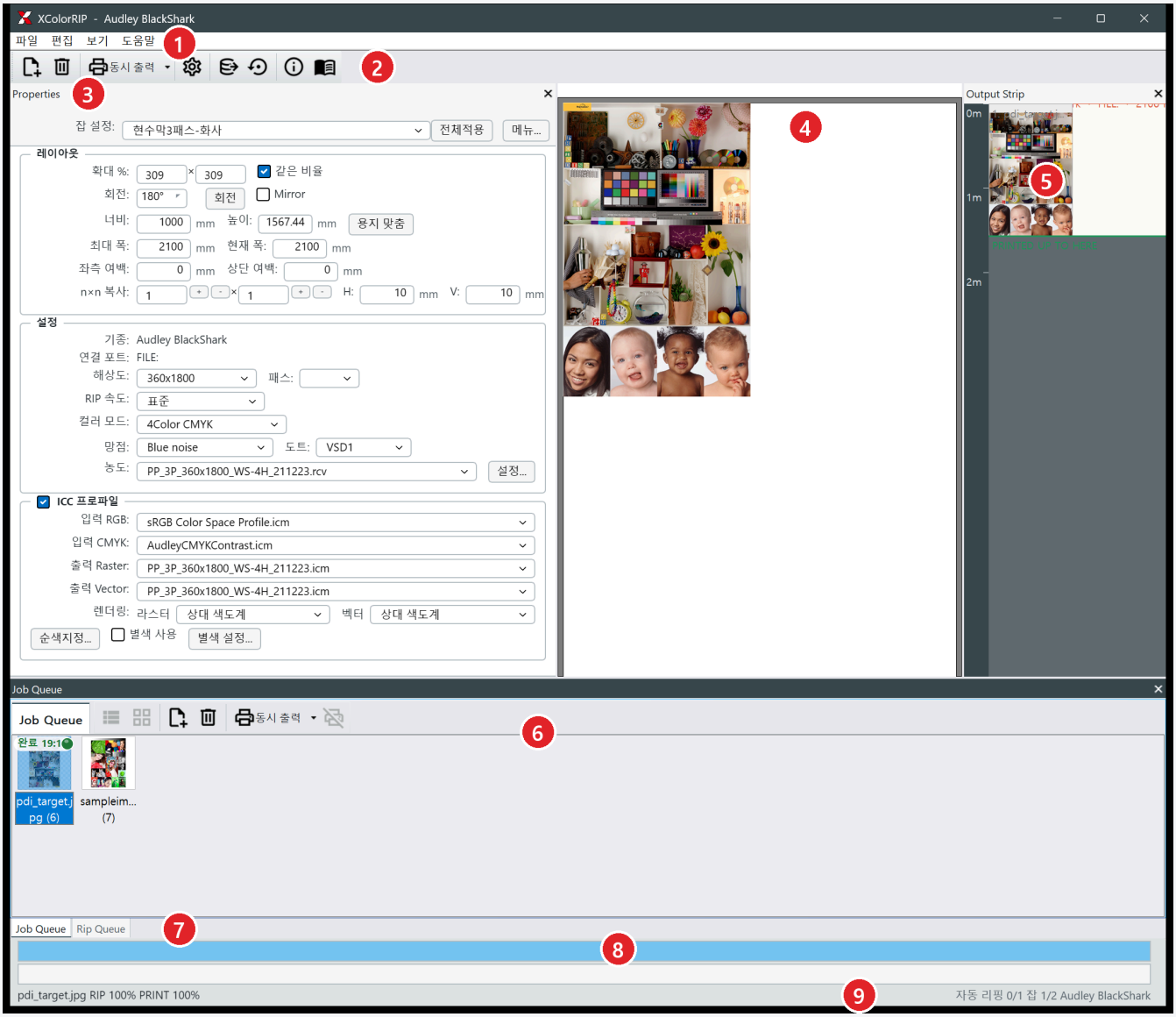
2. Installation and screen

2-1. Installing and first start

1. Run the installer. Setup is available in 5 languages (한국어 · English · 中文 · 日本語 · Español).
2. The default folder is `C:\XColorRIPx64`. It **installs separately from the 32-bit version**, so both can stay on the PC. The installer adds the runtimes it needs.
3. Start **XColorRIP**. The program file is `XColorRIP.exe`.
4. The program **always runs as administrator**, to avoid network (TCP/IP) printing being blocked on some PCs. Answer **Yes** when Windows asks.
5. On first start, choose the **printer and port** in `File > Preferences... > Setting`. For a network printer, enter the address with **TCP/IP**. Printers installed in **Windows** also appear in the port list.
6. Language, units and theme are in `File > Preferences... > General` (see 5-5).

- Uninstalling **keeps your color settings**.
- If original jobs were left in the old version's RIP Q, the first start of the new version **moves them back to the Job Q**.

2-2. Screen layout



Main window — numbers match the table below

No.	Name	What it does
①	Menu	File · Edit · View · Help (see 2-4)
②	Main toolbar	Add Job · Delete Job · **RIP mode button** · Preferences · CMS Backup/Restore · About · Help (2-3)
③	Properties	Job settings of the selected job. Tabs: **Layout · Setting / Tile / Annotations / White Ink** (white-ink printers)
④	Preview	Layout preview of the selected job (rulers in mm)
⑤	Output Strip	Preview joined in print order, with progress (3-5)
⑥	Job Queue	Job list. **Status LED** at the top right of each thumbnail (3-3)
⑦	Queue tabs	Switch between **Job Queue** and **Rip Queue**
⑧	Progress bars	Top = printing, bottom = RIP progress
⑨	Status bar	Current job state · auto RIP · job number · printer

- Panes ②–⑥ can be **dragged and docked elsewhere or stacked as tabs**; the layout is restored at the next start.
- If a pane is closed or the layout is messed up: turn panes back on in `View > Properties Pane / Job Queue Pane / RIP Queue Pane / Output Strip Pane`, or use `View > Reset Layout`.
- **List column widths are remembered.**

2-3. Toolbar

Add Job	Ctrl+O · puts files into the Job Q
Delete Job	Del · deletes the selected jobs
RIP mode button ▼	runs the mode shown · ▼ changes the mode
Preferences	printer, port, language, units, theme …
CMS Backup	back up color (CMS) settings
CMS Restore	restore backed-up color settings
About	version, engine, lock key number
Help	opens the manual

Main toolbar buttons (Flat MDI icon set)

- The **RIP mode button** shows the selected mode (e.g. "RIP & Print"). Click it to run that mode; use ▼ to change the mode. The mode is kept for the next start.
- Job Queue toolbar: List view · Thumbnail view · Add Job · Delete Job · RIP mode button · **Cancel Output**
- Rip Queue toolbar: Delete Job · Cancel Print · **Print**

