

#### Océ



# PRISMAsync Controller



**Paul Dekkers** 

### Agenda



- Introduction Océ and Océ Products
- Introduction PRISMAsync Controller
- Architecture PRISMAsync Controller
  - Software Architecture
  - Architectural Processes

### Corporate Profile



- Océ today:
  - 22,000 people worldwide
  - Annual revenue 2009:€ 2.6 billion
  - Worldwide distribution in around
    100 countries
  - Direct sales and services in 30 countries
  - 10 R&D-sites in 9 countries
    (1,550 people)
  - Merger with Canon



#### Océ Products



**Document Printing** 

**Production Printing** 

Wide Format Printing Systems

Océ Business Services



Office Systems

**Printroom Systems** 



**Graphic Arts Systems** 

TransPromo & Direct Mail Systems



**Technical Document Systems** 

**Display Graphics Systems** 

**Imaging Supplies** 



# Océ Products: VarioPrint 4xx0





# Océ Products: VarioPrint 6xx0





# Océ Products: ColorWave 600





# Océ Products: ColorStream 10000 Flex





# Océ Products: JetStream 1000





# Océ Products: Arizona 550XT





## Agenda



- Introduction Océ and Océ Products
- Introduction PRISMAsync Controller
- Architecture PRISMAsync Controller
  - Software Architecture
  - Architectural Processes

### What is PRISMA and PRISMAsync?



PRISMA is ... the name for all Océ production printing software

- the controller series
- pre-press applications
- job submission applications
- ...

#### PRISMAsync Controller series is...

- family of Océ developed controllers
- aimed specifically at production environments
- for all Océ cut sheet production devices
- for color and B/W
- seamlessly integrated with engine and workflow

### What is a PRISMAsync controller?



- Controller is an application on a PC
- Defines how the user controls the system
- Controller is function of the project
- Controller code is shared between two or more projects
- Code base is about 1 M lines (30000 pages printed =
  12 boxes of paper)

# What does a PRISMAsync controller do?



- Job handling
  - Print job handling
  - Scan job handling
  - Workflow handling
  - Contradiction handling
  - Recovery
- Network connectivity
  - Receive print jobs, transport scan jobs
  - Status, Service
- RIP
  - Translate driver data into bitmaps
- Product variability
  - Multifunctional/printer only
  - Color/B&W
  - Support various engine/scanner hardware
  - Support various finishing

