

Spyder



QUICK START GUIDE

What You Get

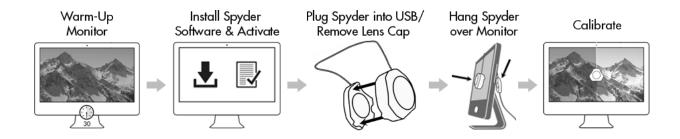
- Spyder Sensor
- Serial Number
- Welcome Card with link to software and support resources
- USB-A Adapter

System Requirements

- Windows 10, 11 32/64
- Mac OS X 10.14 Mac OS X 14
- Monitor Resolution 1280x768 or greater, 16-bit video card (24-bit recommended, 1GB of available RAM, 500MB of available hard disk space
- · Internet connection for software download
- USB-C or USB-A port

Support

support.datacolor.com



Before You Begin

Your monitor should be turned on for at least 30 minutes before you begin the calibration process. Make sure that no direct light is falling on your display.



Reset the monitor controls to the factory default settings, if available. Please deactivate any Auto Brightness features on your monitor.

Step 1 – Install and Activate

Install the Spyder software from the <u>Datacolor Website</u>. After the installation is complete, plug in your Spyder and launch the software to begin the activation and registration process. This will automatically start your Warranty. Use the Serial Number included in your Spyder package to activate your software.

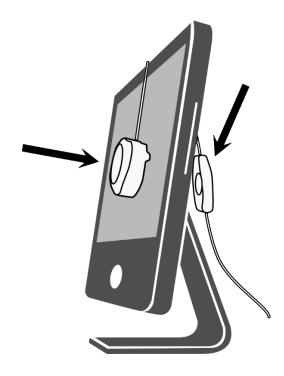


Step 2 – Prepare for Calibration

Ensure your Spyder is plugged into a powered USB port on your computer before you launch the Spyder application. Follow the step-by-step on-screen instructions. Remove the lens cap from the Spyder colorimeter.



Hang the Spyder unit over your display when asked, using the lens cap, which slides on the USB cable, as a counterweight to keep it in place. If necessary, angle your display back to keep the Spyder flat against your screen.



Step 3 - Calibrate

The Spyder software will walk you through the calibration process and create a custom display profile, which your operating system and color managed applications will use to correct your displayed colors. Click 'Help' in the bottom left corner of the screen to help with any feature of the software. You may also refer to the User Guide or Calibration video for assistance with calibration.