2-4. Menus and shortcuts

Menu	Items (shortcut)
File	Add Job... (`Ctrl+O`) · Default Job Setting... (`F9`) · Save Job file... (`Ctrl+S`) · Load Job file... · **Preferences...** · **Print History...** · RIP (`Ctrl+R`) · RIP & Print (`Ctrl+P`) · Print After RIP (`Ctrl+F`) · CMS Backup · CMS Restore · Clear all... · Exit (`Alt+X`)
Edit	Select All (`Ctrl+A`) · Delete Job (`Del`) · Delete after print
View	View Toolbar · Status Bar · View Thumbnail · Properties Pane · Job Queue Pane · RIP Queue Pane · Output Strip Pane · **Reset Layout**
Help	About... (`F1`) · Help...
Job Q right-click	Add Job... (`Ins`) · Nesting · Unnesting · Auto Zig · **Copy Job** · Delete Job (`Del`) · Save/Load Job file · RIP · RIP & Print · Print After RIP · **Cancel Output**
Rip Q right-click	Default Job Setting... (`F9`) · Delete Job (`Del`) · Save Job file... · **Print** (`Ctrl+P`) · Print Channel 1–4 · Pause · Cancel Print

3. Workflow — what you do differently

3-1. Jobs stay in the Job Q (the biggest change)

In the old version a printed job **moved to the RIP Q**, and to change settings and print again you had to "move it back to the Job Q". Now:

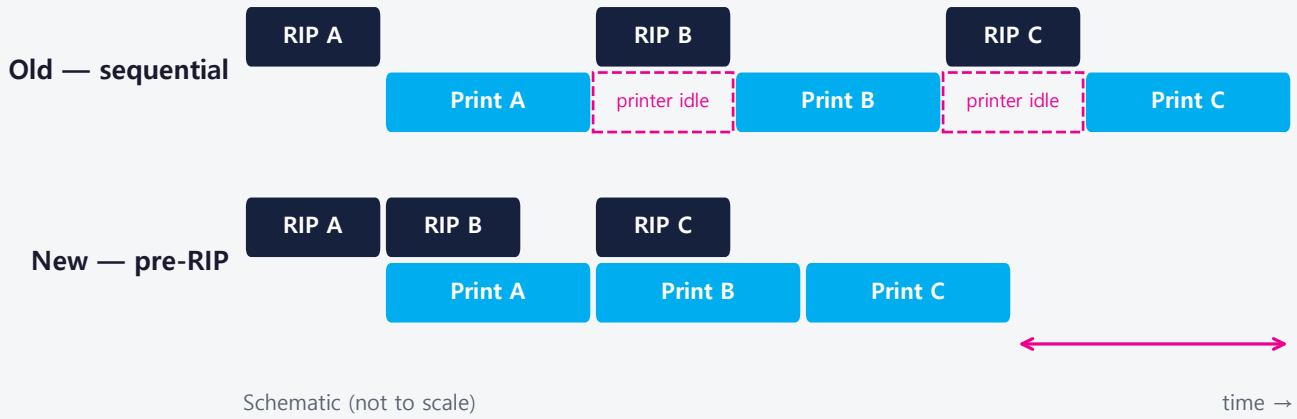
- **Jobs always stay in the Job Q.** Printing sends a **copy** of the job, as it is at that moment, to the RIP Q.
- You can edit the original in the Job Q even while it prints; the changes apply **from the next output**.
- The **"Move to Job Q" command is gone.**

3-2. Printing — three modes

1. Select jobs in the Job Q (`Ctrl` / `Shift` + click for several, `Ctrl+A` for all).
2. Click the RIP mode button, or use a shortcut.

Mode	Shortcut	What it does
RIP	`Ctrl+R`	RIP only and keep the result (spool). Print later from the RIP Q
RIP & Print	`Ctrl+P`	Print while ripping
Print After RIP	`Ctrl+F`	Print once ripping is finished

- **Pre-RIP**: while one job prints, the next is ripped in advance, and the queue moves on as soon as a RIP finishes. Print order is kept. It works automatically.



Before (sequential) vs new (pre-RIP) — schematic

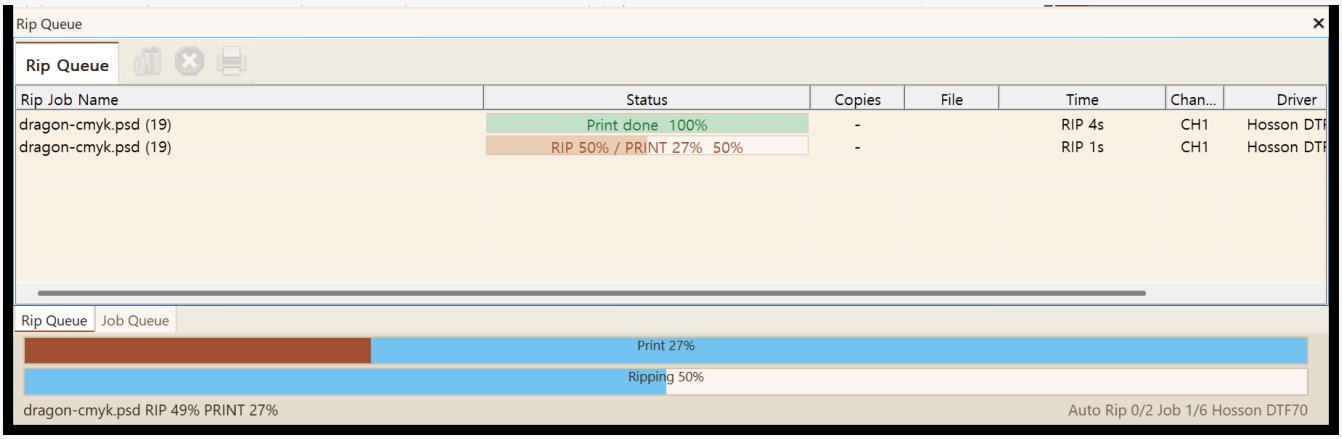
3-3. Job Q status LEDs

The status appears at the top right of each Job Q thumbnail.

Shown	Meaning	LED
Waiting	Waiting in the RIP Q	amber
Ripping n%	Ripping	blue
Printing n%	Printing (k/N for several copies)	teal
Ripped	Ripped only, spool kept	navy
Done HH:MM	Printed (or prn file written)	green
Error	Failed	red
Cancelled	Cancelled by the user	grey

- The last result (done, error or cancelled, with the time) **stays in the Job Q after a restart**.
- You can **Cancel Output** from the Job Q as well (toolbar or right-click): a printing job stops, a waiting job leaves the RIP Q.
- Deleting a printing job from the Job Q asks "cancel the output and delete?".

