
basICCcolor®
Reference
basICCcolor
print

Contents

Chapter 1

Preface

1. Preface

"basICColor print" is a software of basICColor which allows you to create your own ICC profiles. It's not just another profile creator software for „simply creating" a ICC-profile, it gives you parameters for creating high level ICC-profiles for today's high level printing processes.

Not only that you can set parameters for your individual separation, but also that you can handle optical brighteners, customize your profile to different illuminations or that you can control your gamut compression in very fine details.

In sum you get a tool with a large variation of capabilities to create ICC-profiles that fit exact to your complete workflow.

All you need is a file with measured data of a profiling target, i.e. that you measured with basICColor catch.

Chapter 2

Installation and licensing

2. Installation and Licensing

You should be quite common with the operating system your computer is working with, either Mac OSX or Windows®.

2.1 Minimum System Requirements For Installation

All Systems:

For Online Installation And Licensing
-Internet connection at reliable speed (see also chapter 2.3)

For Offline Installation And Licensing
-CD-ROM drive
-Adobe Acrobat Reader or other appropriate PDF Viewer like Apple Preview

For Both
-Measurement instrument and software to create measurement files if necessary, i.e. "basICColor catch"
-A color monitor with a minimum resolution of 1024 x 768 pixel at 24 bit color depth (16,7 mill. of colors)
-Administrative user privileges that allow installing software and access to the "program files" folder.

Apple® Computers
Macintosh with G4/G5 processors
-Mac OSX 10.3.9 or higher
-At least a minimum of 256 MB RAM
-A minimum of 256 MB free space on your hard disk drive

Macintosh with Intel® processors
-Mac OSX 10.4.8 or higher
-At least a minimum of 512 MB RAM
-A minimum of 256 MB free space on your hard disk drive

Microsoft® Windows based computers
-Intel® Pentium® III or 4 processors
-Windows® 2000 with Service pack 4
-Windows® XP with Service pack 2
-Windows® Vista
-At least a minimum of 256 MB RAM
-A minimum of 100 MB free space on your hard disk drive

Screenshots in this manual were made with Mac OSX, but the screens in Windows® are similar to them.

An input field is in the text marked with brackets, i.e. [TAN].
Buttons or push buttons are marked with <>, e.g. <license>

2.2 Installation

Please note: The license of basICColor print is bound to the hardware of your computer. So install the software on a computer where you regularly use it.
See also chapter 2.3 “licensing”.

1. Start the computer.
2. Put in the CD-ROM in your CD-ROM drive.

Mac: On your desktop will show up the symbol of the volume “basICColor” which includes the complete product range of basICColor
Windows®: A window will pop up, if not you can open the CD-ROM drive via “My Computer”

3. Start the installer „basICColor print“ with a double click. Follow the instructions and notice and accept the license agreement on your monitor.
4. If the installation is completed successfully, you can start basICColor print for the first time.
5. To do so, double click the program icon of basICColor print on your desktop or in your dock or in your “applications” menu.

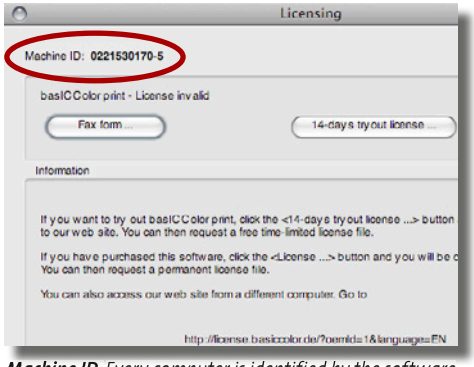
Notice

The license of basICColor *print* is bounded to the hardware of your computer! Please install the software only on computers where you will use it. See also the following chapter.

2.3 Licensing And Product Registration

The license for basICColor print is bounded to the hardware of your computer. You will get a license file, which is individual and must correspond to the „machine ID“ to get full access to all functions of the software.
A dongle is available on request!

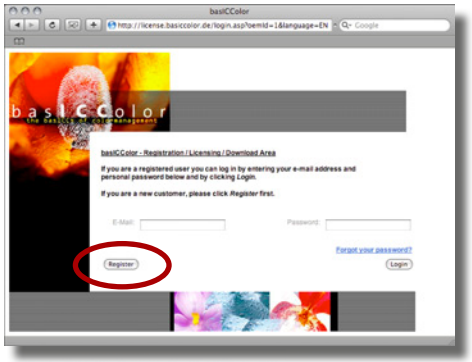
After the first start of basICColor print a window with your status of license will pop up.
Now you can
-test the software for 14 days for free and full access to all features of the software
-install your permanent license file, if you already bought a valid license of basICColor print.



Machine ID: *Every computer is identified by the software with a unique machine-ID.*
You will find the ID in the left corner of the license window as shown above in the picture.

How to get a license file

There are two ways for licensing basICColor software, either online or offline with a fax. Make your choice and see how it works in the description below



If you do log in to the basICColor website for the first time, you must register yourself with a valid email adress

If you bought a CD-ROM in a box, you will find the TAN inside

Online – Your Computer Has Direct Access To The Internet

-press the <license> button or the <14 days tryout license> button. Your browser will start or pops up a window e.g. to the following address:

http://license.basICColor.de/login.asp?oemId=1&productid=125&model=license&print3=yes&language=en&machid=0221530170-4

-now follow the instruction on the website

-for the first time you try or buy a basICColor product, you have to <register> yourself on the website with a valid e-mail, your adress and a password.