## PRISMAsync controller tasks



web applications UI





### Customer perception PRISMAsync controller

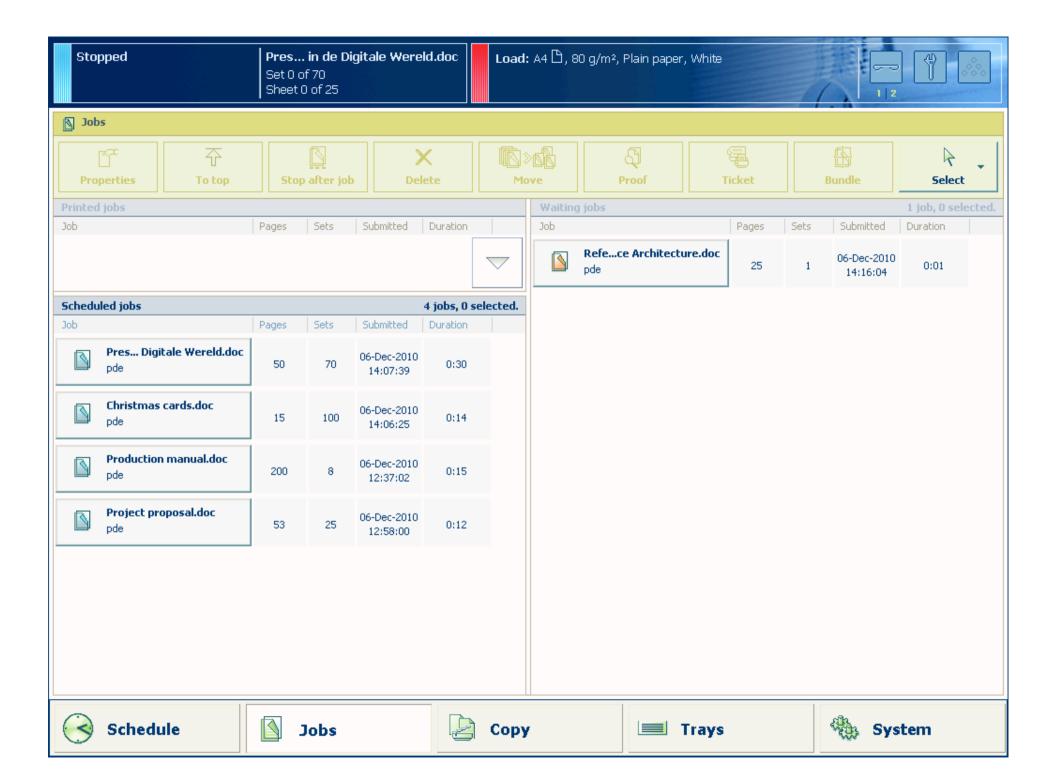


- Perception depends on environment
  - DP Office
    - Unaware, print output is what matters
  - Light production
    - Last-minute changes and edits
  - Production
    - Keep the engine printing
  - Transaction printing
    - Host in control