3-4. RIP Q — reprint with a new copy count



RIP Q — RIP 50% / PRINT 27%: ripping and printing at the same time

States: waiting · ripping · printing · ripped (spool kept) · print done · error · spool released

Columns: job name · status (progress) · copies · file · **time (RIP m:ss · Print +m:ss)** · channel · driver · port - While the engine parses a file, **"GS interpreting m:ss"** is shown. If the time keeps counting, the job is progressing normally.

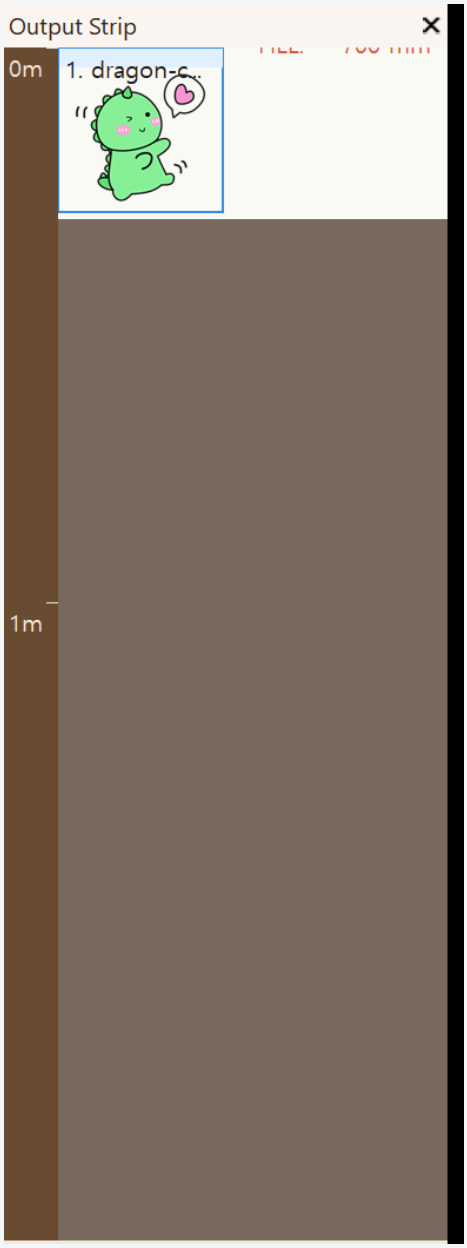
To reprint with a different copy count 1. Open the **Rip Queue** tab at the bottom. 2. Click the **Copies** cell of the row, type the number and press `Enter`. 3. Click **Print** on the toolbar (or right-click > Print, `Ctrl+P`). If the spool is still there, it prints **without re-ripping**.

- For jobs printed to a file (prn, FILE: port) the copies cell shows "-" and cannot be edited.
- To print again **with different settings**, change the job in the **Job Q** and print it again (a new copy is made).

Spool (RIP result) rules - The spool is **not deleted after printing**. That is why the preference **"Automatically delete the rip file after output" is gone**. - A spool is deleted when you **delete** the row from the RIP Q · **cancel** it · **exit** the program · or disk space runs low. - When free space on the spool drive drops below the limit, spools of **jobs that are already printed are released, oldest first**. Spools of jobs not yet printed are never released automatically. A released row shows "spool released" and is re-ripped if printed again.

Exiting empties the RIP Q - On exit the RIP Q and its spools are cleared. The original jobs are in the Job Q, so nothing is lost. - If jobs are ripping, printing or waiting, XColorRIP **asks before exiting**.

3-5. Output Strip and tile preview



Output Strip — preview joined in print order with progress

- The **Output Strip** pane joins previews in print order and marks what is being ripped and printed. The ruler on the left is the output length (m).
- Tiled jobs appear **tile by tile in print order**, with a preview for each tile.
- If the pane is hidden: `View > Output Strip Pane`.

3-6. Print History (new)

Look up when a file was printed and with which settings.

1. Open `File > Print History...`.
2. Columns: Completed · File · Size (mm) · Color mode · Copies · Tile · RIP time · Result (done/stopped)
3. **Search file / model** at the top, and filter by model and result.
4. Select a row to see **every output option** below (input path, job setting, resolution, dither, ICC, white, scale, rotation, margins, tiles, start and end time, ...).
5. **Export TXT** saves the record as a text file.

3-7. Adding and setting up jobs

Adding jobs - `File > Add Job...` (`Ctrl+O`), Job Q right-click > Add Job... (`Ins`), or **drag files from Explorer onto the Job Q**. - For **multi-page PDFs** you can choose pages, or make one job per page, when adding. - **Copy Job** (Job Q right-click): two versions of the same artwork with different settings.

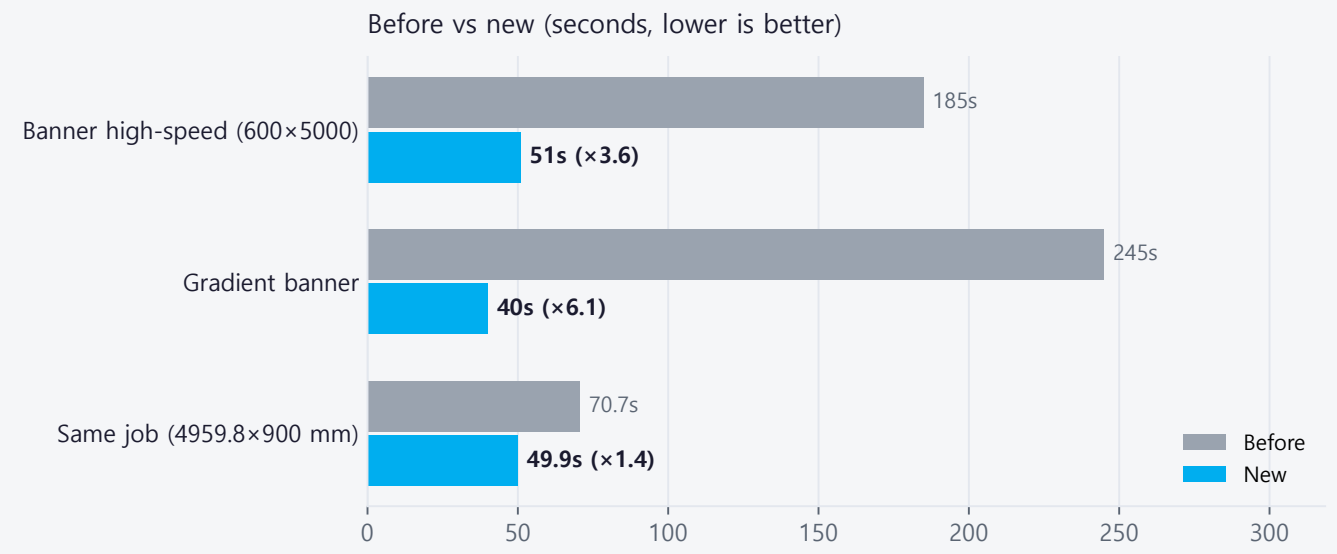
Job settings (Properties) - All job settings are now in **one Properties pane**. Tabs: **Layout · Setting / Tile / Annotations / White Ink** - Default settings can be edited **with no job selected** ("select a job first" means no job is selected). - Pick a saved setting (preset) from **Job setting** at the top. **Menu...** next to it: New · Save · Save As · Rename · Delete · Apply as default.