-after that you can download you license file, look up for updates and much more

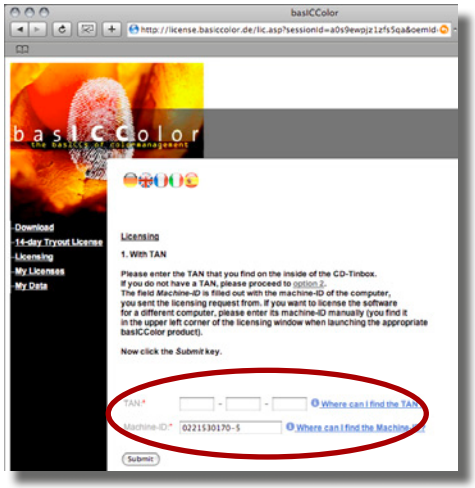
-to get your license file you must have a „TAN“ (transaction code), which you enter now in the empty field

-the field for the [machine-id] is filled automatically

-press <submit> and you can download your license file

-<save> your license file in the program folder of basICColor print

-your version of basICColor print is now ready to use wit all features



To create your license for your version of basICColor software, you always need a machine ID and a TAN

Please note: by typing the „machine-id“ and the „TAN“ you have the option to download the license file from any computer which is connected to the internet and copy the file, where basICColor print is installed, e.g. with a USB-stick. For this procedure you can use the lower part of the registration website, where you can fill in complete license informations manually for any computer. Please make sure in this procedure, that the „machine-id“ you type in the field represents the „machine-id“ of the computer where basICColor print is installed.

Offline – Your Computer Has No Connection To The Internet

-Press the button <fax form>

-Fill in the fields of the PDF file that will pop up in a PDF Viewer

-Send the form to basICColor as described in the fax form

-You will receive your license file either via e-mail or you can download it from our website as described above

-After receiving, save your license file in the “applications” or “program files” folder of basICColor print

-your version of basICColor print is now ready to use with all features

Chapter 3

Quick Start

3. Quick Start

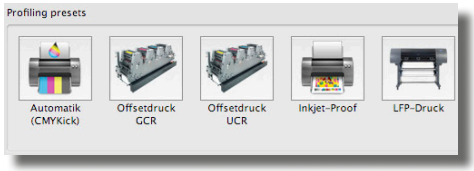
After starting the program with a double click on the icon, basICColor print shows you the main window.

Presets: *Pre- or selfdefined sets of parameters which contain, how you want to create your profile*

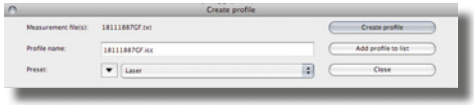
Gamut chooser: *There are three color gamuts avaiable to be chosen by the user.*

result list: *The result list contains all finished calculations of a profile or calculations on hold which will start later.*

1. Choose the gamut for your ICC profile



2. You can drag and drop your measurement file directly onto one of the presets



3. Choose a name for your ICC profile and press then <create profile>

3.1 How To Create An ICC Profile

If you want to take the simple way, you need just three steps in basICColor print:

1. Choose your gamut (cmyk, rgb or grey) which is represented in your measurement file.

2. Drag and drop the measurement file on one of the profiling presets (e.g. <offset print GCR>). It's also possible to click first on the preset and choose your file inside the opening file chooser.

3. A window will pop up, so that you can type a name for your ICC-profile and then finish with <create profile>.

Now the ICC-profile will be calculated and saved automatically in the „profiles" folder of the operating system. Afterwards you can use it directly in your applications which are able to use color management.

On a Macintosh the profiles are usually stored here:
/Library/ColorSync/Profiles

On a Windows® Computer the profiles are usually stored here:
%systemroot%\system32\spool\drivers\color

Inside the result list you see the calculation status of your profile as well as the quality status after calculation.

During the calculation of the ICC-profile, you see your file in the list of the main window together with the selected preset and its status of progress as well as its quality status, expressed in ΔE.

The quality status is calculated by an integrity check of the profile. It is calculated through a relative colorimetric rendering intent, where the L*a*b* values of the profile are mapped to the profile connection space (PCS) and back to L*a*b*. The difference of the two L*a*b* values is displayed as the quality status. It is displayed green with an ΔE less than ΔE=2, yellow with less than ΔE=3 and red with an ΔE higher 3.

Beside of the simple way as described above, there are many individual ways to create an ICC-profile with basICColor print. You'll find them described in detail on the following pages.

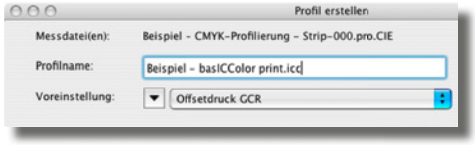
Also described is in an example in Annex A how to create a measurement file which is required for the creation of an ICC-profile. We suggest for measuring your target the measurement software basICColor "catch" as described in Annex A.

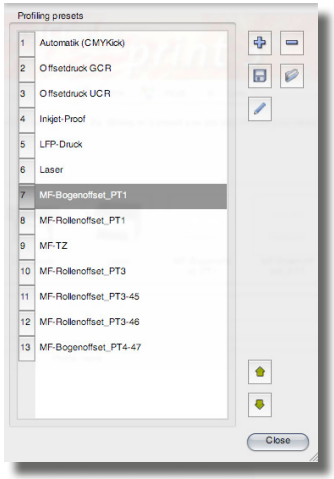
Chapter 4

Extended Features

4. Extended Features For ICC Profiles

Beside of using presets for creating ICC-profiles there are many additional features in basICColor print. These extended features lets you define parameters for an ICC-profile that fits completely into your individual workflow.
You'll find these features described and explained on the following pages.



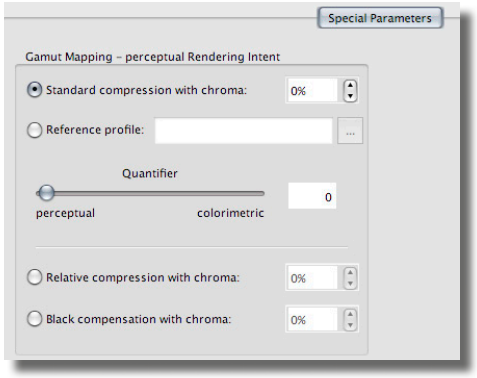


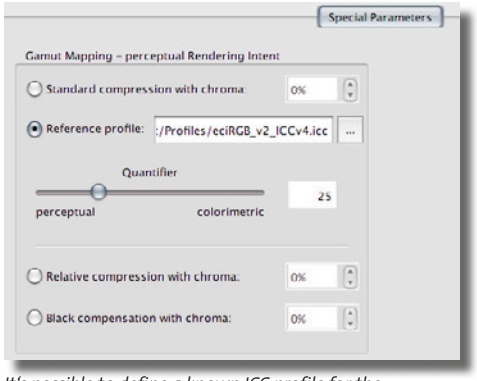
In general there are two ways existing to get access to the extended features.
-If you drag and drop a measurement file on a preset, you can extend the opening window by clicking on an arrow left to the name of the selected preset.
-You can also click on the "gearwheel" on the right of the main window. Either choose the preset you want to edit or click on the <+> symbol to create a new preset for yourself.
After editing your settings, click on the <save> button to use them as your preset.