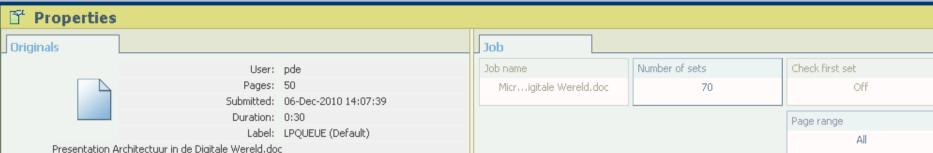
# PRISMAsync controller UI

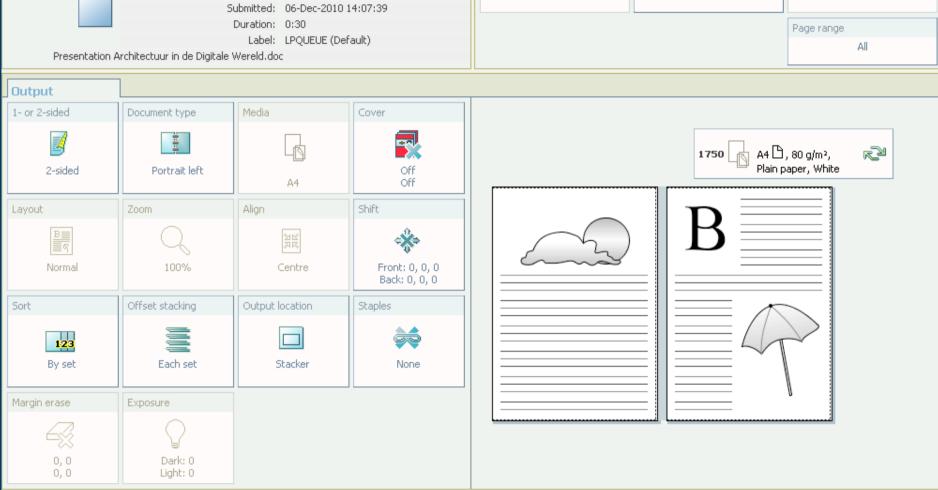


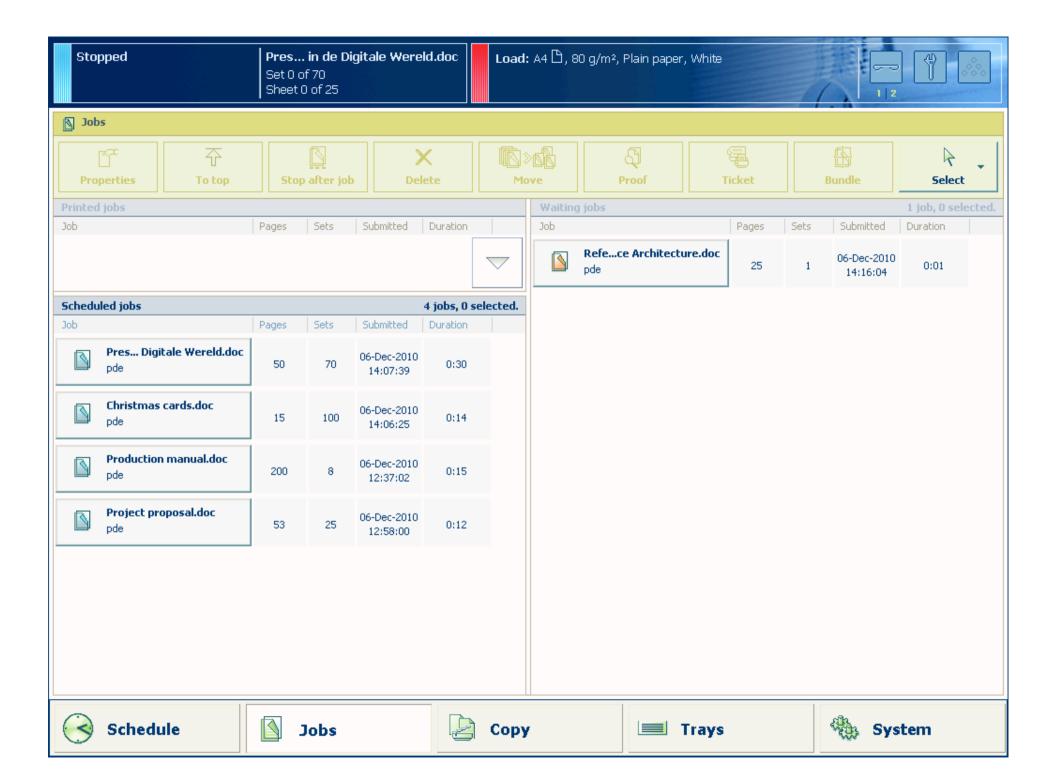
Some example screens

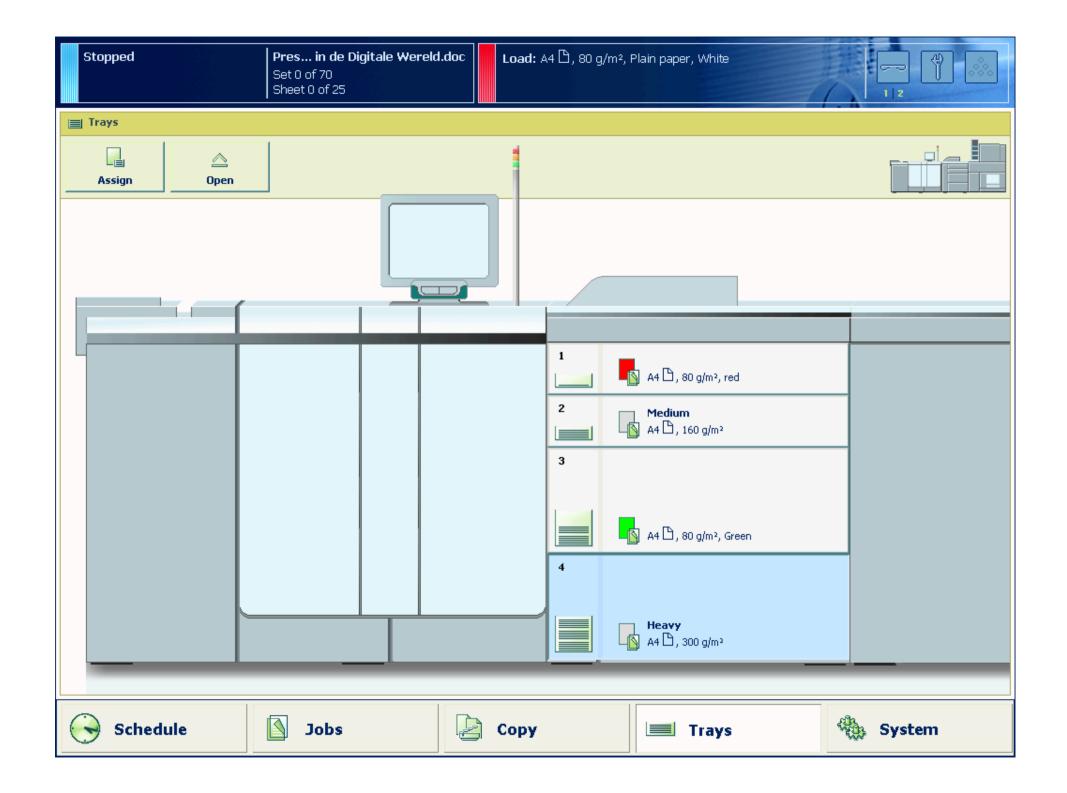


