



Datacolor PAINT v. 2.X

Installation Guide

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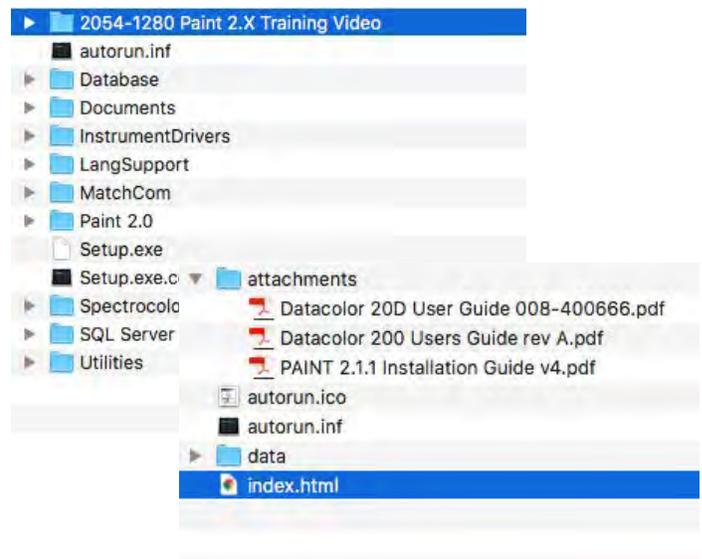
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Training & Installation Video

If you have questions on installing PAINT 2.x or need training to use your PAINT 2.x Software, connect the Datacolor Paint USB flashdrive inside your PAINT v. 2.x Package:



Click on the training video folder and open the index.html file



Begin watching the training video and click “**Next**” when ready to move to the next slide. At the end there will be a **quiz** for any new users of PAINT v. 2.x Software

Move to the next page for continued Instructions on how to install PAINT 2.3



Need help? Call Datacolor Support at 1-800-982-6496

Step 1: Install your Software

Step 1:

Insert your **PAINT v. 2.x USB**. This USB is a license key that must be inserted into your computer **at all times** for the software to be activated.



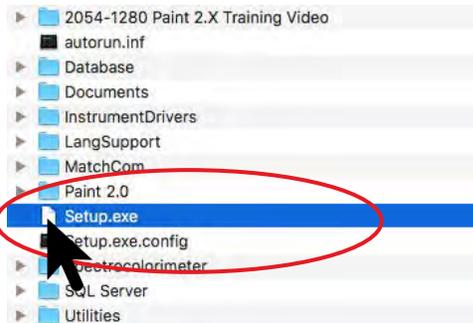
Step 2:

Connect the Datacolor Paint USB flashdrive inside your PAINT v. 2.x Package.



Step 3:

Click "**Setup.exe**". Allow this file to run if any Anti-Virus message pops up.



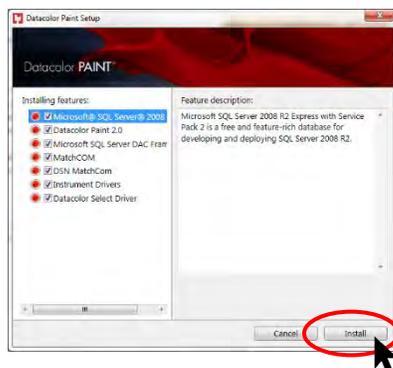
Step 4:

Select your **Language**, then click "**Next**".



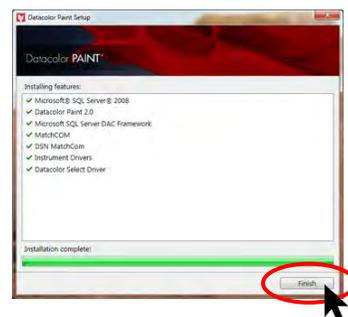
Step 5:

Click "**Install**". (*This will take about 15 minutes to load the Software*)



Step 6:

Click "**Finish**". If any part of the installation does not install, please restart your computer and install again.



Step 2: Install your Database

Step 1:

After installing the software, Click **“PAINT v. 2.x Desktop Icon”**.



Step 2:

Click **“OK”**.



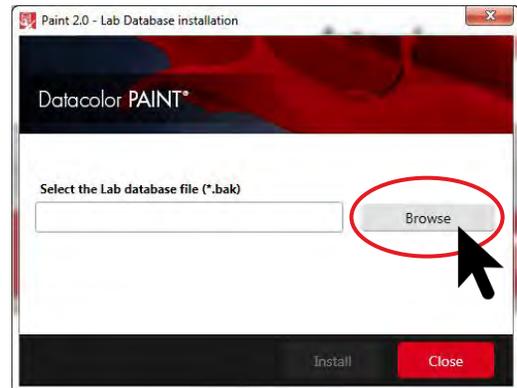
Step 3:

Connect the Datacolor Paint Database USB flashdrive inside your PAINT v. 2.x Package.



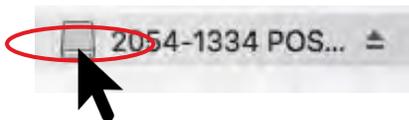
Step 4:

Click **“Browse”**.



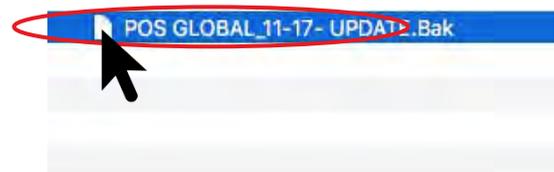
Step 5:

Double Click on the **“USB flash Drive”**.



Step 6:

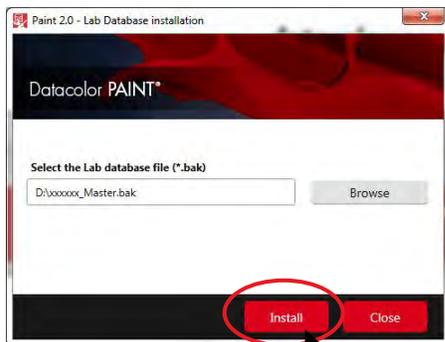
Double Click your Database **“xxxxxx_Master.bak”**.



Step 2: Install Your Database (cont.)