4. Engine · speed · memory

4-1. Ghostscript 10.07.0 (64-bit)

The RIP engine moved from 9.16 to 10.07.0. It now runs as a **separate process**, so the screen stays responsive while heavy files are parsed.

4-2. Speed — what got faster



Before vs new — default settings

- **High speed mode** (4-3): banner job 185 s → 51 s (about 3.6×)
- **Gradients**: re-tuned vector gradient quality; a 10,100×1,800 mm gradient job 245 s → 40 s, no banding
- **Same job**: separate engine process and a wider transfer path; a 4959.8×900 mm job 70.7 s → 49.9 s (−29.3%), identical output
- Faster RIP, **byte-identical output**.

  Multithreaded rendering (advanced, off by default) — the engine can split rendering across CPU cores, but this is off by default. Measured gain at 4 threads was about 1.5×, and High speed mode is more effective for large prints. Contact technical support if you need it for very large jobs.

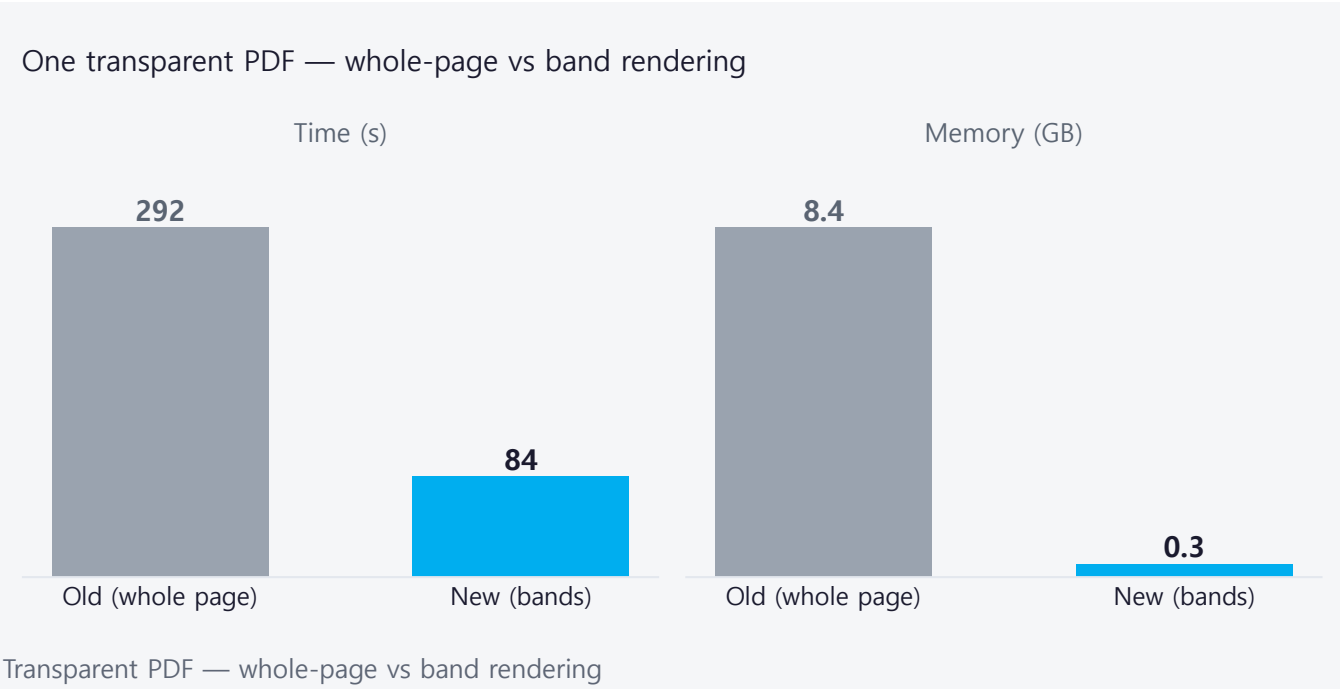
4-3. RIP speed — High speed

Choose **Standard** or **High speed** in `Properties > Layout · Setting > RIP speed`. **High speed** renders at a reduced resolution and scales the result up to the output resolution **in both directions**. Less to render means a faster RIP, and at normal viewing distance the quality difference is minimal. It pays off most on large prints such as banners.

- Banner job (600×5000) **Standard 185 s → High speed 51 s (about 3.6×)**, same quality as Standard — checked on gradient artwork

4-4. 64-bit · memory

- The 32-bit version could use **only 2 GB** of memory. The new version has no such limit.
- It does not grab all of the PC's memory. It uses **what the job needs** and renders big pages **in bands** — which is actually faster.



