

Model D-CMB Color Matching Booth



INSTALLATION AND OPERATION INSTRUCTIONS

MODELS D-CMB-2028, D-CMB-2540, D-CMB-3052

Including FS Floor Stand, TS Riser, 1F Single File Drawer, 2F Dual File Drawer, SC Storage Cabinet and FD 8 Flatfile Set

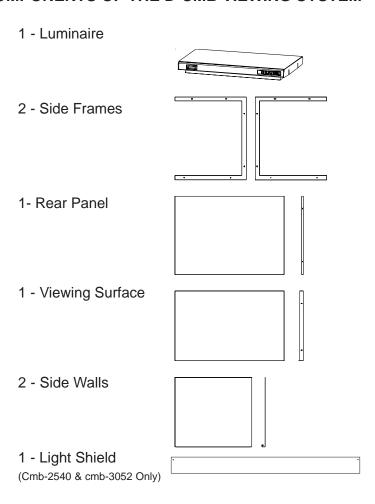
ASSEMBLY INSTRUCTIONS MODEL D-CMB-2028,2540,3052 ACCESSORIES

Including FS Floor Stand, TS Riser, 1F Single File Drawer, 2F Dual File Drawer, SC Storage Cabinet and FD 8 Flatfile Set

UNPACKING, INSPECTING, & SETTING UP YOUR CMB VIEWING SYSTEM

This product has been carefully inspected, packed, and received by the carrier in good condition. Subsequent damage during shipment is the responsibility of the carrier. If any concealed damage is noted after removing the D-CMB from its shipping carton, contact the delivering carrier to call for an inspection and file a claim for concealed damage.

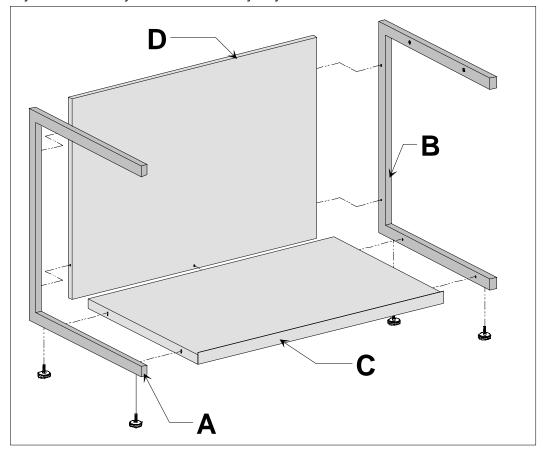
COMPONENTS OF THE D-CMB VIEWING SYSTEM



- 4 Leveling Feet
- 5 8-32 x 1/2" Machine Screws w/ Nylon Washer
- 4 -8-32 x 1/2" Machine Screws
- 5 Gray Decorative Snap Caps
- 4 -Black Rubber Bumpers
- 1 Line Cord

ASSEMBLY

The illustrations included here show a series of exploded views of the D-CMB in various stages of assembly. They should assist you in the assembly of your unit.

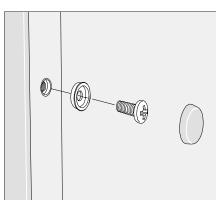


Step 1

Locate the left side frame **(A)** and attach it to one end of the viewing surface **(C)**, as shown above, using two (2) 8-32 x 1/2" machine screws. Next, attach the right side frame **(B)** to the opposite end of the viewing surface in the same manner. Hint; This step is easier if you lay unit on its side.

Step 2

Attach the rear panel **(D)** to the left and right side frames and to the viewing surface using five (5), screw and washer assemblies. Locate five (5) gray decorative caps and snap them onto the screw and washer assemblies (in rear of booth) to conceal the screw heads.



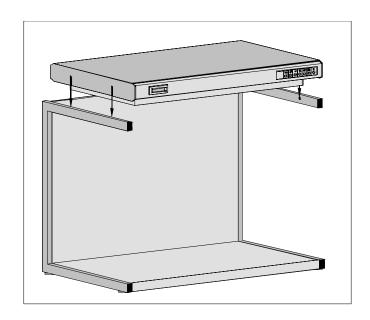
Step 3

Screw the four (4) 5/16" x 1" leveling feet into the bottom of the side frames as shown above.

ASSEMBLY (cont.)