4.1 Description Of Parameter Settings

Special Parameters Working For RGB- And CMYK–Gamuts

The described parameter settings are available for rgb- and cmyk-gamuts in the same way. You'll find them described in detail as followed.





It's possible to define a known ICC profile for the perceptual gamut mapping instead of using a standard reference color space for the perceptual conversion

4.1.1. Gamut Mapping – Perceptual Rendering Intent

Using a perceptual rendering intent (also known as "photographic") to convert colors in data files means, to modify colors in a way that they are reproducible for the target color gamut. Therefor the ICC defines a reference color space calculated in the profile to do the conversion. ***No other rendering intent is touched by these settings!***

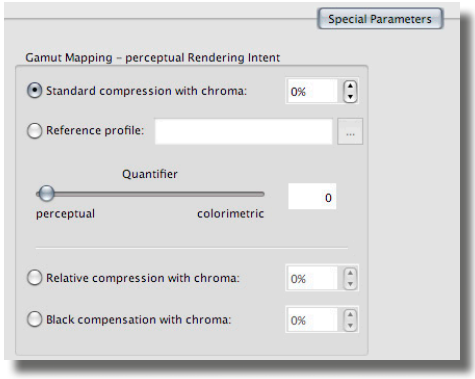
In basICColor print you have two opportunities to get influence on the quality of the perceptual rendering intent: either you create a transformation in the profile from an "unknown" source color space or you define a known and specified color space for the transformation.

Reference Profile And Quantifier

If you convert a large number of data files with a known, consistend and specified color space, you can load the specific profile (e.g. eciRGB v2, ISOCoated, etc.) in the menu <reference profile> inside of the "special parameters" menu. Afterwards you can optimize the behavior of the rendering intent between more visual correctness (perceptual)

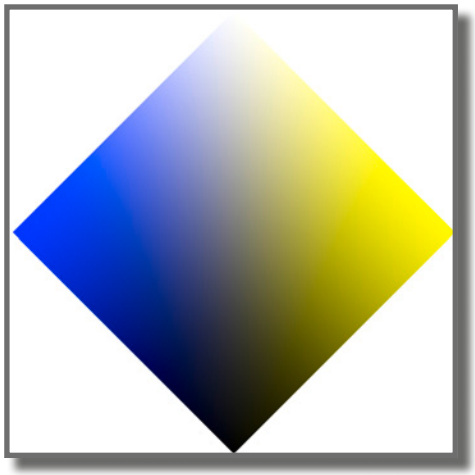
or more mathematical correctness (colorimetric), by using the <quantifier> button within values between 0% and 100%. Where a value of 0% is equal to a maximum smooth compression of all colors to preserve a maximum amount of shades and differences of the original picture. With a value of 100% the compression takes less effect on colors close to the gray axis, but it is possible to see compression effects in higher saturated colors. In result you can achieve the best possible transformation result with your ICC profile.
Using a defined ICC reference profile and the <quantifier> stands for the best possible balance in relation to your original files between compression of high saturated colors and grey balance. This is shown in detail on the following page.

Please note: Don't use this feature, if you can't specify the reference color space or you don't have the profile file. The transformation will loose quality.

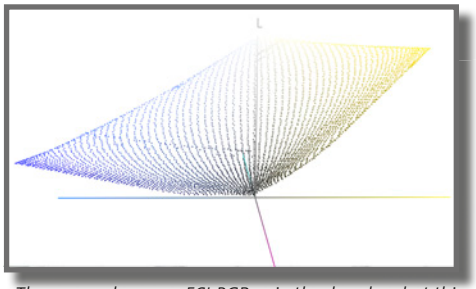


Standard Compression With Chroma
If you don't know the source of the data files that will be converted with the profile you use the function <standard compression with chroma>. However this time the optimization is based on a standard reference color gamut of basICColor print.
It is also an adjustable feature. You can define a value in +/– percentage, where +10% means that the result preserves more saturated colors and –10% preserves less saturated colors, in comparison to the original file.

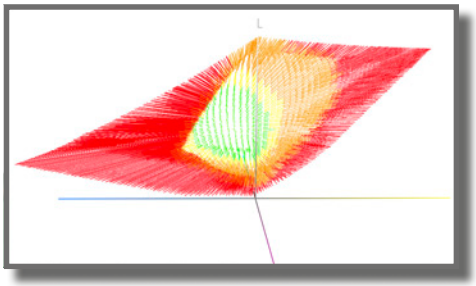
How does the „quantifier“ affect the perceptual gamut mapping?



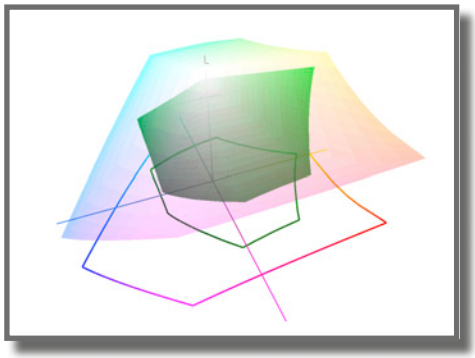
The two dimensional rhombus shows the three axes of blue-yellow and lightness of the ECI-RGB color space



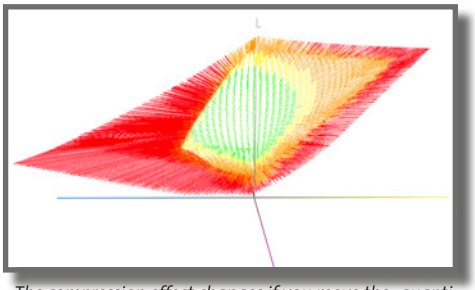
The same color space ECI-RGB as in the rhombus, but this time shown in a three dimensional environment