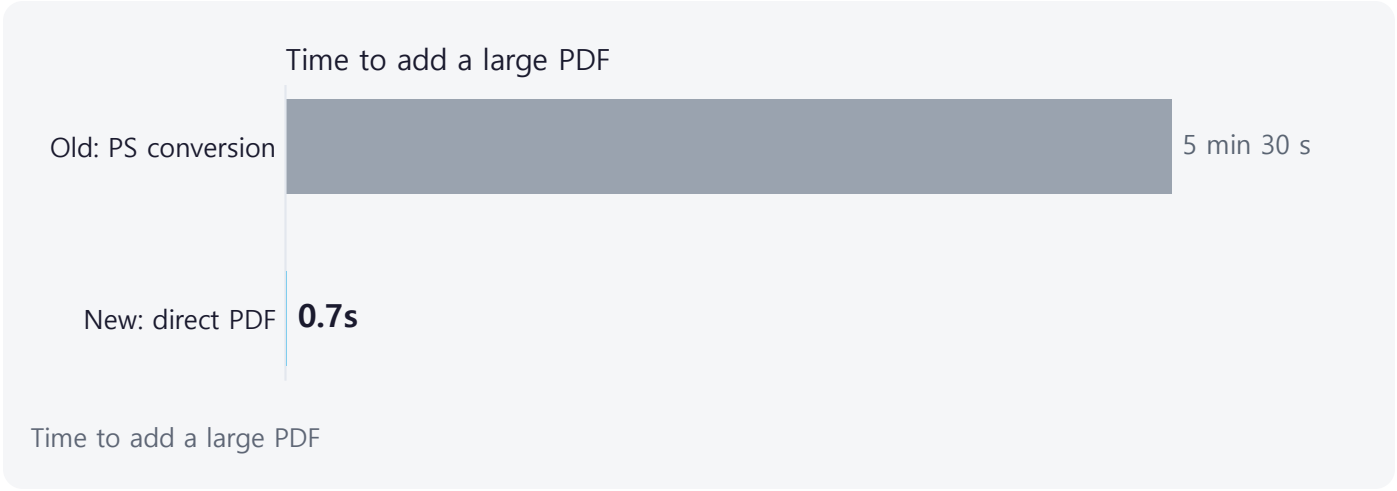
Transparent PDF — whole-page vs band rendering

- One PDF with transparency: **292 s · 8.4 GB → 84 s · 0.3 GB** (3.5× faster, 1/27 of the memory). The diagonal artefact of whole-page rendering is gone too.

5. Changes by feature

5-1. File support

Direct PDF RIP PDFs are read directly, without converting to PS, so work starts as soon as a file is added.



- Adding a 7200×3800 mm photo-wall PDF: **5 min 30 s → 0.7 s**
- Fixed: PDFs with transparency groups printing inverted (negative).

AI files - PostScript-type AI files are handled as EPS and print at **their real size** (previously cropped to A4). - AI files in Illustrator 8 or older format (or saved as "legacy") that the engine cannot read are not added; XColorRIP asks you to **save them again as PDF (or EPS)**.

TIF · PSD

Format	Supported
TIF	8 bit/channel, strip layout · CMYK · RGB · CMYK+white (5 channels) · RGB+alpha (4 channels) · Photoshop extra channels
PSD	8 bit/channel, **single layer** · CMYK · RGB · alpha/spot (white) channels
EPS / PS / PDF	Ghostscript rendering
PNG	Standard raster · **transparency (alpha) → white**
JPG / BMP	Standard raster

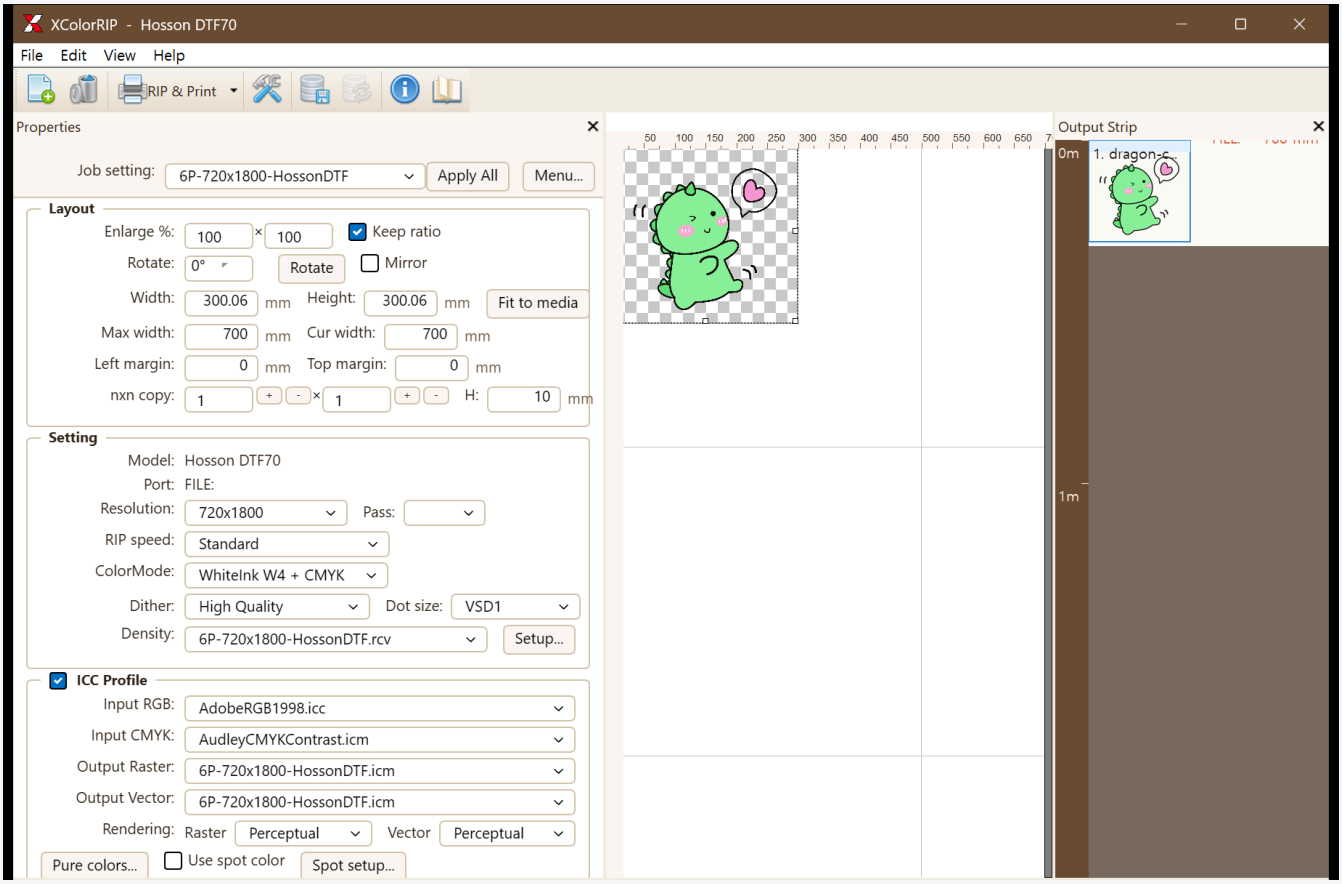
- TIF files with **Korean (non-ASCII) file names** also get a preview.

5-2. White ink

With a white-ink printer selected, a **White Ink** tab appears in Properties.