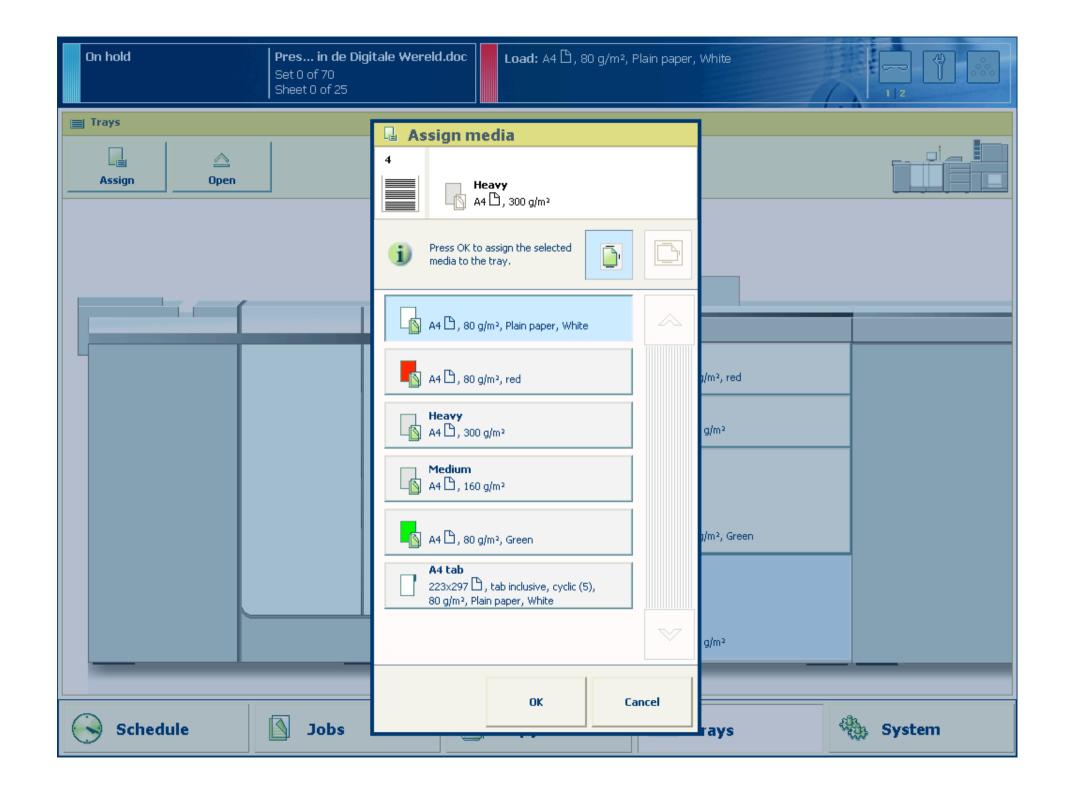


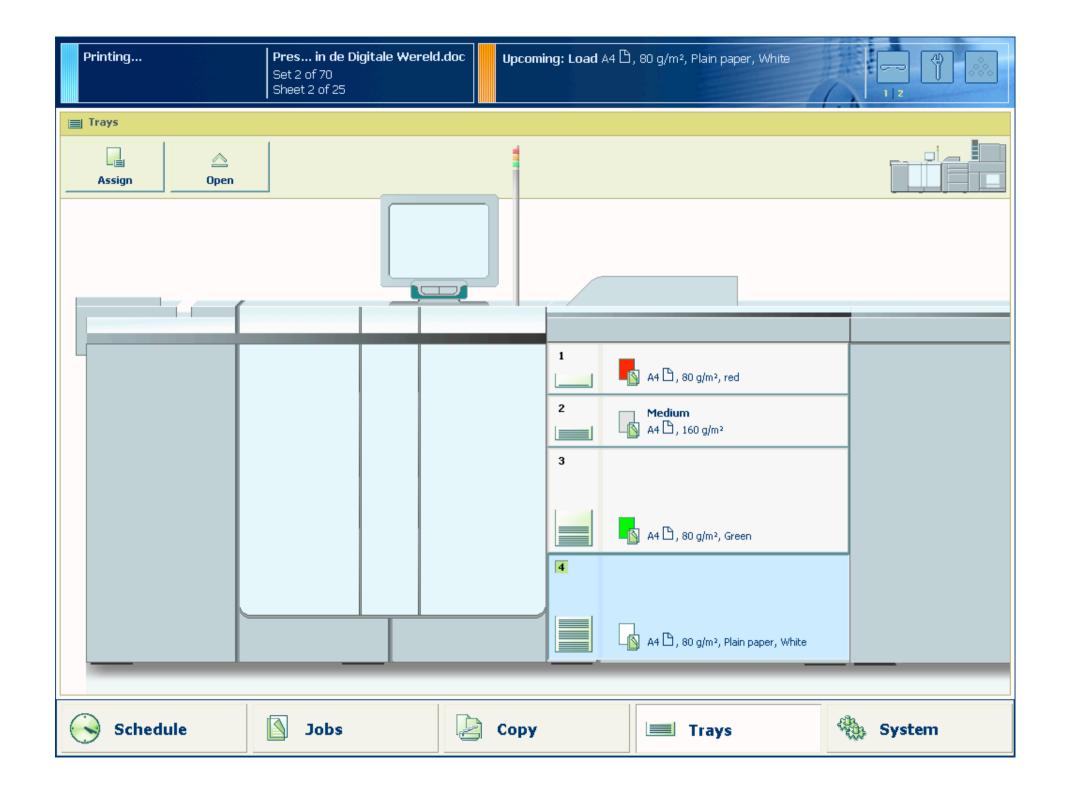


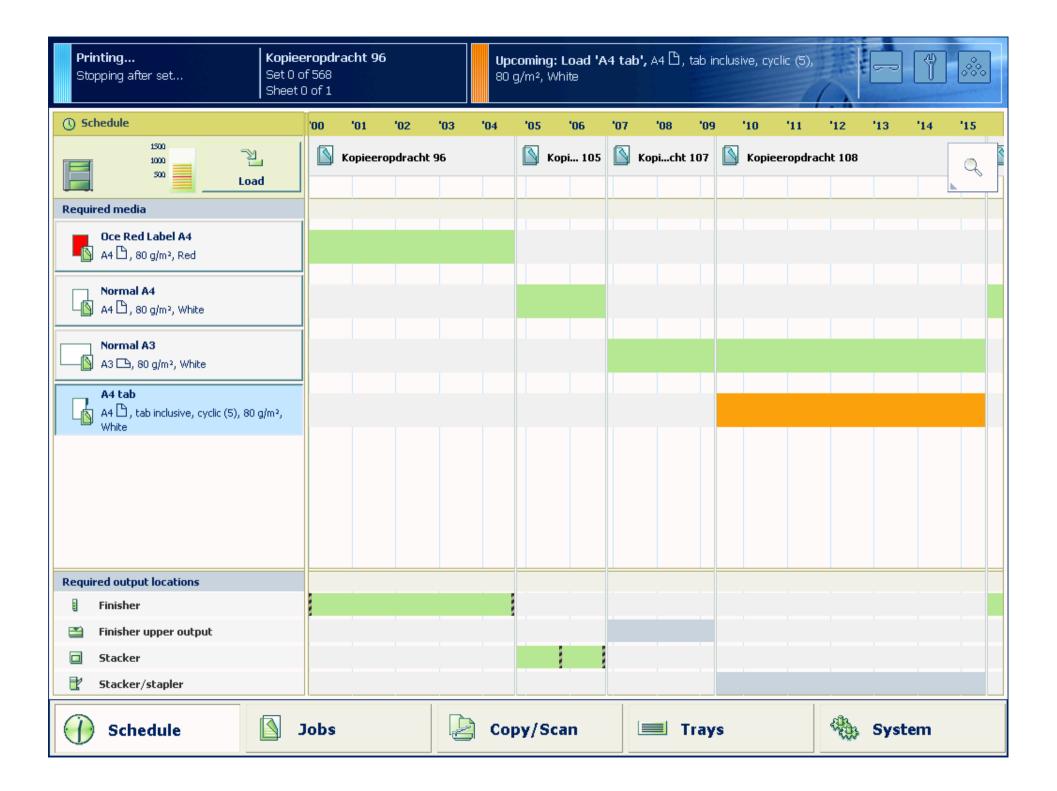












#### Agenda



- Introduction Océ and Océ Products
- Introduction PRISMAsync Controller
- Architecture PRISMAsync Controller
  - Software Architecture
    - Modules and Subsystems
    - High Level Architecture
    - Strict Interfaces
    - Product Variability
  - Architectural Processes

Are there already questions before we continue?