Effects of the conversion from ECI-RGB to ISOCoated_v2 (Fogra39) with high compression rate (quantifier = 0). The colors in red and orange visualize the compressed parts of the color space



Simplified three dimensional color space comparison between ECI-RGB and ISOCoated_v2 (Fogra39, green). It's evident that the two color spaces involve very different areas



The compression effect changes if you move the „quantifier“ button (e.g. to the value 50). While high saturated colors still are compressed, most of the lower saturated colors are not affected, shown in the greater green and yellow areas

Different transformation settings on „real world“ data files

Original file, stored in ECI-RGB

Converted with perceptual rendering intent to FOGRA39L by using special parameters: Quantifier = 50, Standard compression with chroma = 0

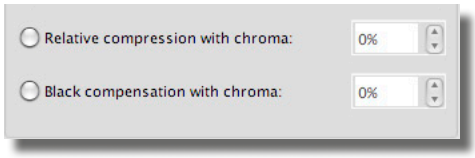
Converted with perceptual rendering intent to FOGRA39L by using special parameters: Quantifier = 50, Standard compression with chroma = –100%

Converted with perceptual rendering intent to FOGRA39L by using special parameters: Quantifier = 50, Standard compression with chroma = +100%

Converted with perceptual rendering intent to FOGRA39L by using special parameters: Relative compression with chroma = 0%

Converted with perceptual rendering intent to FOGRA39L by using special parameters: Black compensation with chroma = 0%

In most cases, the value 0% is the setting that achieves results which are very close to the original file. It's also possible to combine this feature with the <quantifier> as described above. (page 19 & 20)



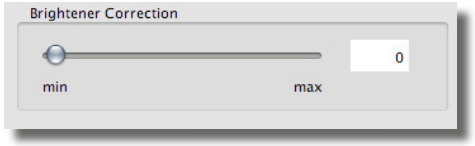
Relative Compression With Chroma

Real color data files often don't use the complete defined color space. Therefor you have the opportunity to optimize the lightness with giving a percentage value of the compression you want to achieve.

This is an advantage for material with wide mid tone ranges and less saturated colors.

Black Compensation With Chroma

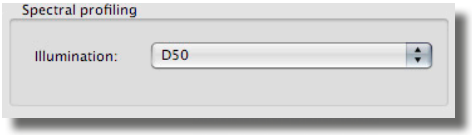
The method is quite similar to the "relative compression" but it is focused on the low key color range, so you can define the grade of difference between low colors.



4.1.2 Correction Of Optical Brighteners

This function is a feature primarily used for proofs which match the print in the measured values but not in visual impression. This is often caused by optical brighteners. They are measured with the value of the unprinted paper. Once you use paper with optical brighteners the measurement of L*a*b* values will give you a negative b* value even though the paper appears perfectly white.

In basICColor print you can choose a level between “0” and “100” to correct the effect of optical brighteners on your printed proof.

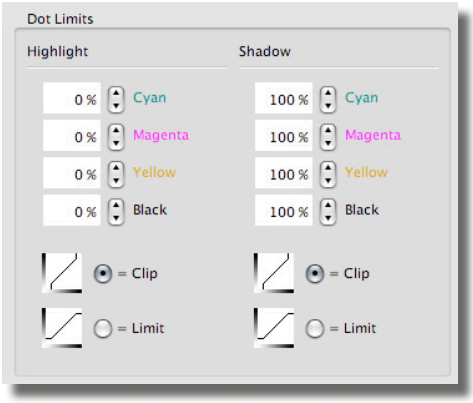


4.1.3 Spectral Profiling

Usually a ICC-profile is measured with the illumination of D50 as described in ISO 13655. This is also used in the light sources at the printing presses or the cabins for the defined standard light.

If you have measurement files which contains spectral data you can still change the illumination source with the creation of a ICC-profile in basICColor print. This is useful e.g. if you use measurement instruments that can’t switch their illumination source or use one measurement file for different applications in packaging.

basICColor print supports all usual illumation sources which are in use around the world and defined by national or international standards.



4.1.4 Dot Limits (CMYK only) For Highlights And Shadows

Usually it is not possible to reproduce the complete scale of values from 0% to 100%. Most standards such as ISO 12647 define the scale of printable dot values between 3% and 97%. The limitations of the scale may differ between separate printing conditions.

With basICColor print you have the possibility to assign those limitations to the ICC-profile in different ways. You can define every color separate.

No Limits

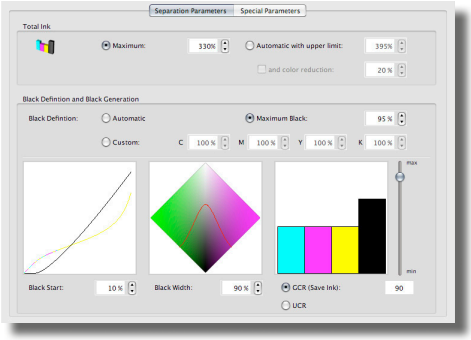
This is standard. It means that every dot value is given to the ICC-profile without any limitation.

Clip

Using the clip function takes effect on values above or below the values defined by the user in percentage. If a value is given e.g. as 2% and the user defined a clip at 5% than all values under 5% are changed to 0%.

Limit

Using the limit function takes a slightly different effect on the values than the clip function. If the user limits a value in shadows e.g. to 90% then tone values like 94% will be changed to 90%.



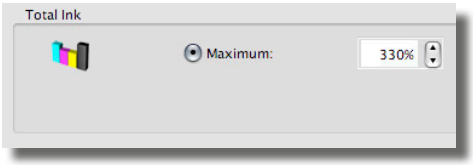
4.2 Separation Parameters (CMYK only)

Unlike ICC-profiles based on RGB colors, CMYK color based ICC-profiles use black as an additional color. This is an essential due to the fact that the three colors on which the gamut is based –cyan, magenta, yellow– do not result a “real” black in addition in printing. In consequence Black is used to reduce the primary colors and replace them with black to achieve a consistent visual impression in your print.

