

Setting the light source

Important: If the Matchprint Virtual client light source is different than Default or what is defined by `lightsource.txt` used for pre-rendering, the surface will be re-rendered to what is set in Matchprint Virtual client.

To set up Matchprint Virtual for color-accurate viewing, you must set the light source that you use in your viewing environment.

1. At the Dock, click the **Matchprint Virtual folder** icon.
2. Select **MVCalibrator**.
3. From the **Settings** menu, choose **SelectLight Source**.
4. In the **Select Light Source** list, select the type of light source that you are using for color-accurate viewing:
 - If you are using overhead light fixtures, select **ISO_3664_D50**.
 - If you are using a GTI SoftView viewing booth, select **GTI**.
 - If you are using a Just Normlicht colorCommunicator 2 viewing booth, select **JustNormlicht**.
5. Repeat these steps for each monitor.

Note: If you change to a different light source, it is not required to recalibrate the monitor.