### Modules and Subsystems

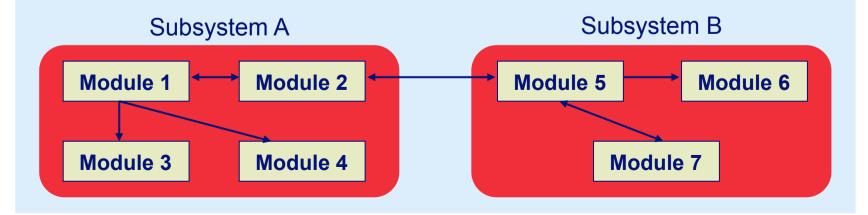


#### Module

- Clearly defined responsibilities
- Black box for other modules, interaction via interfaces

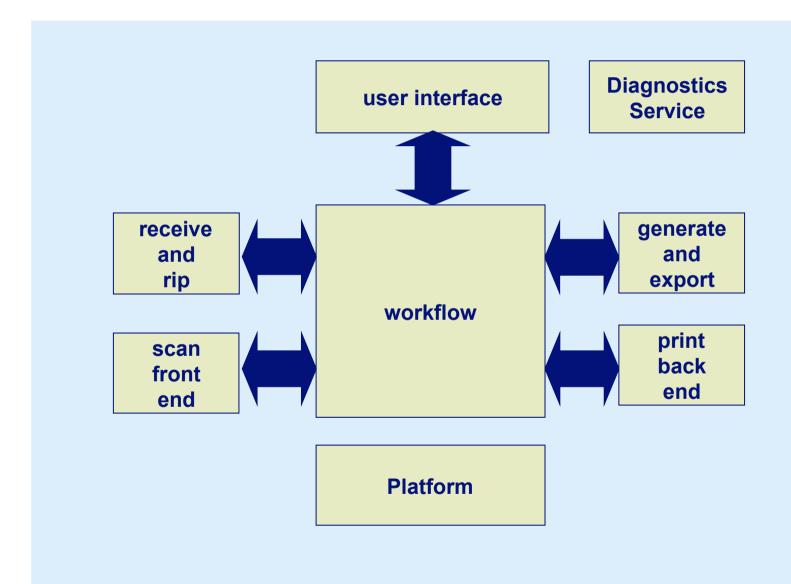
#### Subsystem

- Consists of several modules
- Responsibility is the combined responsibility of the modules in the subsystem



# PRISMAsync High Level Architecture





#### PRISMAsync Architecture: strict interfacing



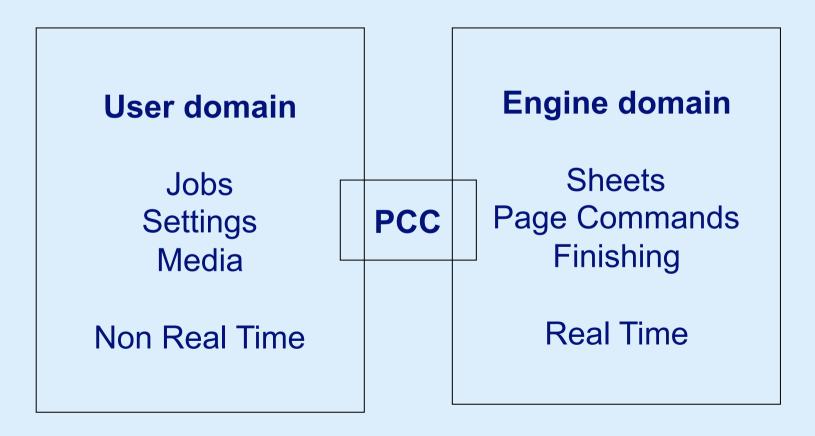
- Strict interfacing ...
  - helps with defining responsibility
  - helps with automatic testing
  - helps with guarding extensions via recurring meeting with all stakeholders
  - makes sure only compatible components run together
- but ...
  - extensions costs more time/effort
  - integrations should be done with all stakeholders

Advantages outweigh disadvantages easily!

#### PRISMAsync Architecture: product variability(1/3)



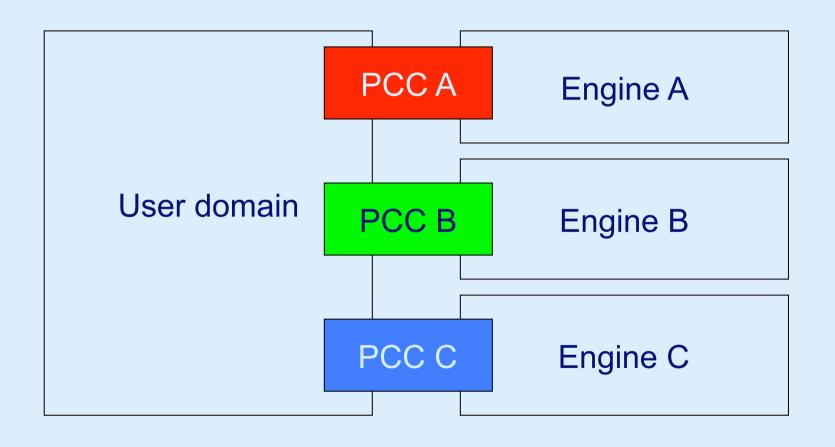
- A "Print Controller Component" PCC
- The PCC translates user requests into engine commands