Depending on your concrete printing process, there are different settings useful for the ICC-profile. basICColor print gives you opportunities for almost every printing condition as you see in an exemplary description given below.

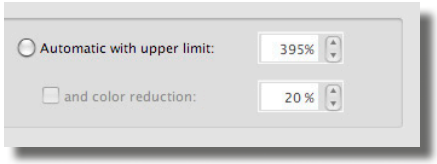
4.2.1 Total Ink Limit

Why do have to limit the total percentage of your inks? If you overprint 100% of every color in CMYK you don't achieve the visual impression of a "real" black color. Depending on your printing process, used inks and paper materials you have to reduce the total amount of colors to a printable limit. In basICColor print there are two ways to achieve the ink limit you need.



Maximum

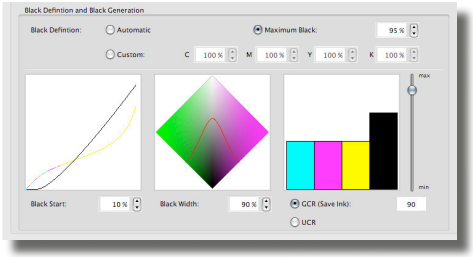
If you choose the <Maximum> function, you have to define a amount of total ink limit in percentage, i.e. 330% in the field right next. The rest will be done through calculation by basICColor print automatically.



Automatic With Upper Limit (And Color Reduction)

The <Automatic> function works quite different. There is no need to define a maximum percentage for the limit, because basICColor print will calculate it by itself throughout the measurement data.

Additionally you can define a percentage of reduction of the automatically calculated total ink limit. This feature gives you the opportunity to save ink in the total amount of printed inks and gives you also advantages if you have problems with drying of inks in offset prints.



4.2.2 Black Definition And Black Generation

Black as the color with the highest contrast to the printed paper is one of the essential keys for a good profile and in all for a good separation.

basICColor print contains five functions to define black in the separation of the ICC-profile. To help in your decisions which way is the best for your individual profile there are three charts implemented that can give you a preview of the impact.

4.2.3 Black Definition

Automatic

With this function enabled basICColor print calculates the needed maximum of black and all other color from the measurement data in combination with the maximum ink limit.

Maximum Black

You must define a maximum percentage of black ink which should be the same as the definition in the standard you want to be compliant to, or it should be the same as the darkest printable amount on the paper of one single color. Example: In ISO 12647 the darkest printable amount for black is defined with 97%.

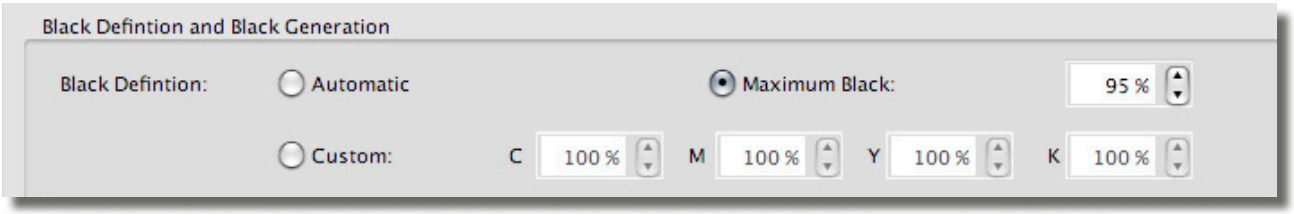
All other color of CMY will be calculated automatically after you input the amount for black.

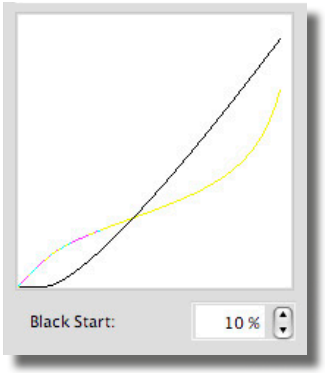
Custom

If you use the function, you can define all colors of CMYK manually. This is useful e.g. for colored materials in print.

Notice

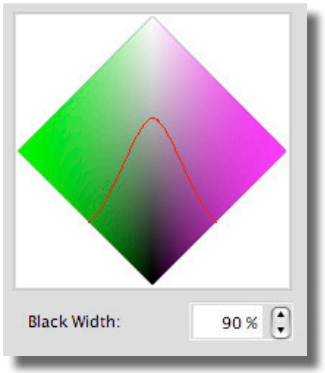
By using the function <custom> you will override the total ink limit, if your amount of four seperate defined colors is higher than the previous defined limit was.





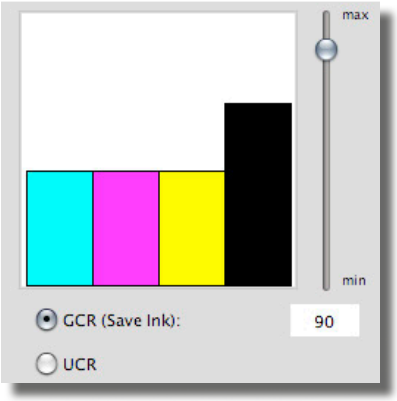
4.2.4 Black Start

In separation of data it is important to define when your black color should take influence on the picture. This is depending on the printing material (e.g. later on news-paper) or print and raster technologies.
A high numerical value gives you a later black insertion and a lower value an earlier.



4.2.5 Black Width

Black Width is used for defining the amount of insertion of black in secondary and tertiary colors. Entering a high numerical value means that back will also be inserted in darker secondary colors. In opposition with a low numerical value black will only take effect on tertiary colors which are very close to grey, but mixed with three or four colors.
Higher Black Width is useful for stabilizing your print results as well as reducing your ink usage.
Depending on material, press and raster technologies a lower Black Width it is required to minimize the value. The chart shows you the effect of your changes figuratively.



4.2.6 GCR/UCR

GCR

Gray color replacement is one of the most preferred methods in color separation. How does it work? In general, colors mixed with CMY which are close to visual grey are replaced or combined with black. This is often designated for a stabilized print run or for a large amount of print runs.

You can adjust a range between 0 and 100 with the slide control. A low amount leaves most of the colors untouched while a high amount replaces and combines colors with black.