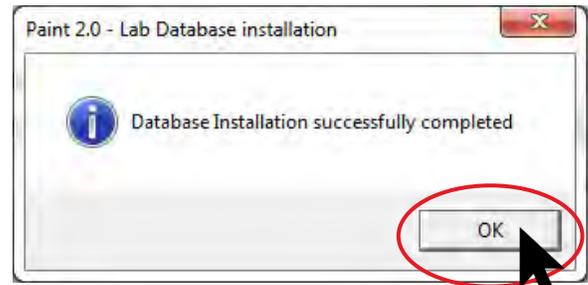
Step 7:

Click **“Install”**, please wait **2-3 minutes** for database to be fully installed.



Step 8:

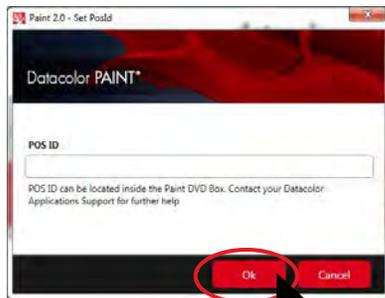
Click **“OK”**.



Step 3: Log in to PAINT v. 2.x Software

Step 1:

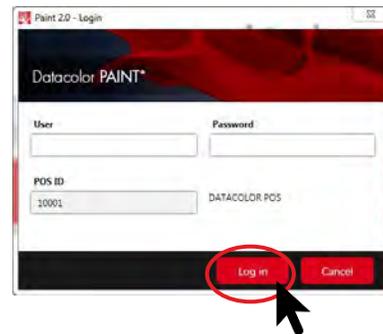
Type in your **5-digit POS ID** that is located inside your **PAINT Package below your Software CD**. Click **“OK”** when finished typing in your POS ID.



Step 2:

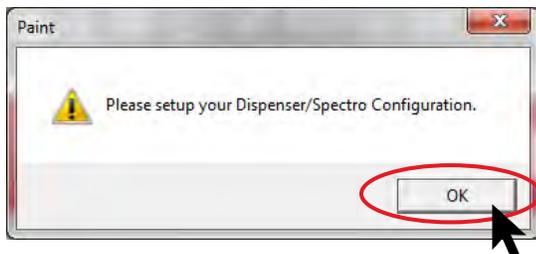
Log in with the following information:

User: ADMIN
Password: admin



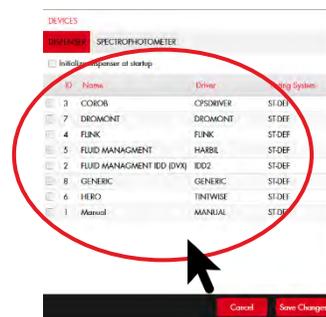
Step 3:

Click **“OK”** to begin connecting Dispenser & Spectro.



Step 4:

Select your **“Dispenser”**.



Step 5:

Select **“Spectrophotometer”**, check the box next too **DATACOLOR COMETFLASH**, Click **“Save Changes”**.



Step 4: Setting Up Your Datacolor Spectrophotometer – Datacolor 200 Benchtop

**If you have a Datacolor 20D please skip to page 8, if you have a Datacolor 110 please skip to page 9.*

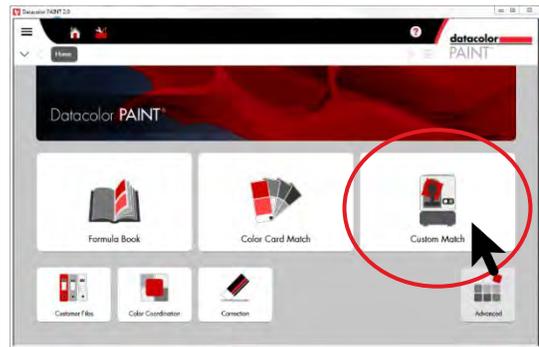
Step 1:

Connect your Spectro to your computer with **USB** and plug in your power supply cord. Turn your Dataolor 200 Spectro **ON**.



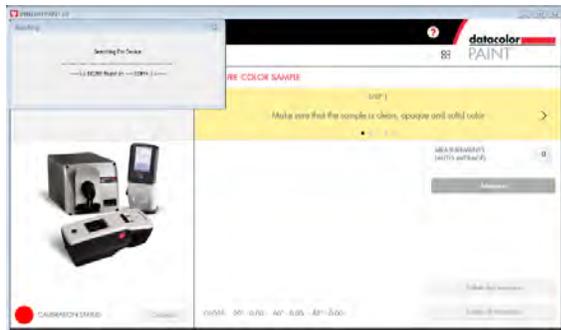
Step 2:

Make sure you have signed into your PAINT v. 2.x Software. Click **“Custom Match”**.



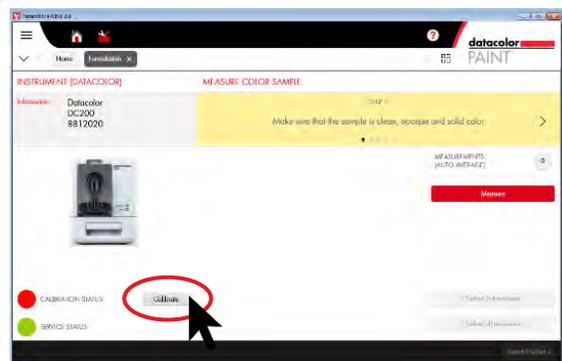
Step 3:

Wait a moment for PAINT v. 2.x to find your Datcolor 200.



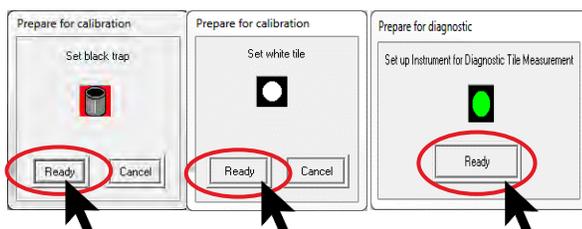
Step 4:

Click **“Calibrate”**.



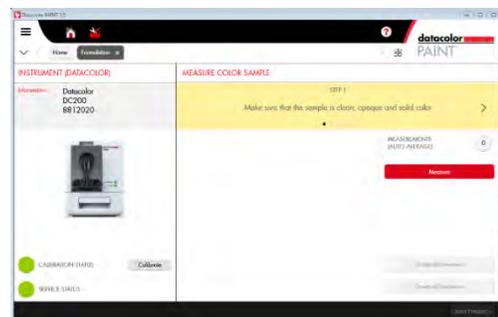
Step 5:

Place the **“Black Trap”**, on your Spectro and hold, Click **“Ready”**. Place the **“White Tile”** on the spectro, Click **“Ready”**. Finally, place the **“Green Tile”** on the spectro, Click **“Ready”**.