Item	Description
Use white ink	Creates the white plate
Target	**All colors** / **Contrast white** / **Image All (Box)**
Use Alpha Channel	Uses transparency (alpha) or the extra channel as the white shape
White ink density	Amount of white
Choke	Shrinks or grows the white slightly so no white edge shows. Directions: **Inner - All · Inner - Top/Bottom · Inner - Left/Right · Outer (expand)**, with top/bottom/left/right values
EPS File White Convert	Resolution used to build white for EPS

- White ink now works with **PDF and transparent PNG** too (as well as EPS, TIF and PSD). For the **transparent-background PNGs** common in DTF design, white goes under every non-transparent area (White Ink tab, **Use Alpha Channel**).
- The preview shows white areas as **transparent**, so you can see where white goes.
- **Photoshop extra-channel TIF**: add a channel in Photoshop, paint the white shape into it and save as TIF — white prints exactly in the shape of that channel. No white preparation in the RIP.

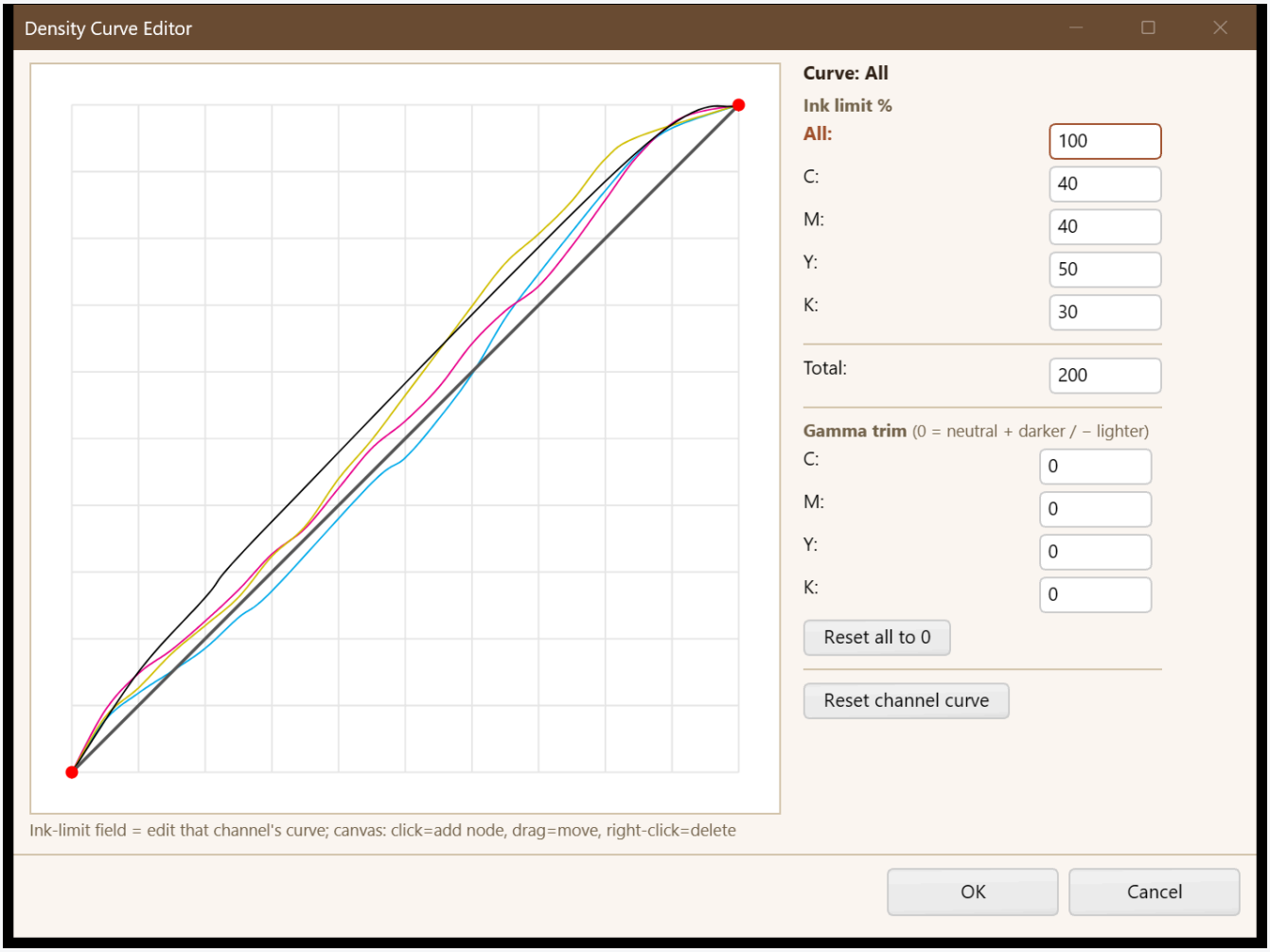


White-ink printer (Hosson DTF70) — color mode WhiteInk W4 + CMYK; transparent areas of the artwork shown as a checkerboard

5-3. Color — Dot gain support

Adjust **each of C, M, Y and K** darker or lighter.

1. In `Properties > Layout · Setting`, click **Setup...** next to **Density**.
2. Choose **Edit...** → the **Density Curve Editor** opens.
3. Enter C · M · Y · K values in the **Gamma trim** box on the right: **0 = neutral, + = darker, − = lighter** (±100). "● trim applied" shows when a value is set; **Reset all to 0** resets them.
4. **OK**.



Density Curve Editor — ink limits and Gamma trim (Dot gain)

- In the old version these values never reached the output. They **now take effect**.
- Color settings (presets) saved earlier **print exactly as before** — all 285 existing presets were compared one by one.
- **Read Density Chart** in the same menu opens the measuring tool (ChartRead).