Depending on your print and raster technologies and the printed material, there are different settings between higher and lower amounts possible and useful. The chart shows you the effect of your changes figuratively.

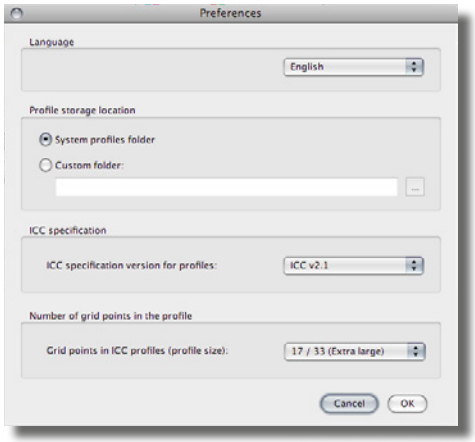
UCR

Under color removal is working unlike GCR. It touches only colors in dark scales, where it reduces CMY and replaces it with black but not as much as GCR does. Colored scales are not touched or converted in general.

It's a traditional method for separation that some users prefer.

Chapter 5

Advanced Features

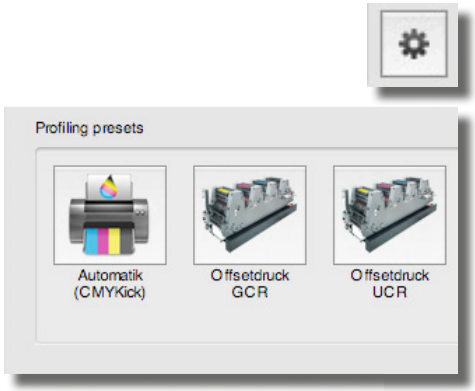


5. Advanced Features

Beside of all described basic functions there are some additional or “hidden” features in basICColor print that inherit advantages for a much higher productivity than you might expect until now.

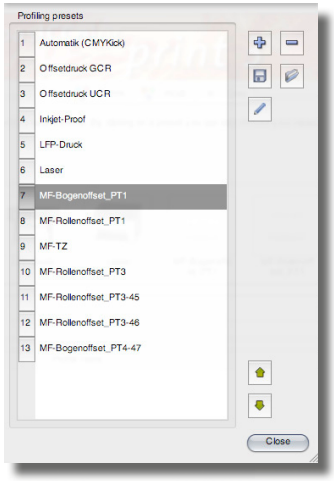
5.1 Preferences

In the “preferences” menu you can define the language for the software, the folder in which you want to save your ICC-profiles by standard method, the profile standard depending on what your software can work with and the profile size with its numbers of grids. If you choose <extra large> you improve the calculation of color through the profile.



5.2 Define Presets

Presets are the symbols that you can see inside the main window. Sometimes its necessary for a user to define his own preset or to change and save a predefined preset, e.g. if you have to create profiles for many different printers.
To do so, click on the small gearwheel right below the preset window. It’s opening up another menu where you see in the left column a list of all saved preset and on the right different symbols to manage the presets.



As followed every symbol will be described in its function.

Define a new preset.

By clicking the symbol the window with all profiling parameters will open up as described in chapter 4. You can define individual parameters and save them as an individual preset.

Delete a preset

By clicking the symbol you will delete the selected preset with all inherited parameter settings.

Export preset to file

By clicking the symbol your selected preset will be exported in a file, e.g. to backup your parameter settings.

Import from a file

By clicking the symbol you can import parameter settings from a file. It's also possible to import an ICC-profile which was build with basICColor print before. All inherited settings from the profile will be assumed. To do so, you have to choose "activate": <ICC output profiles> in the file chooser.

Edit preset

By clicking the symbol you can edit the chosen preset.

5.3 Batch Profiling

If you want to create more than one profile and maybe also with different parameter settings you have the possibility the choose the batch profiling method. It's very simple: If you click on a preset to create a profile you have to click on <add to profile list> instead of <create profile>. Afterwards you can load different measurement targets or choose different settings for variations of the same profile and click also <add to profile list>. If you finished your selection click on <start profiling> in the main window and the complete list will be calculated in a batch process.

Notice

If your measurement files are divided into reference and measured values (like "profile maker" does in his measurement files), you will receive a message on the display to confirm the match between these two identified targets.

