

Hardware and software requirements

Before installing Matchprint Virtual software, ensure that your system meets the following minimum requirements.

Qualified Kodak workflow software

Matchprint Virtual 11.6 is qualified with the following versions of Kodak software:

- Kodak InSite Prepress Portal 11.6
- Kodak PressProof 11.6
- Kodak InSite Creative Workflow 11.6

Operating systems and browsers

The Matchprint Virtual 11.6 software require one of the following versions of the Apple Mac OS X operating system software:

Important: Only Apple's Safari browser can be used for color accurate monitor softproofing.

- **Matchprint Virtual 11.6.0** (for Intel chipset)
 - macOS Sonoma (14)
 - macOS Sequoia (15)
- **Matchprint Virtual 11.6.1** (for Apple Silicon chipset)
 - macOS Sonoma (14)
 - macOS Sequoia (15)
 - macOS Tahoe (26)*

***NOTE:** macOS Tahoe does not support Intel-based Macs (except the 2019 Mac Pro (no longer in sales, start price \$7,000 USD). Tahoe is not qualified for MV 11.6.0 (Intel).

Platform

- **Matchprint Virtual 11.6.0**
 - Apple Mac mini computer (Intel chipset)
 - Apple Mac Pro computer (Intel chipset)
- **Matchprint Virtual 11.6.1**
 - Apple Mac mini computer (Apple Silicon M1/M2, M2 Pro, M4 chipset)
 - Apple Mac Studio computer (Apple Silicon M1/M2/M4 Max chipset)

Important: Apple Mac mini M1 and M2 (regular) support one monitor only (Thunderbolt restriction)

Important: Apple Mac Pro (2019), Apple Mac mini M2 (regular). M4 Pro, Apple Mac Studio M1 Ultra, M2 Max/Ultra, M3 Ultra, M4 Max, Apple Mac Pro M2 Ultra models are untested

Important: Some macOS versions are not qualified because the Mac model ships with an OS that is higher version and there is no downgrading; but you can make a 2nd Volume on the Mac and install a lower version of the OS. Consult Apple documentation for instruction and support.

Kodak Pressproof and Matchprint Virtual are qualified to run on the macOS platform only.

- **Recommended model based on the number of monitors**

Number of monitors	Model
1	Base model (M1, M2) Mac Mini can run with Thunderbolt 3 and 4 respectively
2 or 3	M4 Mac mini, M2 and M4 Pro Mac Mini can run up to 3 monitors at Thunderbolt 4
4	Mac Studio (M1 Max, M2 Max, M3 Ultra, M4 Max) can run up to 4 monitors at Thunderbolt 4 ○ If you plan to run in this configuration, please open a call with the CEC.

Note: The Ultra chipset (Mac Studio M1/M2 Ultra, Mac Pro) exceeds the required computing power to run Matchprint Virtual

Intel Qualification Matrix for MV 11.6.0

Model	macOS 13	macOS 14	macOS 15	Mac OS 26
Mac mini (Late 2014)	—	—	—	—
Mac mini (2018)				—
Mac Pro (Late 2013)	—	—	—	—
Mac Pro (2019)				

: OS qualified – tested and verified

: untested

— : OS not qualified for the model

Mx (Apple Silicon) Qualification Matrix for MV 11.6.1

Model	macOS 13	macOS 14	macOS 15	macOS 26
Mac mini (2020, M1)*				

Mac mini (2023, M2)*				
Mac mini (2023, M2 Pro)†				
Mac Studio (2022, M1 Max)				
Mac Studio (2022, M1 Ultra)				
Mac Studio (2023, M2 Max)				
Mac Studio (2023, M2 Ultra)				
Mac Pro (2023, M2 Ultra)				
Mac mini M4 (2024)†	—	—	§	§
Mac mini M4 Pro (2024)†				
Mac Studio (2025 M4 Max)	—	—		
Mac Studio (2025 M3 Ultra)	—	—		

: OS qualified – tested and verified

: untested

— : OS not qualified for the model

* single monitor only

† Maximum 3 monitors on Thunderbolt 4

§ May have more difficulty calibrating at lower luminance (< 200 lumens)

Notes:

- The Mac computer must have the correct video cards, available ports, and cables to support the recommended (maximum) resolution of the monitor or multiple monitors (if using PressProof).
- Monitors from the recommended vendors require both a video display cable and a USB data cable in certain cases. Check your monitor's manual for connectivity types.
- iMac computers do not maintain constant temperatures required for color matching and therefore are not supported.

Statement from Kodak on Operating Platforms

It is not economically possible for Kodak to individually test every processor model or subtype, whether from Apple®, Intel®, or AMD. We use current development hardware and software to build and test the INSITE suite of software. We trust the millions of dollars of compatibility testing performed by the chip manufacturers and operating system vendors to ensure that INSITE will perform correctly on all systems.

For information about video cards, see the Apple Web site at <http://www.apple.com> or contact your Apple dealer.