# Technical Information

# Screening Filters

Screen angle and ruling have a direct effect on moiré. But, the screen angle and ruling combinations that produce good results for one screening method, may not work well for another. This has led to a lot of confusion among users who really don't care what angle and ruling are used, just as long as the printed results are good. To alleviate this problem, Linotype-Hell developed screening filters. This concept, introduced with the RIP 30 in May of 1990, provides a simple method to assure that the proper screen angle and ruling recommendations are used. Since then, each new raster image processor (RIP) introduced by Linotype-Hell has included screening filters.

Note: Two documents from the 1992 Linotype-Hell technical information notebook provide lists of angle and ruling information which are now somewhat out of date. This document replaces those earlier documents. For more detailed information on the screening method used by a particular RIP, please refer to the RIP manual.

### Screening filters

When a screening filter is activated, it selects the screen angle and ruling combinations (i.e., the screen set) that are best suited for a particular screening method. This means that if an application requests a screen ruling of 150 lpi (lines per inch), but the best results for a given RIP, imagesetter, and resolution setting are different, then the filter overrides the applications request and gives the closest available recommendation. (The actual values are usually within a few lines per inch of the requested value.)

Linotype-Hell RIPs often have two or more different screening methods. One may be adequate for black and white work, while the other may be more appropriate for color. Once a screening method is turned on, the appropriate filter setting is automatically assigned by the Linotype-Hell Utility. Although it is possible to turn the screening filter off while running a particular screening method, this is a risky proposition, and any work done in such a fashion should be considered experimental.

Not all Linotype-Hell RIPs provide screening filters. (See box below.)

<sup>1</sup> Regarding the acronyms used to
describe screening methods, RT
stands for Rational Tangent, HPS
stands for Harlequin Precision
Screening, HQS stands for High
Quality Screening, and IS stands
for Irrational Screening.

RIP RIP 1 RIP 2 RIP 3 RIP 4 Bridglt® RIP 20 RIP 30 RIP 40	Screening method(s) <sup>1</sup> RT Screening® RT Screening RT Screening RT Screening HPS Screening RT Screening & HQS Screening® RT Screening & HQS Screening RT Screening & HQS Screening	Screening filter No filter No filter No filter No filter No filter Filter Filter Filter
	RT Screening & HQS Screening	

<sup>2</sup>Diamond Screening® is currently available as an option for the RIP 50 and RIP 60. Later it will be available for the RIP 40 XMO and Vulcan. Diamond Screening doesn't require screening filters, but does have requirements regarding addressability. (See *Technology Update: Diamond Screening* for more information.)

### Screen sets

The term 'screen set' describes the angle and ruling values used for a set of color separations. Screening filters select the proper screen set based on the ballpark values supplied to it by the user's software application. Though screening filters solve many users problems, it is always handy to know the recommendations that are available for each RIP. While this information is printed in RIP user manuals, the values are subject to change. New values may be added, other values removed or improved.

The screen sets shown on the following pages are organized by RIP and screening methods. For RT Screening, the angles are generally yellow at 0°, magenta at 108.4°, cyan at 161.6°, and black at 45°. For HQS the angles are generally yellow at 0°, magenta at 75°, cyan at 15°, and black at 45°. For IS 10, the angles are generally yellow at 0°, magenta at 45°, cyan at 165°, and black at 105°. For IS 20, the angles are generally yellow at 60°, magenta at 105°, cyan at 165°, and black at 45°. For IS 30, the angles are generally yellow at 7.5°, magenta at 52.5°, cyan at 172.5°, and black at 112.5°. For any of these methods, the color for a given angle may be swapped using the Linotype-Hell Utility (version 6.0 and up).

### Regarding the charts

Addressability values are listed in dots per inch (dpi). (Addressability is the more technically accurate term for imagesetter resolution.) Some addressability values on the charts have been rounded down or up. In cases where you see 846 listed in one source and 847 listed in another, rest assured that someone has rounded 846.66666 either up or down. The data in these lists has been sorted by output device first, then by RIP and screening method.

### Black & white

Filter settings for black & white also exist, but they are not listed here. The values are quite extensive. The best source for information on these values is to be found in the appropriate RIP manual.

### Hi Dot

Higher screen rulings are possible than those shown here using the Hi Dot option. However, this option is only available through Chromacom<sup>®</sup>.

### Writing screen sets into a file

Generally, it is not a good idea to include exact screen angle and ruling values in a file (as is possible with Adobe Photoshop). The reason for this is flexibility. By writing the exact values into the file, you render the file specific to only the screen set for that specific screen ruling, screening method, RIP, imagesetter, and addressability setting. The only time that it is advisable to write the screen set into the file is when the RIP in use does not use a filter. Even then, appropriate use of a printer support file provides a better solution. (See the Linotype-Hell technical information article entitled Printer Support Files for more information.)