Step 6:

Your Datacolor 200 is ready to match colors!



Step 4: Setting Up Your Datacolor Spectrophotometer – Datacolor 20D Portable

**If you have a Datacolor 200 please go to page 7, if you have a Datacolor 110 please skip to page 9.*

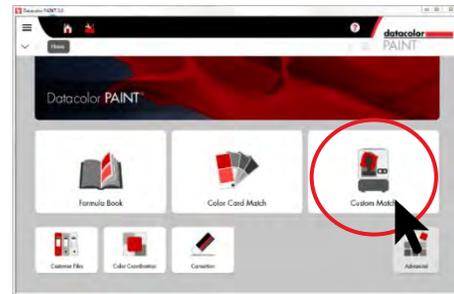
Step 1:

If you have a Datacolor 20D, please plug in your instrument to your computer with the **USB** provided and plug in your power supply cord. Turn your Datacolor 20D **ON**.



Step 2:

Make sure you have signed into your PAINT v. 2.x Software. Click **“Custom Match”**.



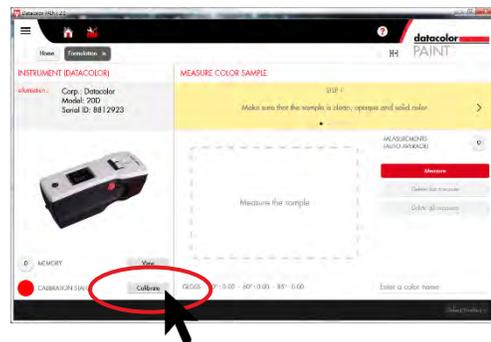
Step 3:

Wait a moment for PAINT v. 2.x to find your Datacolor 20D.



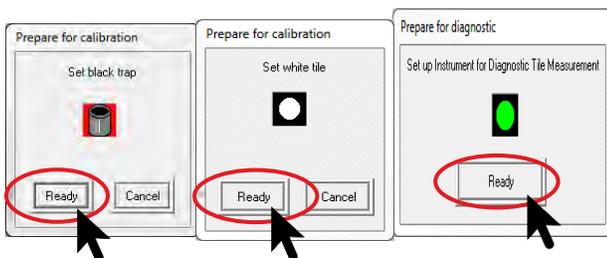
Step 4:

Click **“Calibrate”**.



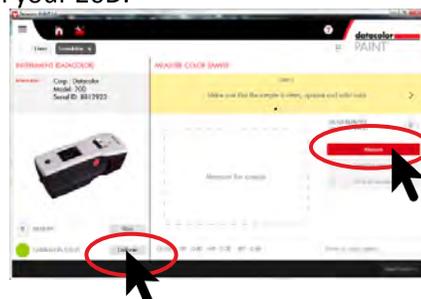
Step 5:

Place the **Black Trap** on your Spectro and hold. Click **Ready**. Place the **White Tile** on the Spectro, click **Ready**. Finally, place the **Green Tile** on the Spectro, click **Ready**.



Step 6:

Your Datacolor 20D is ready to match colors! Click **View** to see all of the samples stored on your instrument or click **Measure** to measure with your 20D.



Step 4: Setting Up Your Datacolor Spectrophotometer – Datacolor 110 Benchtop

**If you have a Datacolor 200 please go to page 7, if you have a Datacolor 20D please go to page 8.*

Step 1:

Connect your Spectro to your computer with *either* **USB** or **Serial Port** cable. Make sure the Spectro is turned on.

Serial Port Cord

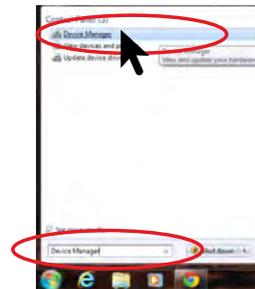


USB Cord



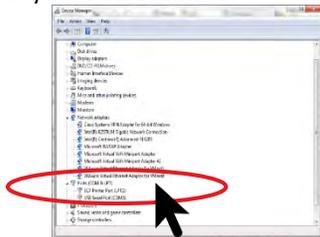
Step 2:

Click **“Start”**. Type in your Search Bar **“Device Manager”**. Click **“Device Manager”**.



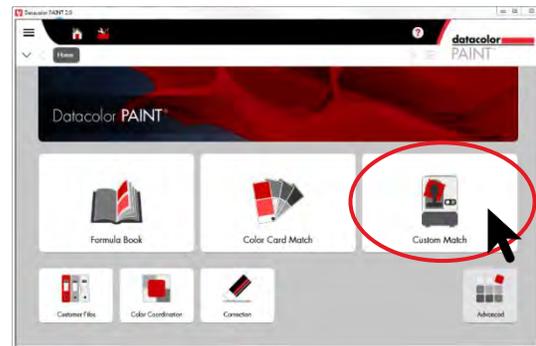
Step 3:

Click **“Ports (Com & LPT)”** and select the port that is connecting your Spectro. This will be different for most cases, if you are using a **Serial Port** it will be either **“COM1”** or **“COM2”**. If you use a USB to connect your Spectro it will be **“COM3 or above”**. Remember your **Port Number**.



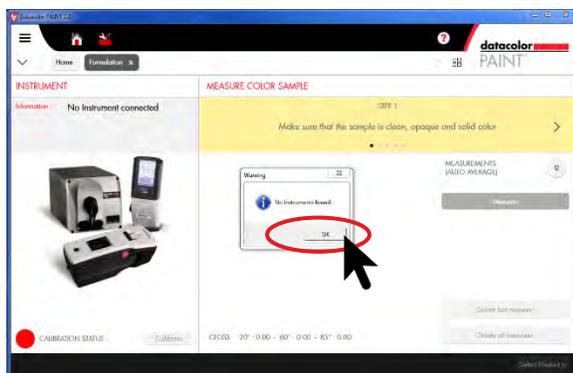
Step 4:

Make sure you are in the **PAINT v. 2.x Software**, then Click **“Custom Match”**.



