Sinapse
Print Simulators

TouchConsoles for Sinapse Print Simulators

TouchConsole interface for printing simulators was recently introduced at the Chinaprint trade show in Beijing.
This technology has made it possible for Sinapse to provide its users with the experience of press operation without the costs and constraints of a real press console. The simulation environment has also been adapted to use three monitors.

TouchConsole for
Sheetfed Simulator with
Heidelberg-SM–type interface.

1st industrial installation : July 2013

The TouchConsole functions in the same way as a real press — the operator lays the print sample sheet or signature on to the console above the corresponding ink keys, and then makes adjustments. As the ink keys are adjusted on the TouchConsole, the changes are shown in the simulated output displayed just above them.

A major flexibility benefit is that the same TouchConsole hardware can be used to run different simulators. Interfaces are currently available for Sheetfed (Heidelberg SM) and Heatset (GOSS M600).

Availability of TouchConsole:

1. Available for the Sheetfed Simulator – Heidelberg SM version
2. Available for the Heatset simulator - GOSS M600 Omnicon version (see picture)
3. Not yet available for the Newspaper simulators.
4. Not yet available for the Flexo or Gravure simulators at this time.
   The adaptation will be different as these technologies do not use "ink keys".

TouchConsole for Heatset Simulator with
GOSS M600 –type interface

Technical Specifications:

Hardware required for the TouchConsole (with approximate cost)

- **3** touch screens from ELO Touch (all drivers are compatible, all screens can be touch calibrated)

- **1** ELO TOUCH 42": reference model 4200L **(1600 €/ $2 000)**

- **2** screens ELO TOUCH 19": reference model 1915L **(600 €/$800 per screen)**

- **1** computer DELL: reference OPTIPLEX 7010 or 9010 **(700 €/$800)**

- **2** additional graphic cards: reference GEFORCE GT620 **(80 €/$100)**

- **1** additional Touch Console software module from Sinapse **(separate modules for Sheetfed and Heatset)**

Notes:

- The same simulator license can be used on the TouchConsole (with additional Software module) or on the standard simulator configurations (1 or 2 monitors) on the same network.
- It is necessary to have a large central screen so that the ink keys can be easy to use.
- Sinapse does not support other hardware configurations for this Touch Screen Console.

For more information please contact Diane Delorme at: diane.delorme@sinapseprint.com