### Conclusion

In reading the information from the following pages, take special care to note the imagesetter, RIP, screening method, and addressability setting. This will ensure that you have the information you need.

### Acknowledgements

Many thanks to the following people from Linotype-Hell for their help in producing this document: Gus Barbuto, Jack Bruger, Jerry Horn, John Knickerbocker, Ken Larsen, and Rich Leuenroth.

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December 1993, Part Number 7025

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Linotronic 230 with RIP 30, RIP 40, RIP 50, or Vulcan
RT Screening
ADDRESSABILITY SCREEN RULING IN LINES PER INCH
847 dpi 89
1270 dpi 100
1693 dpi 107 133
Note: These RT Screening screen sets also apply to the Linotronic 200SQ.
HQS Screening
ADDRESSABILITY SCREEN RULING IN LINES PER INCH
847 dpi 85

ADDRESSABILITY	SCREEN R	ULING IN LIN	ES PER	INCH				
847 dpi		85						
1270 dpi	75	90	100					
1693 dpi	80		100	120	133			

Linotronic	c 26	06 w	/ith	RIP	20,	RIF	<b>3</b> 0	, RII	P 40	, RIP 50, or Vulcan
RT Screening	g									
ADDRESSABILITY	SCI	REEN F	RULING	IN LINE	S PER	INCH				
847 dpi		89								
1270 dpi	80		100							
1693 dpi		89		107						
2032 dpi				107		129				
2540 dpi			100		115					
HQS Screen	ing									
ADDRESSABILITY		REEN F	RULING	IN LINE	S PER	INCH				
847 dpi	85									
1270 dpi		90	100	110						
1693 dpi			100		120	133				
2032 dpi			100		120	133		143		
2540 dpi			100	110	120		138		150	

Linotronic 300 with RIP 20, RIP 30, RIP 40, RIP 50, or Vulcan
RT Screening
ADDRESSABILITY SCREEN RULING IN LINES PER INCH
1270 dpi 100 109
2540 dpi 100 134 159 <sup>3</sup> <sup>3</sup> Only for jobs using skeleton black
HQS Screening  ADDRESSABILITY SCREEN RULING IN LINES PER INCH
1270 dpi 65 75 90 100
2540 dpi 100 110 120 133 138 150 175

Linotronic 330 with RIP 20, RIP 30, RIP 40, RIP 50, or Vulcan	I
RT Screening	
ADDRESSABILITY SCREEN RULING IN LINES PER INCH	
1270 dpi 100 109	
1693 dpi 89 134	
2032 dpi 108	
2540 dpi 100 134 159 <sup>4</sup> 4Only for jobs using skeleton black	
3386 dpi 179	
HQS Screening  ADDRESSABILITY SCREEN RULING IN LINES PER INCH	
847 dpi 75	
1270 dpi 65 75 90 100	
1693 dpi 75 85 100⁵ 120	
2032 dpi 100 110 133	
2540 dpi 100 110 120 133 138 150 175	
3386 dpi 100 120 133 175 200	
<sup>5</sup> Available on Linotronic 330s supplied after April of 1992	

Linotroni	c 500	with RI	P 20, RIP 30	, RIP 40, RIP 50,	, or Vulcan
RT Screenin	g				
ADDRESSABILITY	SCREE	EN RULING IN LI	NES PER INCH		
1693 dpi	89				
HQS Screen	ing				
ADDRESSABILITY		N RULING IN LI	NES PER INCH		
847 dpi	8	5			
1693 dpi	80	100	133		

RT Screening	ı <b>g</b>								
<i>ADDRESSABILITY</i>	SCREEN RULI	ING IN LINE	S PER INCH	1					
1270 dpi	80								
1693 dpi	89	·	·			·			·
2032 dpi	10	)7							
2540 dpi	100		134	1 159 <sup>6</sup>	6Only for j	obs usin	g skelet	on blac	k
HQS Screen	•	ING IN LINE	S PER INCH	,					
	SCREEN RUL	ING IIV LIIVL		'					
847 dpi		ING IN LINE	85						
	70	5 <sup>7</sup>							
847 dpi 1016 dpi	70		85 85			133			
847 dpi 1016 dpi 1270 dpi	70	<b>5</b> <sup>7</sup>	85 85	100	110	133 133			