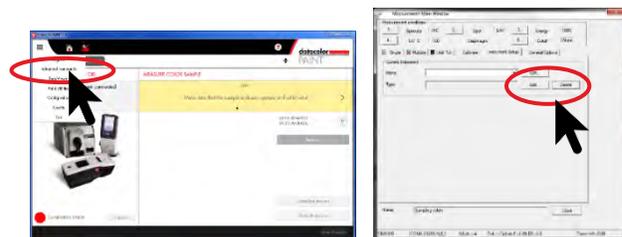
Step 5:

Click **“OK”**.



Step 6:

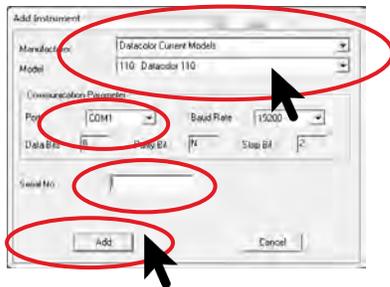
Click the triple bars on the top left and click **“Advanced Commands”**. Click **“Delete”**, Click **“Add”**.



Step 4: Setting Up Your Datacolor Spectrophotometer – Datacolor 110 (cont.)

Step 7:

Select your **“Manufacturer”** and **“Model”**. Select the **“Port”** where you have connected your spectro. Next, type in your **“Serial No”** which can be on the back of your spectro or on the back of the **White or Green Calibration Tiles**. Click **“Add”**.



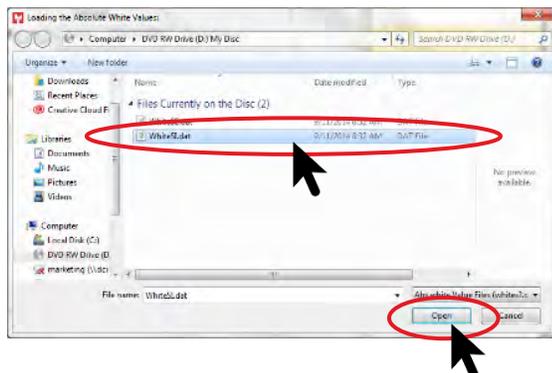
Step 8:

Inside your Spectro drawer there is a Datacolor **Spectrum CD**. Please insert it into your computer.



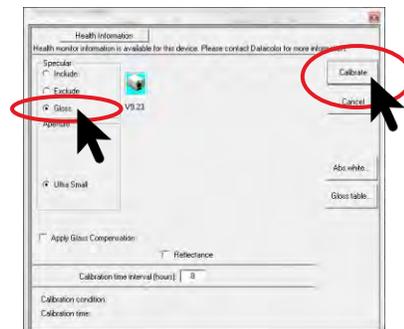
Step 9:

Click on **“WHITESI.DAT”**, Click **“Open”**.



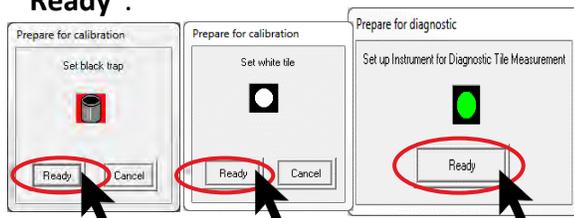
Step 10:

Click **“Gloss”** on the left hand side, Click **“Calibrate”**.



Step 11:

Place the **“Black Trap”**, on your Spectro and hold, Click **“Ready”**. Place the **“White Tile”** on the spectro, Click **“Ready”**. Finally, place the **“Green Tile”** on the spectro, Click **“Ready”**.



Step 12:

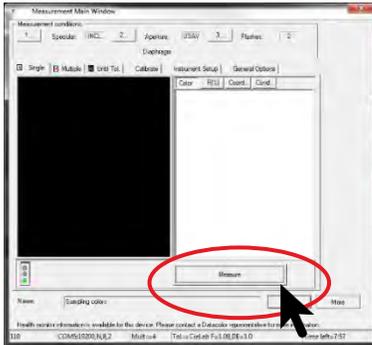
After using the Green Tile, Click **“OK”**.



Step 4: Setting Up Your Datacolor Spectrophotometer – Datacolor 110 (cont.)

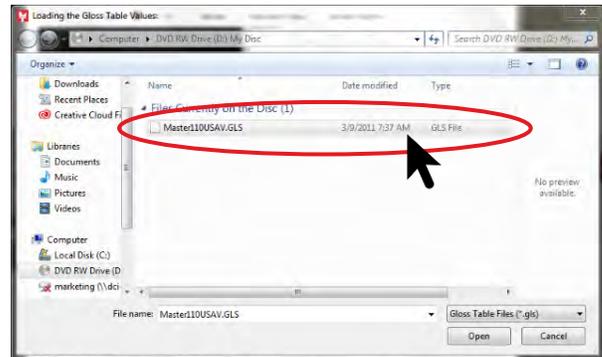
Step 13:

Click **“Measure”** while keeping the Green Tile on.



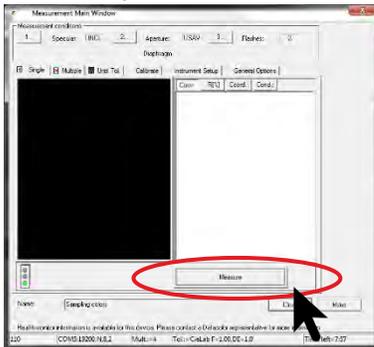
Step 14:

Click the **“Gloss file”** and click **“Open”**.



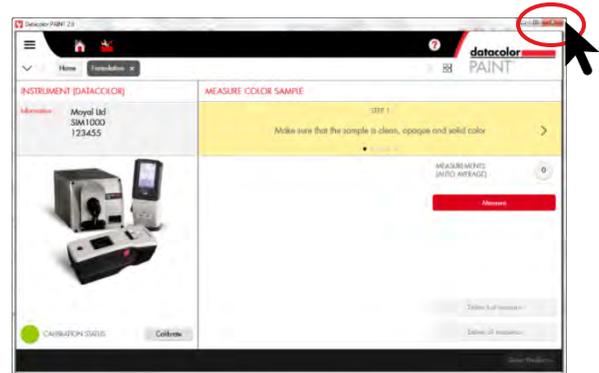
Step 15:

Click **“Measure”**, Click **“Close”** when finished. Your Spectro has been setup.