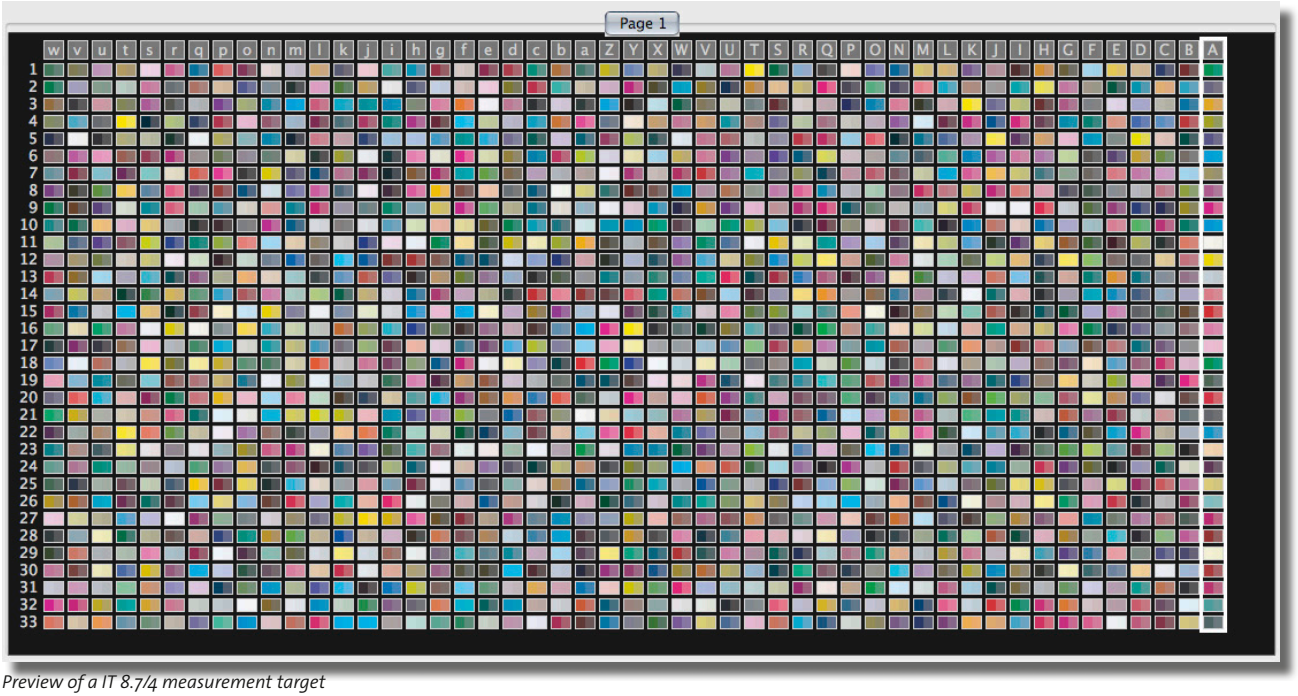
5.4 Multi Target Profiling

One single measurement target of an offset print often represents a coincidence of parameters just at the time it was printed on the paper. If you want to be more representative with your measurement files, it is necessary to measure more than one target at one time, e.g. you choose sheets of every 100, 200, 300, etc. runs.

After measuring you have the possibility to choose more than one single file in the file chooser of basICColor print (by clicking the files with <strg> in windows or with <cmd> in Mac OSX). basICColor print will calculate an average value for all files automatically.

It's also possible to choose different measurement targets.

If you do so, multiple measurement values will be calculated in an average value, but single values of one target will be combined to the existing multiple values. This is helpful if you have to combine a customer specific target (e.g. with important corporate colors) with a standard target like IT 8/7.4.



Preview of a IT 8.7/4 measurement target

Annex A

Measuring Targets With basICColor *catch*

Annex A

A.1 Measurement Of Targets With basICColor *catch*

If you have to measure color tones you need a measurement instrument, e.g. a Xrite i1, and a software to create measurement files, e.g. basICColor *catch 3*.

basICColor *catch 3* is freeware, if you use it only for measuring. The measured files contain XYZ and L*a*b* values for the measured color tones. These files are nessecary for basICColor print to create a ICC profile.

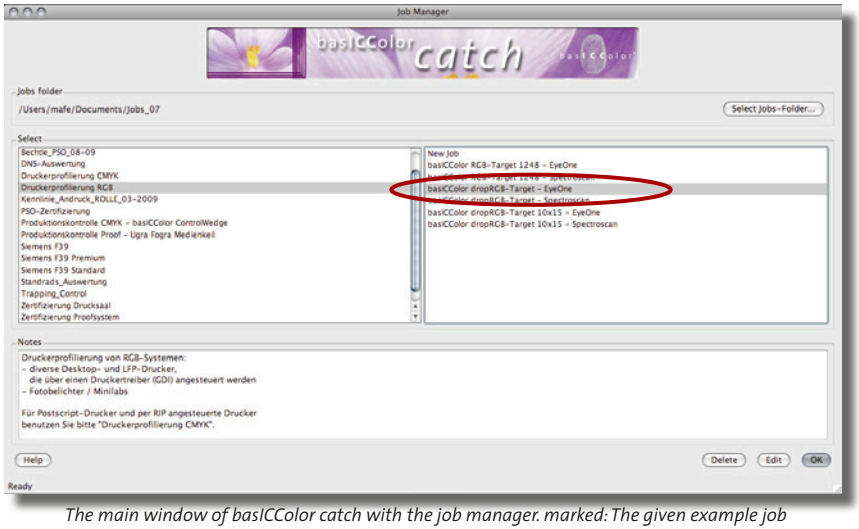
The installer of basICColor *catch 3* is also part of the installation CD-ROM. It's also possible to download the software from our website *http://license.basiccolor.de*. To download it is nessecary that you create an account to register yourself with a valid email adress *(See also chapter 2 in this manual)*.

For detailed information about the complete options of basICColor *catch 3* and the supported measurement instruments, please take a look at the reference manual of basICColor *catch 3*.

On the following pages you'll find a description how to measure an example target with basICColor catch. To measure other targets as described works quite similar. For this example we use a Xrite i1 measurement instrument.

A.2.1 Program start, selection of measurement preset

After program start of basICColor catch the main window with the job manager will open up with two columns. In the left column you'll find a number of presets for different measurement requirements and/or targets. In the right column you'll find predefined jobs for different measurement instruments or variations of the measurement targets.

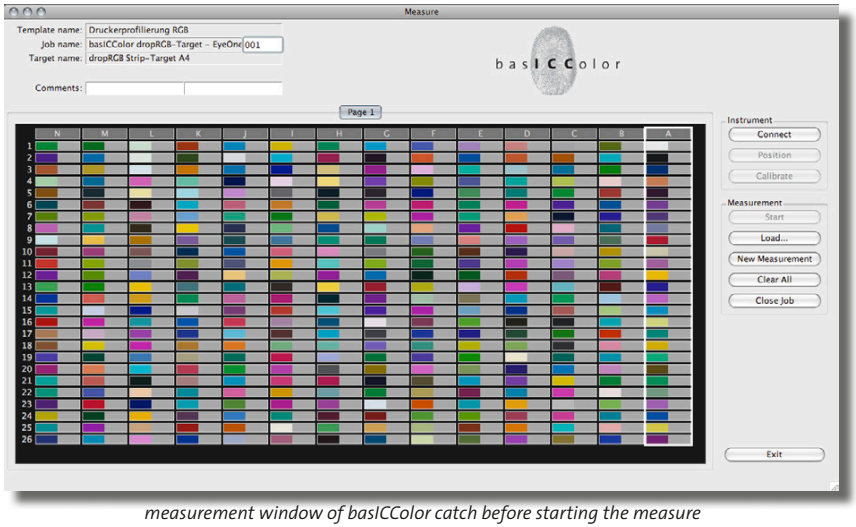


The main window of basICColor catch with the job manager. marked: The given example job

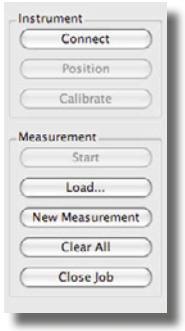
You can also define presets and jobs for yourself with individual settings as described in “edit of job preferences” below.
For our example choose in the left column the <Printer profiling RGB> preset and then the <basICColor dropRGB-Target – EyeOne> job in the right column of the main window of basICColor catch. By clicking <OK> the measurement window will pop up.