Linotronio	560 v	vith F	RIP 20	, RII	P 30	, RI	P 40	), RI	P 5	0, o	r Vı	ılca	n
RT Screening	9												
ADDRESSABILITY	SCREEN F	RULING IN	N LINES PE	R INCH									
1270 dpi	80												
1693 dpi	89												
2032 dpi		107											
2540 dpi	100			134	159 <sup>8</sup>								
3386 dpi						179							
<sup>8</sup> Only for jobs using	g skeleton b	lack											
	,												
HQS Screeni	ng												
ADDRESSABILITY	SCREEN F	RULING IN	N LINES PE										
847 dpi			85										
1016 dpi	70		85										
1270 dpi	65	75°		90	100								
1693 dpi			80		100			133					
2032 dpi			85	1		110		133					
2540 dpi					100	110	120	133	138	150	175		
3386 dpi					100		120	133			175	200	

<sup>9</sup>Available on Linotronic 530s supplied after April of 1992

Linotronic 630 with RIP 40 or RIP 50
RT Screening
ADDRESSABILITY SCREEN RULING IN LINES PER INCH
1219 dpi 60
2438 dpi 60 121
3251 dpi 162
HQS Screening
ADDRESSABILITY SCREEN RULING IN LINES PER INCH
1219 dpi 70 75
2438 dpi 100 120 133 150 175
3251 dpi 133 150 165 175 200

Linotroni	Linotronic 630 with RIP 60														
IS Technolo	gy														
ADDRESSABILITY	sc.	REEN R	ULING	IN LIN	ES PER	INCH									
1219 dpi	50	60	75	85	100										
2438 dpi	50	60	75	85	100	120	133	150							
3251 dpi	50	60	75	85	100	120	133	150	165	180	200	230	280		

# Linotronic 830 or Linotronic 930 with RIP 40 or RIP 50

### **HQS Screening**

1	<i>ADDRESSABILITY</i>	SCF	REEN R	ULING	IN LINE	S PER	INCH				
ſ	1219 dpi	65	70	75							
Ī	2438 dpi				100	120	133	150		175	
ſ	3251 dpi						133	150	165	175	200
П											

# Recorder 3020 PS or Recorder 3030 PS and RIP 60 (vers. 3.0)<sup>10</sup>

### IS Technology

ADDRESSABILITY	SCI	REEN R	ULING	IN LIN	ES PER	INCH									
1219 dpi	50	60	75												
2438 dpi	50	60	75		100	120		150							
3251 dpi	50	60		85	100		133		165		200				
3657 dpi		60	75	85		120		150		175		230			
4876 dpi			75	85	100	120		150			200		250	300	
<sup>10</sup> A 4.0 version of	<sup>10</sup> A 4.0 version of the filter will add numerous resolution settings as well as new screen sets.														

# Herkules or Herkules M and RIP 50

# **HQS Screening**

1140 00100111																
ADDRESSABILITY	SCI	REEN R	RULING	IN LIN	ES PER	INCH										
1270 dpi	65	75		90	100											
1693 dpi		75	85		100		120									
2540 dpi					100	110	120	133	138	150	175					
3387 dpi					100		120	133			175	200				
5080 dpi												200	225	250	And <sup>11</sup>	
<sup>11</sup> Goes up to 275,	300, 3	350.														

# Herkules or Herkules M and RIP 60

# RT Screening

ADDRESSABILITY SCREEN RULING IN LINES PER INCH															
1270 dpi	50	60	75	85	100										
1693 dpi	50	60	75	85	100	120	133								
2540 dpi	50	60	75	85	100	120	133	150		175	200				
3387 dpi	50	60	75	85	100	120	133	150	165	175	200	230		275	
5080 dpi				85	100	120	133	150	165	175	200	230	250	275 And <sup>12</sup>	

<sup>&</sup>lt;sup>12</sup>Goes up to 300, 350, and 400.

### IS Technology

ADDRESSABILITY	SCF	REEN R	ULING	IN LINE	ES PER	INCH									
1270 dpi	50	60	75	85	100										
1693 dpi	50	60	75	85	100	120	133								
2540 dpi	50	60	75	85	100	120	133	150		175	200				
3387 dpi	50	60	75	85	100	120	133	150	165	175	200	230	250 <sup>13</sup>	275	
5080 dpi				85	100	120	133	150	165	175	200	230	250	275 A	\nd¹⁴

<sup>3</sup>IS30 Only <sup>14</sup>Goes up to 300, 350 and 400

Note: The screening values in the table reflect the values displayed via the Terminal Emulator program and are therefore approximate. The values shown in this list are approximations. For exact values, please refer to the RIP 60 manual.