Step 16:

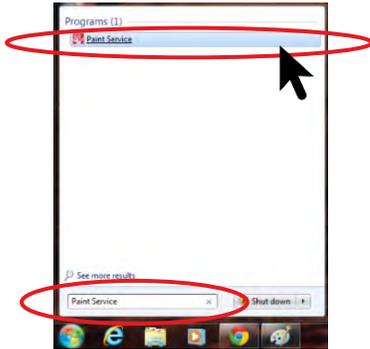
Close **“PAINT v. 2.x Software”**.



Step 7: Import Your Custom Formulas

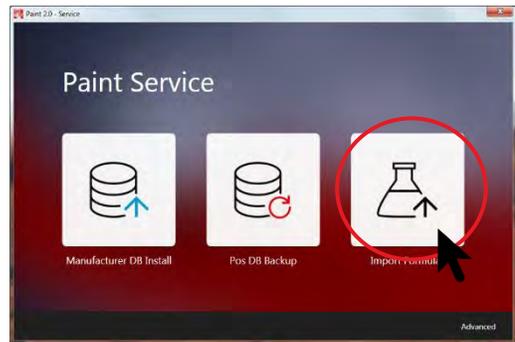
Step 1:

Click “**Start**”, then type in the search bar “**Paint Service**”. Click “**Paint Service**”.



Step 2:

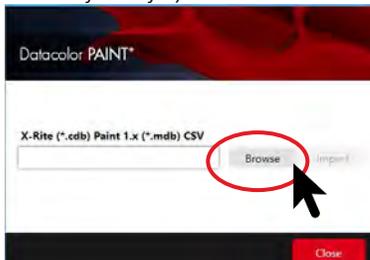
Click “**Import Formulas**”.



Step 3:

Click “**Browse**”.

(Note: If your previous customer files are on a separate computer, you may find the location of your files in step 4. Once you have loaded your files onto the USB, plug into the system with Paint 2.x Software and search for the file)



Step 4:

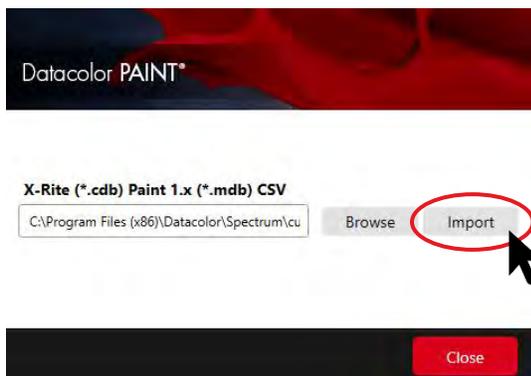
Go to this file to find your *Datacolor Customer Formulas*: **C:\Program Files (x86)\Datacolor\Spectrum\DatacolorPaint\Data**
Click on “**custom.mdb**”, click “**Open**”.

If you used **Xrite Color Designer** previously, look for a “**.cdb**” file to upload your Xrite Customer Formulas.



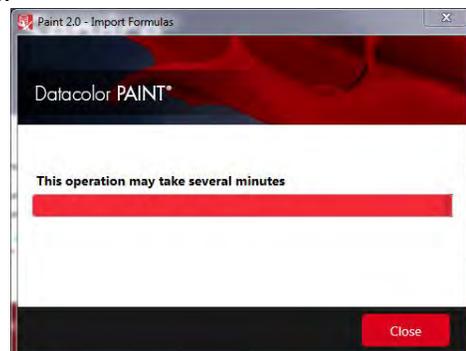
Step 5:

Click “**Import**”.



Step 6:

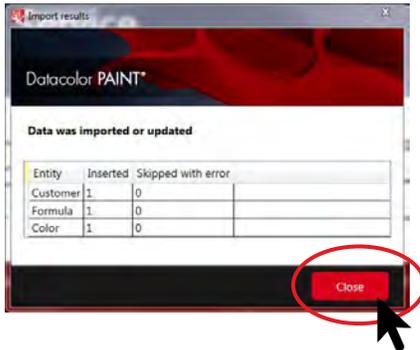
This process will take several minutes to load.



Step 7: Import your Custom Formulas (cont.)

Step 7:

Click “**Close**” in Import Results.
Please skip to Step 13 after importing previous Datacolor Formulas.



Step 12:

Exit out of PAINT Service, and Click “**PAINT v. 2.x Desktop Icon**” to begin using the software.



***Please refer to the appendix to fully connect your dispenser.**

APPENDIX



Fluid Management[®]

Fluid Management
Connecting Your Dispenser
with PAINT v. 2.x

Connect your Fluid Management Dispenser with PAINT v. 2.x

*If connecting your dispenser computer with your separate matching computer, please make sure you connect your computers together with a Cat5 cable.

Step 1:

Please make sure you have **Color Pro 4.5 Software Update Installed from Fluid Management**. If you do not contact them to ship you the update. Once update is installed please continue with the instructions.

On your Fluid Management computer, click "FM_Customizer" desktop icon.



Step 2:

Type in the Fluid Management Password "service", then click "Check".



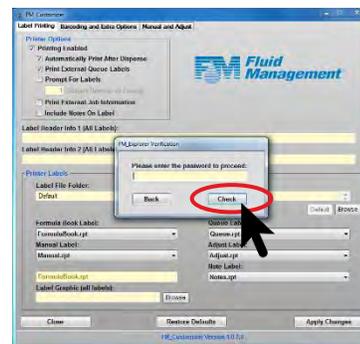
Step 3:

Triple click the Paint drop symbol in between F & M in the top right corner of the screen.



Step 4:

Type in the Fluid Management 2nd password "fmpro", then click "Check".



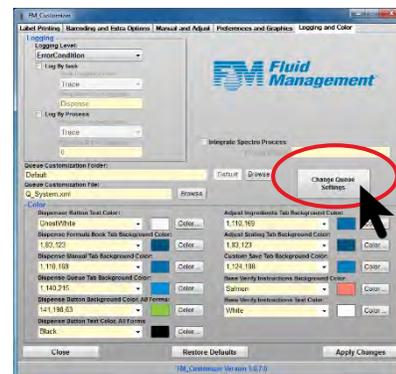
Step 5:

Click "Logging and Color".



Step 6:

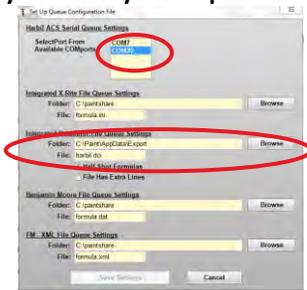
Click "Change Queue Settings".



