



## The digital halftone proof – more than a contract proof

In platemaking, parameters like screen, overprinting and trapping settings, as well as correction curves, have a decisive influence on the subsequent printed result. Should problems occur at this point, such as an unfavorable screen angle, incorrect trapping or overprinting settings, and also interpretation errors, this can only be detected at an early stage by means of a halftone proof created with the original imagesetter data. A halftone proof is also indispensable for printing processes using coarse screening, since this has a major influence on the visual impression.

### Target groups

- Agencies and print buyers
- Prepress businesses and printers in the advertising, publishing and newspaper sectors

### Your advantages at a glance

GMG DotProof® allows direct processing of 1-bit imagesetter data, so that they can be inexpensively proofed on inkjet printers, and errors detected before the platemaking operation or even the start of printing. Agencies, publishing houses and print buyers can use GMG RipServer to create 1-bit data themselves,

enabling advance simulation of the subsequent screen effect.

#### ▼ *Color-accurate halftone proof*

Unlike many competitor products, GMG DotProof produces a genuine, color-accurate halftone proof of contract-proof quality. The special feature is that color management and mapping of the screen dots take place in parallel in two separate processes. The proof print is based on the 1-bit data of the imagesetter RIP or GMG RipServer, which contain the information on the screen dots with the respective angle, screen ruling and dot shape. Since the 1-bit data contain no color information, the individual color separations are analyzed and combined accordingly. GMG DotProof uses special algorithms, developed by GMG, to convert the screen data to the inkjet resolution. Along with the color information, this yields a perfect, color-accurate contract proof with dot-for-dot reproduction on halftone screens up to 200 lpi, depending on the output device used.

#### ▼ *Simple integration in existing workflows*

GMG DotProof can easily be integrated in all relevant

workflows. Sophisticated tools are available for this purpose, such as automatic, user-defined rules for the detection of color separations or the naming of output files.

▼ *Simulation of tone reproduction curves and dot gains*  
Only GMG DotProof permits simulation of the individual tone reproduction curves and dot gains of a wide variety of different presses at the proofing stage.

▼ *Optimized processes save time and money*  
A halftone proof saves time and money otherwise expended on incorrectly exposed plates, imperfect prints and paper waste. A true ROOM concept (Rip Once, Output Many) is realized if the original imagesetter data are used. As a result, internal processes are optimized and synergistic effects created, since once-only data

processing in the imagesetter RIP means that the processes are more tightly networked and throughput is increased. This has a direct influence on profitability.

▼ *Low-cost, high-speed simulation of more color*  
The new GMG DotProof XG module now enables users to exploit the advantages of the Canon imagePROGRAF iPF x3x0, Epson Stylus Pro x900 and HP Designjet Z3200 multicolor printer series. These printers have an expanded color gamut, allowing far more spot colors to be simulated in the halftone proof. Up to now, this was only possible using expensive and slow thermal halftone proofing systems.

More information on GMG DotProof is available from your graphic arts dealer or at [www.gmgcolor.com](http://www.gmgcolor.com).

## Technical Data GMG DotProof

Software requirements	
Operating system	Microsoft Windows 2003 Server, 2008 Server (32-bit, 64-bit), XP Professional, Vista, Windows 7 (32-bit, 64-bit)
Hardware requirements	
Processor	Intel Core 2 Quad, Q6600 or similar, 2.4 GHz, 2x4 MB Level 2 (L2) cache
Memory	4 GB RAM, 750 GB hard disk, 5 GB free hard disk space for software installation
Graphics card/ Monitor	Min. 1024 x 768 dpi resolution, 32-bit color depth, DirectX 9.0c support, 256 MB memory (e. g. NVIDIA GeForce 8600 GT)
Miscellaneous	DVD-ROM, min. 2 x USB 2.0, network card
<i>The hardware requirements depend on the operating system used, and on the number and type of output devices.</i>	
Features	
Software components	GMG DotProof, GMG ProfileEditor, GMG SpotColor Editor, GMG RipServer (Adobe® PDF Print Engine)
Supported profiles	Proof Standards and calibration sets, incl. MXC, MX3, MX4, MX5 and ICC profiles, support of ICC specification V2 and V4
Supported formats	PS, PDF, PDF/X, TIFF (LZW/Packbits), TIFF-IT (CT/LW composite and separated), TIFF-Bitmap (LZW/Packbits), Scitex CT/LW and Assign (Kodak), Bitmap LEN and ArtPro AIF (EskoArtwork), Presstek, Photoshop DCS/ EPS (Adobe), JPEG, etc.

Features	
Supported output devices	Epson Stylus Pro 4000, 4400, 4450, 4800, 4880, 7400, 7450, 7600, 7800, 7880, 7900, WT7900, 9400, 9450, 9600, 9800, 9880, 9900, 10600, 11880  HP Designjet 130, 1050, 1055, 4000, 5000, 5500, Z2100, Z3100, Z3200, Z6100  Canon imagePROGRAF iPF 6300, 6350, 8300  Roland VersaUV LEC-330
Spot colors	Support of unlimited process and spot color separations in pixel data, support of 27 spot color separations in PDF files; HKS, Pantone® Formula Guide, Pantone Goe™ and DIC Library; support for spot color systems, such as Hexachrome®
Supported measuring instruments	Current models from X-Rite incl. DTP70, Spectrolino/SpectroScan, EyeOne, iO, iCColor, iSis
Workflow integration	Easy integration via hot folder
Supported languages	English, German, French, Italian, Polish, Portuguese, Spanish, Chinese, Japanese, Korean
Scope of supply	GMG DotProof on DVD; dongle; manuals; various control strips, spot color databases, printer calibrations and (halftone) proofing profiles
Options	GMG DotProof XG and XG WT module



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