#### PRISMAsync Architecture: product variability(2/3)



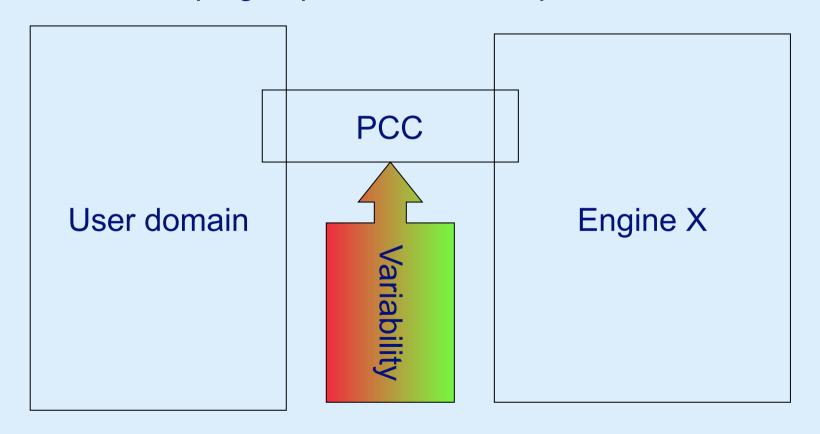
Classic "parallel project" approach



#### PRISMAsync Architecture: product variability(3/3)



- Product Line approach
- One framework for all engines
- Dedicated plug-in per behaviour aspect



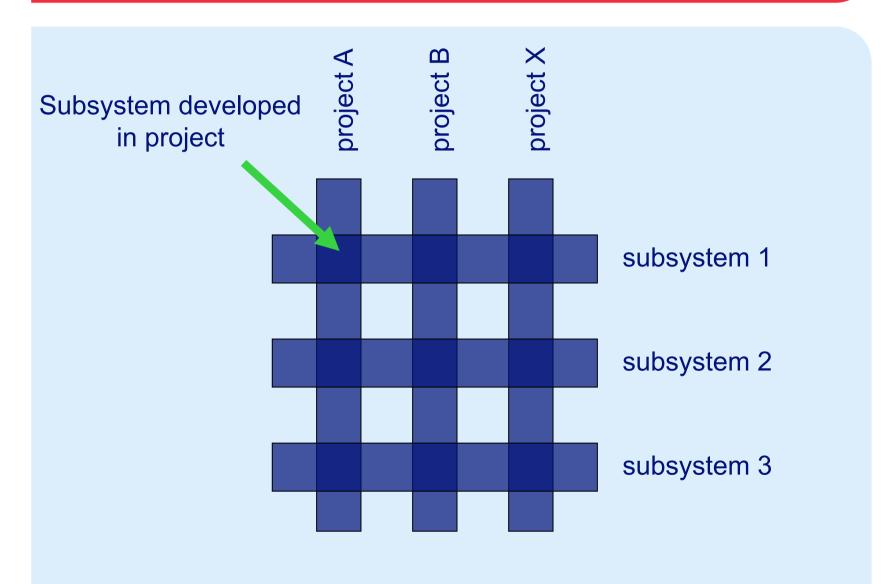
#### Agenda



- Introduction Océ and Océ Products
- Introduction PRISMAsync Controller
- Architecture PRISMAsync Controller
  - Software Architecture
    - Modules and Subsystems
    - High Level Architecture
    - Strict Interfaces
    - Product Variability
  - Architectural Processes