Connect your Fluid Management Dispenser with PAINT v. 2.x (cont.)

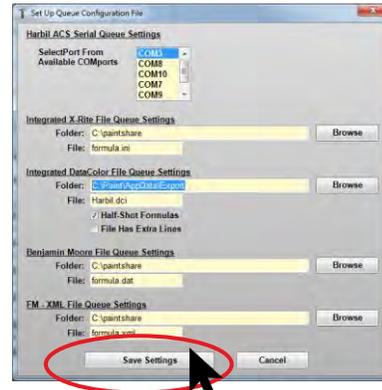
Step 7:

Replace the information under **“Integrated Datacolor File Queue Settings”** next to **“Folder”** with the following: **C:\Paint\AppData\Export**
Make sure you select your dispenser COM port at the top.



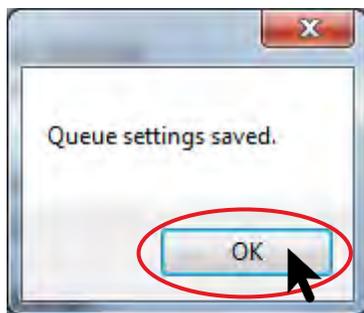
Step 8:

Click **“Save Settings”**.



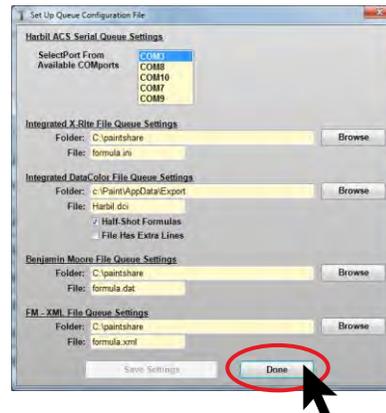
Step 9:

Click **“OK”**.



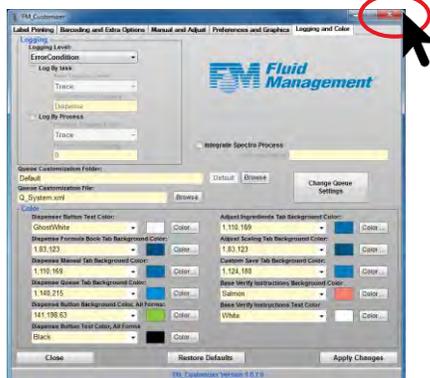
Step 10:

Click **“Done”**.



Step 11:

Click **“Close”**.





Connect your Hero Dispenser
with PAINT v. 2.x

Connect your Hero Dispenser with PAINT v. 2.x

*If connecting your dispenser computer with your separate matching computer, please make sure you connect your computers together with a Cat5 cable.

Step 1:

Insert your **Datacolor PAINT v. 2.x Software USB flash drive**.



Step 2:

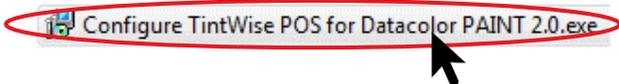
Open PAINT 2.x Software USB flash drive, and Click "**Utilities**" folder, then "**Hero Update**" folder.



Step 3:

Click "**Configure Tintwise POS for Datacolor PAINT 2.0.exe**" to update your Hero Software for PAINT 2.0.

Allow the program to run if you have virus protection. Click, "**Next**", "**Install**", then "**Finish**".

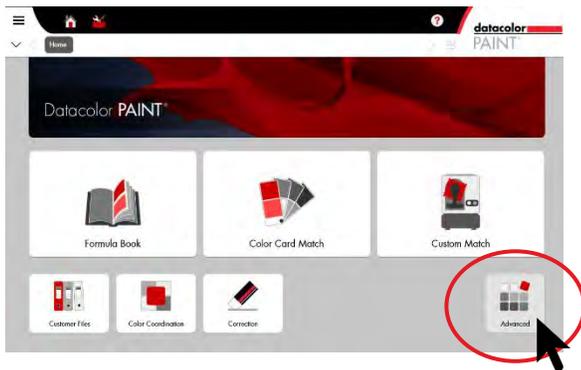


Dispenser is now connected.

How to Setup your Labels in PAINT v. 2.x

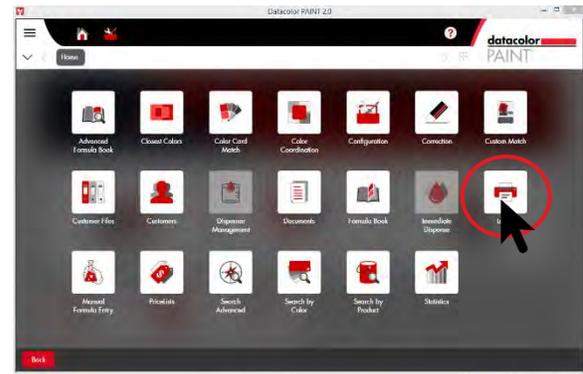
Step 1:

Click "Advanced".



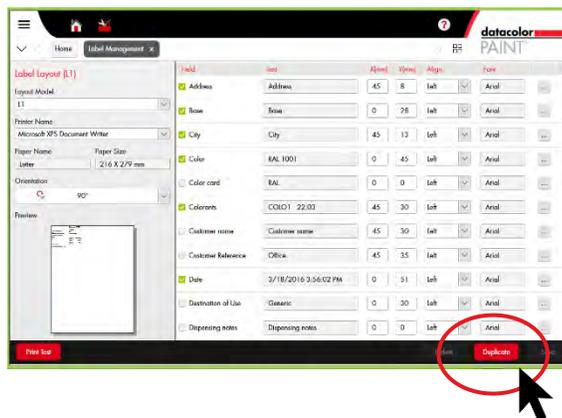
Step 2:

Click "Labels".



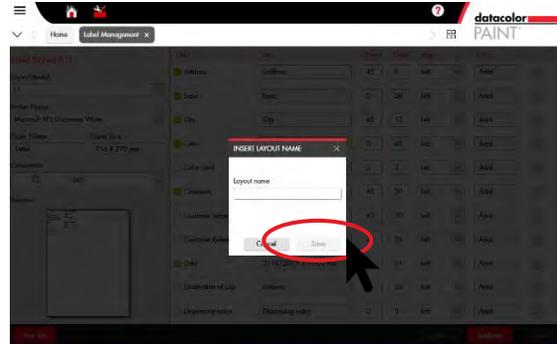
Step 3:

Click "Duplicate".