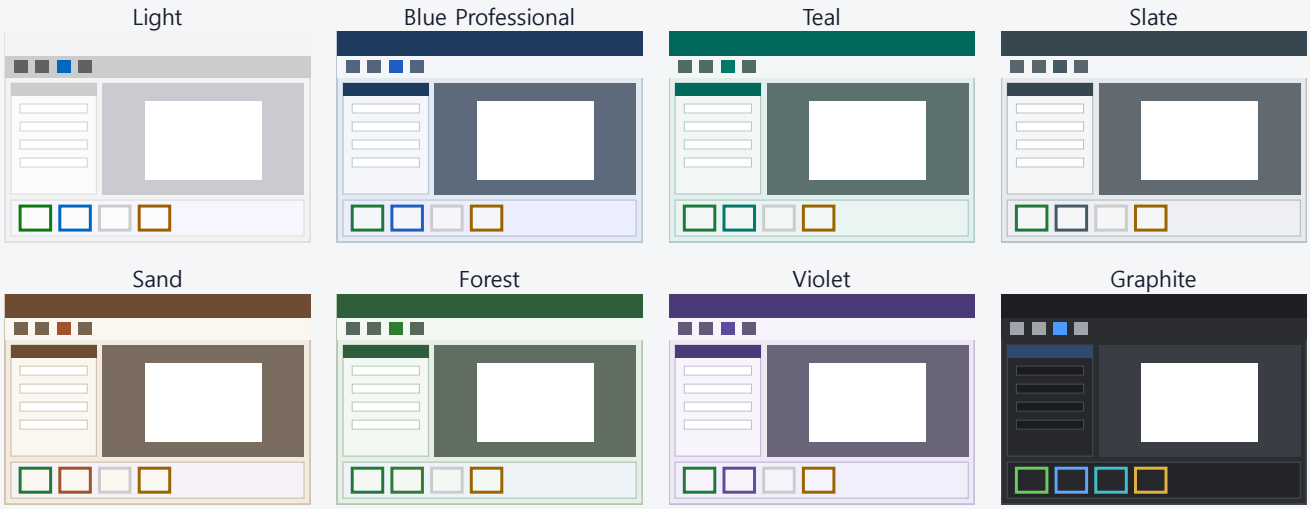
5-4. Color — more

- **3 gradient quality levels** — no more banding in gradients.
- **CMS Backup / Restore** — `File > CMS Backup / CMS Restore` or the toolbar. Back up color settings or move them to another PC.
- **Reproducibility** — the same settings give **byte-identical output** every time.
- The input ICC profile list is sorted by name.

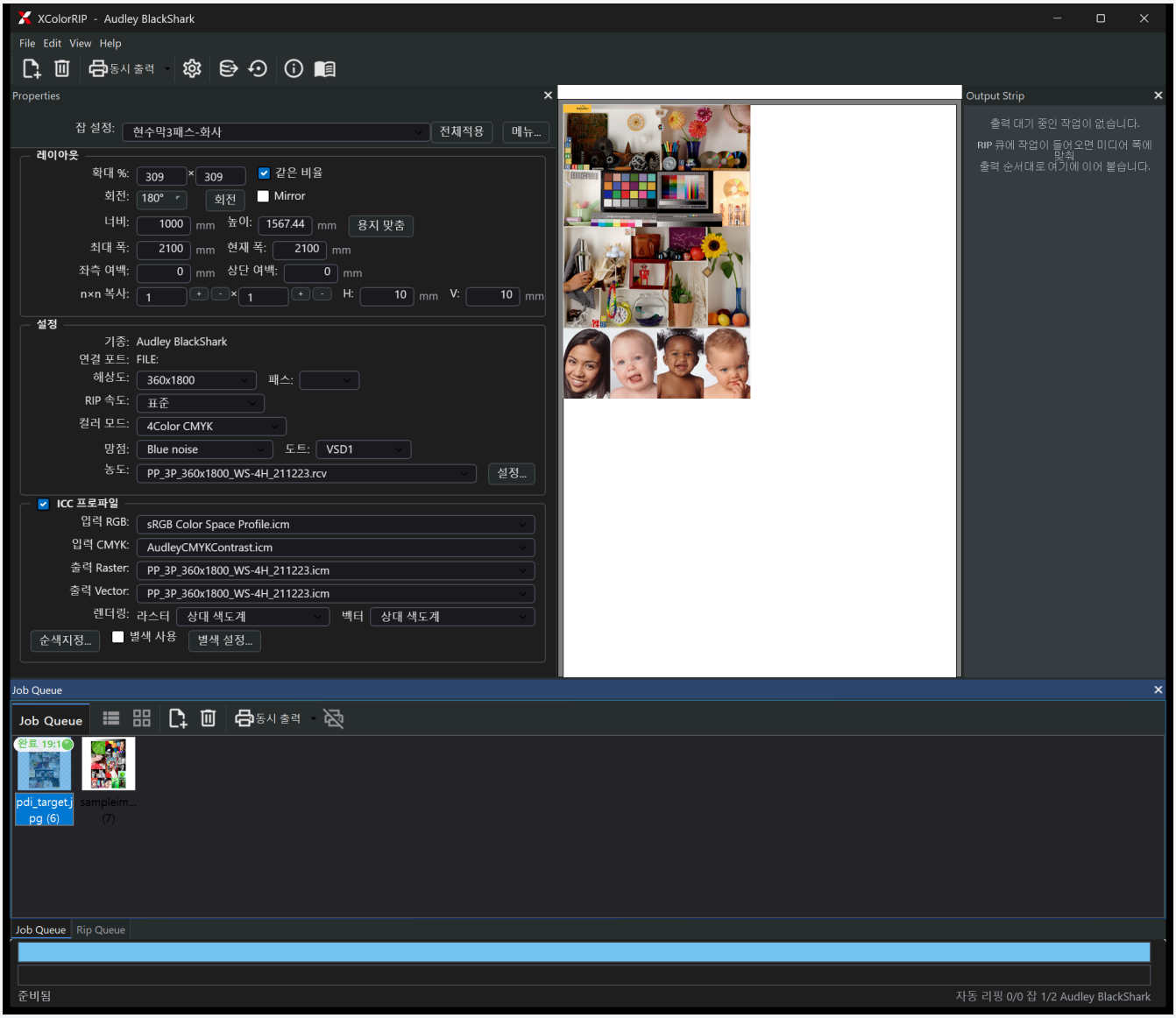
5-5. Interface — theme · toolbar icons · language · units

Changing the theme 1. `File > Preferences... > General`. 2. **Theme**: Classic · Light · Blue · Teal · Slate · Sand · Forest · Violet · **Graphite (dark)**, then **OK**. 3. **Restart** the program to apply it.

Theme color samples (theme.json values)