A.2.2 Measurement Window

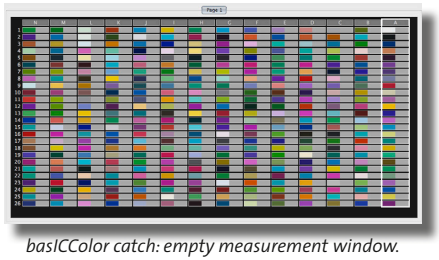
While the measurment window is opening you will be asked by a prompted window to calibrate your measurement instrument. The procedure of calibrating the measurement instrument is different for each model of the different manufacturers. Please read the instructions on the monitor for calibration and follow them.



measurement window of basICColor catch before starting the measure



right column of the measurement window of basICColor catch: buttons for the control of instruments and measurements.



basICColor catch: empty measurement window. The bordered frame marks the begin of the first measurement.

For our example, put the Xrite i1 on the calibration standard, which is a white tile and signed with the serial number of the instrument.
The measurement window is divided into three main parts – in the upper part you'll find informations about the chosen target and preset, in the right column you'll find elements to recalibrate your measurement instrument or to load other measurements with the <load> button. With the button "New Measurement" you can delete previous measurements or measure consecutively.
In the main window you'll find the targets with every field inherited, divided into two columns: the defined target fields in a preview and beside the measured fields. The preview is only for controlling yourself during the measurement so that you can be sure, you measured the right target fields. It is not binding to it's precise color or in comparison to the measured values.
A white frame around the target fields marks the next fields to be measured. If you measure in a faulty way, just klick on the letter above the fields to repeat the measuring. This doesn't offend any correct measurements done before.

Choose The Backing

Most of the papers we use are not completely opaque. That means that things under the paper sheet can shine through and take effect on your measuring. For ICC profiles a white backing is used usually. White backing means either you takte two or three sheets of the same paper you printed on under the sheet you want to measure, or you take a special white backing which is free of optical brighteners like the measurement tray of the Xrite i1.

positioning the i1 on the fields

The i1 has to be located in an unprinted area before you start measuring, otherwise the measureing will be faulty

Measurement Instrument Position

If you put the measurement instrument next to the first target fields you want to measure, beware that you position the ruler of the i1 correctly and also that the intrument is located on a white space before the first measurement field. Otherwise you measurement will be faulty.

Start The Measuring

After positioning you can start the measuring by clicking the button on the left side of the i1 instrument. You have to hold down the button as long as you want to measure! After clicking and holding down, wait until you hear a “beep” sound. After that you can start your measurement by pulling the instrument slowly and constantly until the end of the target fields. The end of the measurement has to be also white after the last measured field. You end the measurement by releasing the button. After that the measured field will be filled into the active column in the measurement window of basICColor catch. Now you can go on with the next line of fields to be measured.

End The measuring

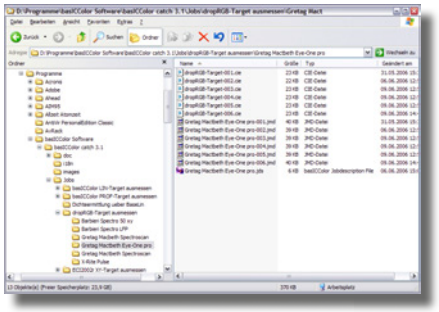
If all target fields in the measurement windows are filled in correctly, a measurement file will be saved to hard disk. If a measurement is faulty, you'll get a warning message. After confirmation by clicking <OK> you ca re-measure the fields. This doesn't offend any other fields measured correctly before.

To end measuring just click on <close job> and the actual measure job will be closed and you will return to the main window with the job manager. It's also possible to click <exit> which will terminate the complete application.

basICColor catch measurement window: after you measured, you'll see all target fields filled with the fields you measured

Edit Of Job Preferences

If you choose a job and click on <edit> in the main window, you can change preferences like the measurement instrument, the target, the file suffix, etc. This is useful for different measurement situations or individual settings on specific measurements.

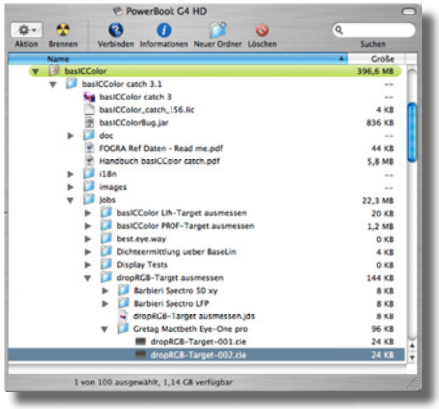


Where To Find Saved Measurements

By ending up measuring and exiting the application or the job, a measurement file is written and saved automatically by basICColor *catch 3*. Depending on your operating system you will find it here:

Windows®

C:\Programme\basICColor Software\basICColor catch 3.3\Jobs_07\Druckerprofilierung RGB\basICColor dropRGB-Target – EyeOne



Mac OSX

~/Documents/Jobs_07/Druckerprofilierung RGB/basICColor dropRGB-Target – EyeOne

The name of the measurement file is e.g. *"basICColor dropRGB-Target - EyeOne-001.cie"* while the number "001" is representing the first measurement with this job and is counting up, the suffix ".cie" does not represent a special file format, you can open it with every simple text program. You can change the suffix in the job preferences.

Annex B

Product Information basICColor *print*

Annex B –
Product Informations basICColor *print*

All content of this manual is designated to the owner of a valid software licanse and for his information about the software. This information does not intent any obligation to the manufacturer in case of accuracy, correctness and regularity.
The manual can be changed without any further information to the customer.

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Author: Tim Seher
Translation: Matthias Ferch

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