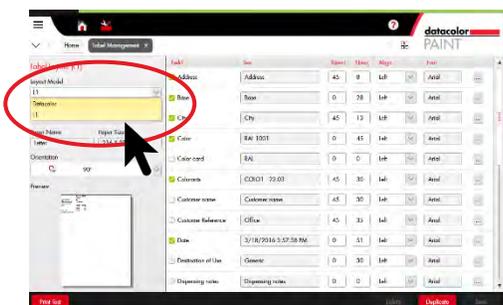
Step 4:

Type in a name for the label and click "Save".



Step 5:

Click the down arrow below **Layout Model** and click your label.



Step 6:

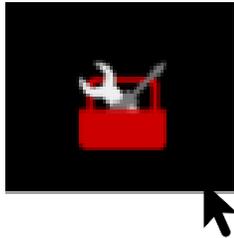
Check on items to add them to your label. Click "..." to change font size and type. Click the preview box on the bottom left to preview your work. Once completed, click "Save".



How to Setup your Labels in PAINT v. 2.x (cont.)

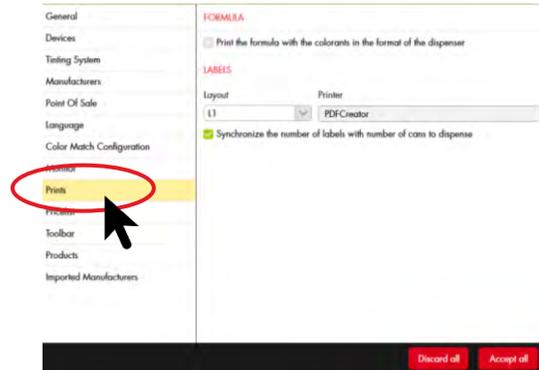
Step 7:

Click **“Configuration”** on the top left hand side.



Step 8:

Click **“Prints”**.



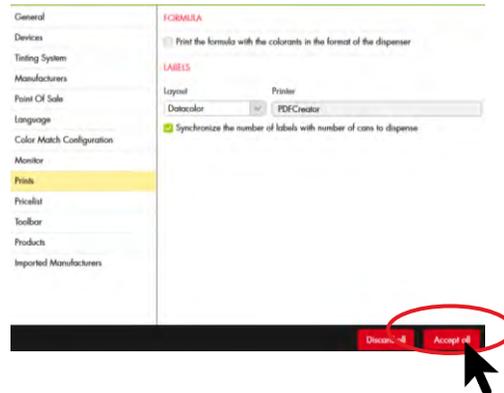
Step 9:

Below Layouts click the drop down arrow and select your label.



Step 10:

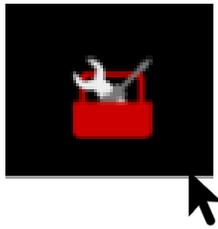
Click **“Accept All”** and now your label is set up!



Adding your Store Information for Labels

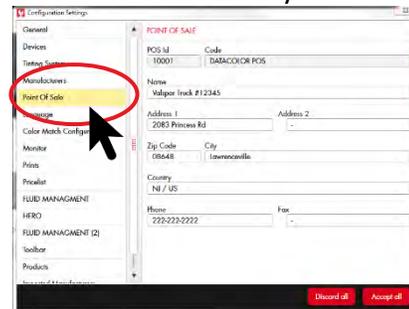
Step 1:

Click **“Configuration”** on the top left hand side.



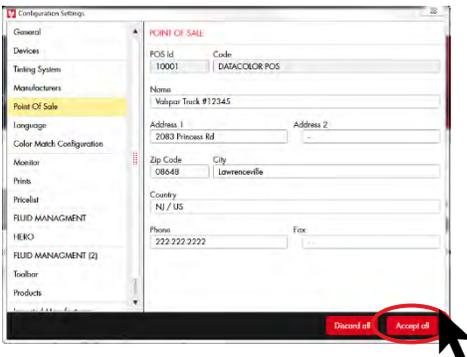
Step 2:

Click **“Point of Sale”**. From here type in any information related to your location. This information will be used in your labels.



Step 3:

Click **“Accept All”** when all your information is filled in.



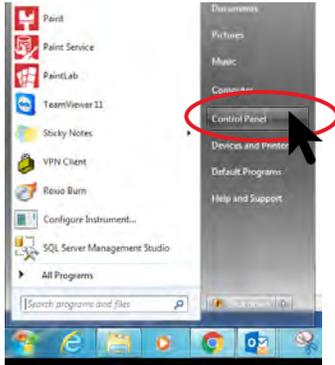
Step 4:

If your Label does not print, or does not print correctly, it maybe because a different Label Size is being used. Please follow the next section to customize your label size.

Troubleshooting your Labels

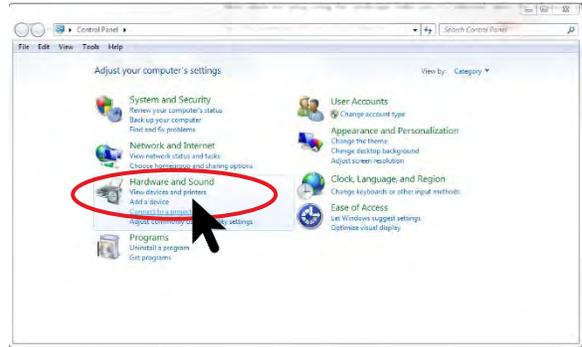
Step 1:

Click **“Start”**, then Click **“Control Panel”**.



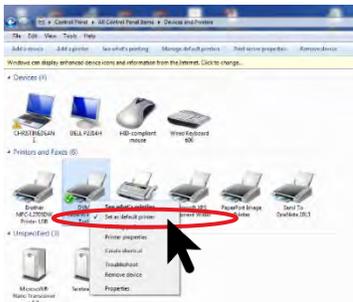
Step 2:

Click **“View Devices and Printers”**.