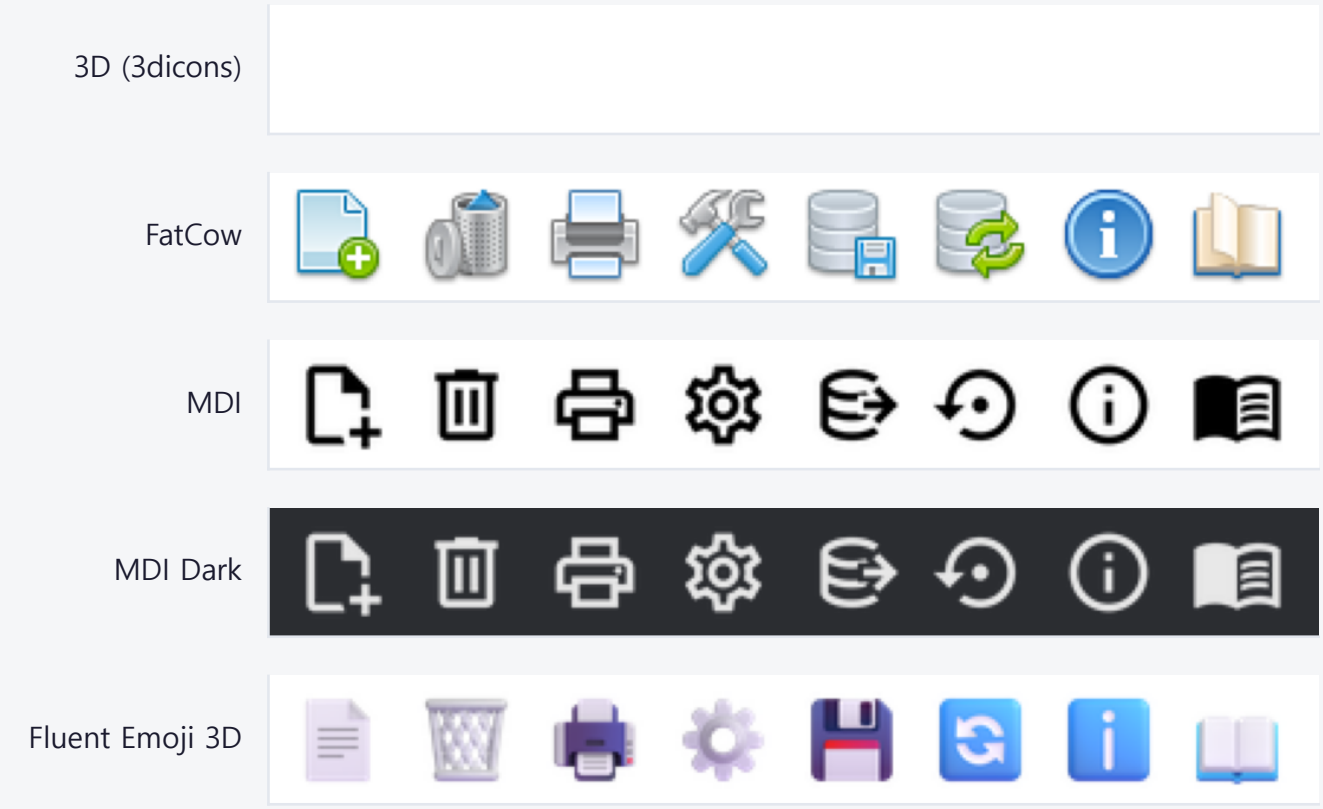


Theme color samples



Graphite (dark) theme

Changing the toolbar icons 1. In the same `General` tab, **Toolbar icons**: 3D (3dicons) · 3D (Fluent) · Detailed (FatCow) · Flat (MDI) · Flat dark (MDI), and the **size** (24 / 32), then **OK**. 2. **Restart** to apply.



The 5 toolbar icon sets

Language · units - Same `General` tab: **Language** (한국어 · English · 中文 · 日本語 · Español), **Unit** (mm · cm · inch · point), decimal places, grid spacing.

5-6. Stability

- The RIP engine runs as a separate process, and field-reported crash causes were traced and fixed.
- Heavy EPS files no longer make the screen stop responding.
- XColorRIP **cannot be started twice**.
- Low space on the spool drive is reported **before ripping**.

5-7. About

`Help > About...` (`F1`) shows the version, the engine (Ghostscript) version, **the lock key number and license state**, and open-source notices.

6. Removed or changed features

Before	Now	Instead
RIP Q → Move to Job Q	Gone	The job is still in the Job Q. Change it there and print again
Preference Automatically delete the rip file after output	Gone	Spools are deleted from the RIP Q or on exit; released automatically when space is low
RIP Q restored at the next start	**RIP Q emptied on exit**	Originals are in the Job Q — print again
Printing moved the job to the RIP Q	A **copy** goes to the RIP Q	The Job Q original can be edited while printing
PDF converted to PS before RIP	**Direct PDF RIP**	Nothing to do
Large PS-type AI cropped to A4	Real size	Nothing to do
Some old AI files added and then failed	**Reported when adding**	Save again as PDF (or EPS)
Dot gain had no effect	**Takes effect**	Existing presets print the same
Install folder / program file	`C:\XColorRIPx64` · `XColorRIP.exe`	Can be installed next to the old version

Before	Now	Instead
Normal user rights	**Runs as administrator**	Answer "Yes" in the Windows prompt

7. Artwork recommendations (for designers)

Case	Recommendation
EPS with gradients	In Illustrator, **rasterize or Expand** the gradient before saving as EPS. Live gradients may drop out
Many objects or transparency effects	**Save as PDF** (EPS prints too, but parsing can take minutes). If EPS is required, run `Object > Flatten Transparency` ([Medium Resolution], Clip Complex Regions on) first — about 6× faster in our test
PDF settings	**Keep the document color mode, "High Quality Print", no color conversion**. Do not use PDF/X-1a
Old AI files	**Save again as PDF**
Layered PSD	**Flatten** in Photoshop before saving
16-bit PSD · TIF	Convert to **8 bit/channel**
Color reference	Make the RIP's input CMYK profile the same as the designer's **Illustrator color settings (CMYK working space)**
During large prints	**Close other programs** (browser, Excel, ...) for a faster RIP. Put the spool folder on the fastest drive (SSD)

8. When no preview appears

No preview does **not** affect ripping and printing.

Case	Fix
PSD with 2 or more layers	Flatten and save
16-bit/channel PSD · TIF	Convert to 8 bit
Tiled TIF	Save again in strip layout (the usual default)
Grayscale · Duotone · Indexed PSD	Convert to CMYK or RGB
PSD over 4 GB (width × height × channels)	—
A single tile over 300,000 pixels	Created, but Photoshop cannot open it (Photoshop limit)

9. Measurement conditions

- High speed: 600×5000 banner job, Standard vs High speed, measured at the factory · gradient quality checked (2026-10-09).
- Same job −29.3%: 4959.8×900 mm, 70,671 ms → 49,937 ms, identical output md5 (2026-09-28).
- Gradient: 10,100×1,800 mm, 245 s → 40 s (2026-08).
- Band rendering: one transparent PDF, 292 s · 8.4 GB → 84 s · 311 MB (2026-09-29).
- Direct PDF: adding a 7200×3800 mm photo-wall PDF, 5 min 30 s → 0.7 s (2026-09-29).
- Multithreaded rendering (off by default): 4 threads about 1.5× (28.6 s → 19.1 s), 8 threads = 4 threads (measured 2026-09-30).
- Printer utilization with pre-RIP: 94% with 3 jobs, file output simulating real printer speed (2026-09-09).
- Speed gains depend on the artwork. They are not an overall average.