#### Architectural Processes

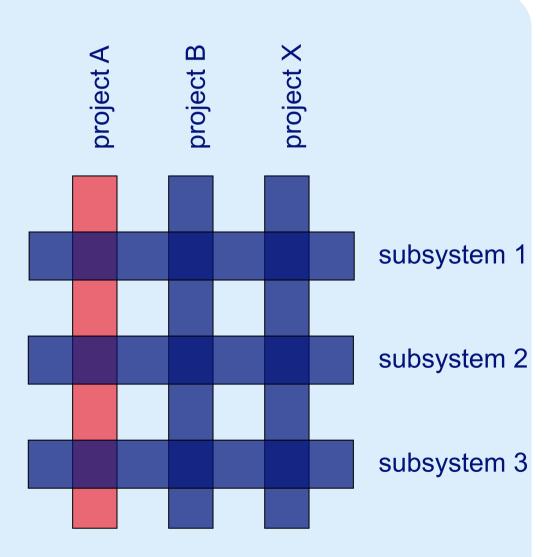




# Organisation - within project



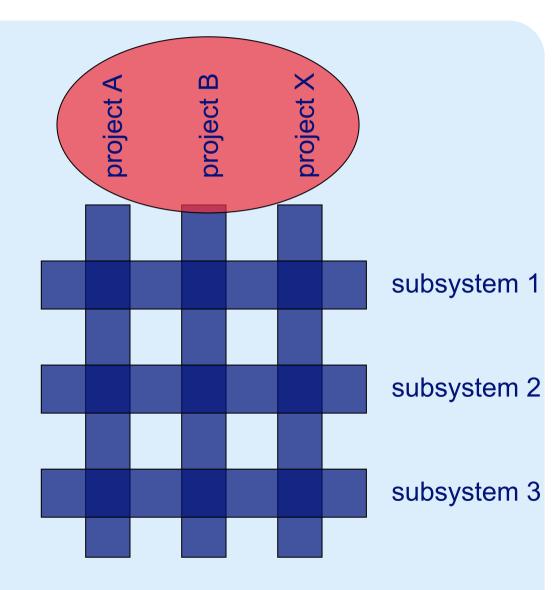
- Product architect
- Software behavior committee
- Software architecture committee



# Organisation - cross project on project level



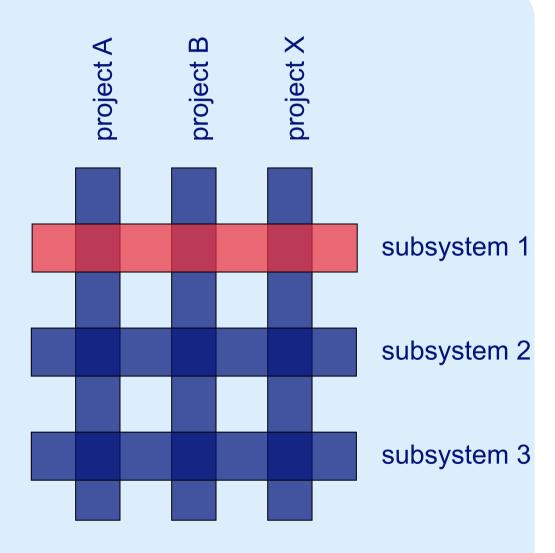
Architecture council



# Organisation - cross project on subsystem level

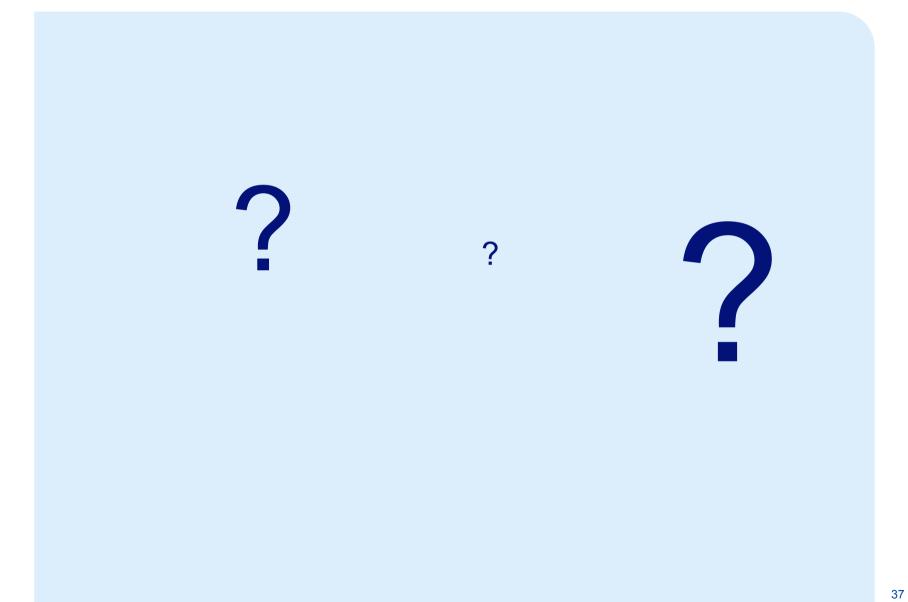


- Subsystem architect
- Subsystem meeting



# Questions







# Printing for Professionals