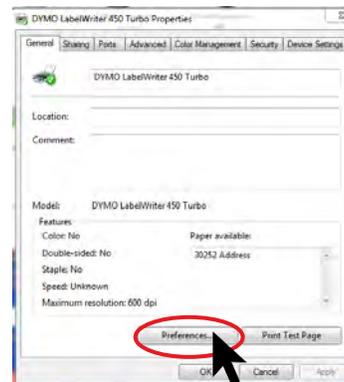
Step 3:

Right Click on the Dymo Label Printer with the Green Check Mark, and select **“Printer Properties”**.



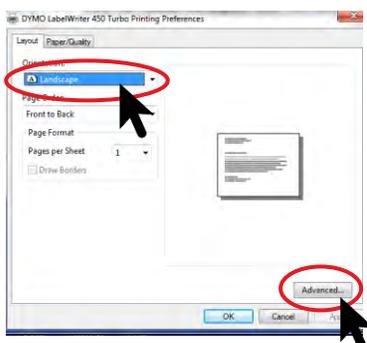
Step 4:

Click **“Preferences”**.



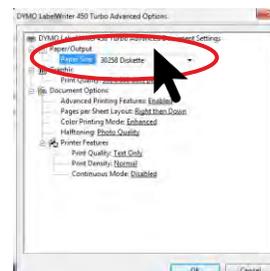
Step 5:

Set the Orientation to Landscape. Then Click **“Advanced”**.



Step 6:

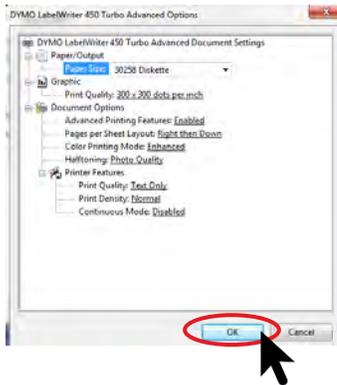
Select your Label: 30258 for Diskette, 30256 for the shipping label. Address Labels could be 30252 or 30253. Or 30334 2 ¼ X 1 ¼.



Troubleshooting your Labels (cont.)

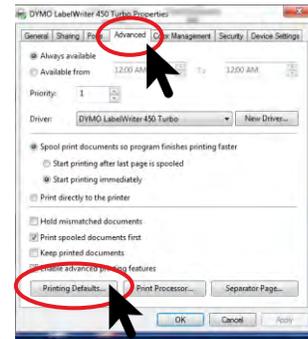
Step 7:

Click “OK” and “Apply/Ok” until you get back to the **Printer Properties**.



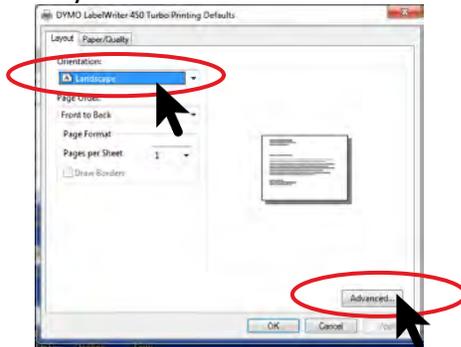
Step 8:

Select the **Advanced** tab at the top of the screen. Click “Printing Defaults”.



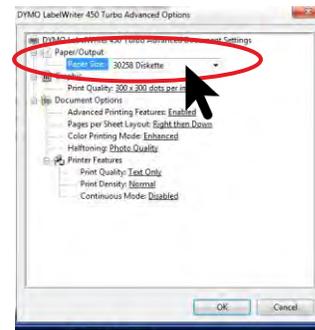
Step 9:

Select **Landscape** if you selected Landscape previously. Click “Advanced”.



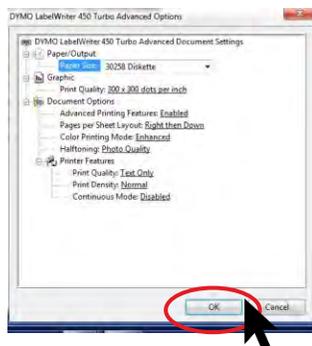
Step 10:

Make sure that the correct label is selected. This must match previously selected.



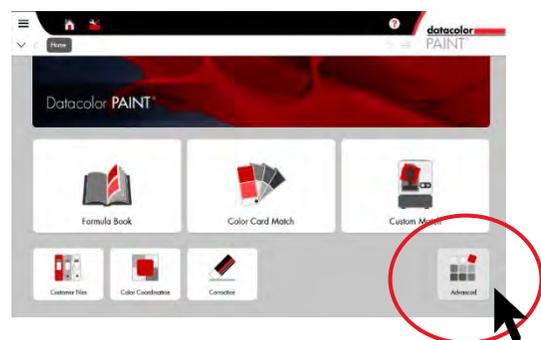
Step 11:

Click “OK” and “Apply/Ok” until you get back to **Devices and Printers** screen.



Step 12:

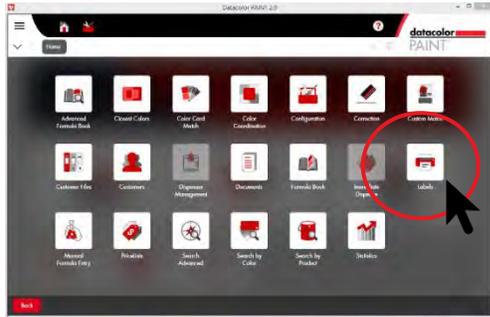
Login to PAINT v.2.0. Click “Advanced”.



Troubleshooting your Labels (cont.)

Step 13:

Click “Labels”.



Step 8:

Click the down arrow below **Layout Model** and click your Label again. Next, under **Printer Name** select your Dymo. Click “Save”.



Requirements

Standalone System Requirements

Dual Core Processor @ 2 GHz or faster; 4GB or more RAM; 500 GB HDD; Video 512 MB with 1280 x 768 Resolution or higher; DVD Drive; USB/Serial Port; Windows 7 Service Pack 1 / Windows 8.x / Windows 10

Instrument

All Datacolor Spectrophotometers and colorimeters are supported. Competitive instruments supported.

Dispensers

Native Integration with auto-dispensers – Fast& Fluid, Corob and Hero. Generic communication (file) supported for other dispensers – Dromont, Tecmec, Santint, Miller, GeCo, Edel, etc.

If you have a separate CPU for the Fluid\ColorPro software and one CPU for the Datacolor program select Fluid-Harbil. A Cat5 cable is required to connect the computers.

If both programs are on the same CPU select Fluid IDD.

Languages

English, French, Italian, Simplified Chinese Spanish, Dutch, and others.