

Requirements

Kodak has made changes to Matchprint Virtual that allow you to choose the monitor that best fits your needs.

The following requirements must be met:

- IPS panel (gaming and business monitors use different panel types)
- Adobe RGB or sRGB color gamut support
 - Note:** NTSC color gamut is untested at this time.
 - Note:** HDR color gamut is unsupported at this time.
- Flat panel only (not curved)
- 2K or 4K resolution
- Standalone monitors
 - Note:** iMac computers do not maintain constant temperatures required for color matching and therefore are not supported.
- Uniformity correction
- A video display cable connection and a USB data cable connection (see [Setting up the connections](#))

Statement from Kodak on Monitor Qualification

It is not economically possible for Kodak to individually test every monitor model or subtype, no matter the vendor. We use current development hardware and software to build and test the Matchprint Virtual software. We trust the millions of dollars of compatibility testing performed by the monitor manufacturers and operating system vendors to ensure that INSITE will perform correctly on all systems.

Given this information, if the monitor has met the above requirements, Kodak cannot guarantee that the monitor will work with MatchPrint Virtual or be acceptable to you in terms of performance, longevity, etc. It is recommended that you review the return policies, and at least at the onset, possibly deal directly with a vendor to evaluate any particular monitor that you are leaning towards prior to making a decision to buy the monitor.

Warning: Matchprint Virtual has not been thoroughly tested with 6K and 8K resolution monitors, so Kodak cannot guarantee functionality. You may try to lower the resolution of the monitor to 4K, but this is untested.