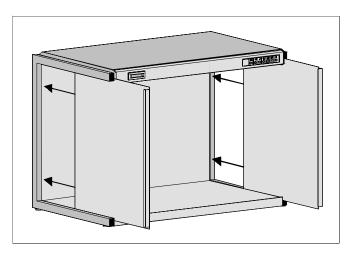
Step 4

Attach the luminaire to the upper framework of the D-CMB by aligning the slots on the sides of the luminaire with the mounting studs in the upper portion or the side frames and gently dropping the fixture into place. The luminaire is correctly positioned when the switchboard is located towards the front of the unit (as shown to right).



Step 5

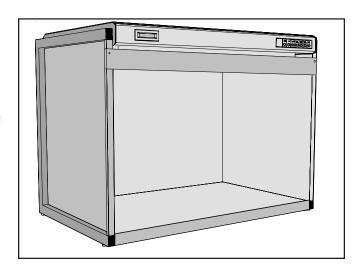
To attach the side walls, first, partially loosen the screws holding the rear panels and viewing surface in place. Insert each panel (making sure that the folded channels are facing <u>out and forward</u>) by sliding them between the side frames and the viewing surface, at the bottom; the side frames and the luminaire, at the top; and the side frames and the rear panels, at the rear (as shown to the right). When installed correctly, the "V" notches in the side panels will line up with the screws holding the rear panels in place. insert in the side frame.) Retighten the screws holding the rear panels and viewing surface in place.



<u>Note</u>: There may be reasons to use the D-CMB without sidewalls, such as viewing objects wider than the booth or when using two booths side-by-side (Custom parts are available for attaching one or more booths to each other). If this is desired, then skip this step.

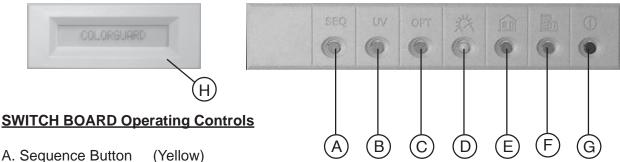
Step 6 (Model D-CMB-2540 & D-CMB-3052 Only)

Attach Light Shield to front of booth by aligning keyhole slots with pins on front of Side Walls and dropping in place.



Connecting the D-CMB to a Power Supply

Before connecting the line cord to a power supply outlet, check the electrical rating on the **D-CMB** product identification plate, to ascertain that your D-CMB has the same electrical power rating as the source of supply.



- B. Ultraviolet Source (UV) On-Off Button
- C. Optional Source Button
- D. Daylight (D65) Source Button
- E. Home Light (Incandescent Illuminant A) Source Button
- F. Store Light (Cool White Fluorescent) Source Button
- G. Power Off Button (illuminated when unit is plugged in) (Red)
- H. GTI ColorGuard II[®] lamp timing center

Operating the SWITCH BOARD

When the unit is plugged into a power source, the red OFF button "G" is illuminated. To select a light source simply press the desired button. When a source is selected the appropriate green button will illuminate to verify your selection. Pressing a different source button will turn on the selected source and turn off the original source. Turn off all sources using OFF "G" button. UV "B" is independently controlled and can be used with another source or by itself. If the Home Light "E" is selected and not switched for 15-20 minutes then the unit will turn all lamps off, this is a lamp and energy saving feature.

Programming a Sequence

Press and hold the yellow SEQ "A" button. While holding the SEQ button, press the buttons for the sources you wish to turn on in the order you want them activated (up to 10). After selecting your light sources, while still holding the SEQ button, press the OFF "G" button for the length of time you want each source to be on (note: all sources will be turned on for the same time period - if you want an individual light source to be on 2 or 3 times longer, simply press its button two or three times while programming the sequence. The sequencing "On" period has been programmed to not allow "On" times to be less than 5 seconds). After releasing the OFF button, you can release the SEQ button. To use the automatic sequence simply press the illuminated yellow SEQ button. The sequence will remain in memory until a new program is entered, or if you press the SEQ button and hold while pressing the OFF button. This will also clear the sequence. You can use the selection buttons to use the unit normally even though a sequence is stored.

Detecting "Metamerism"

When two color samples match under one light source, but not under one or more other light sources, the "color-match" is metameric. This means that the colorant formulation in one sample differs from the formulation in the other, resulting in differing spectral reflectance factor curve shapes. A metameric color match can also be referred to as a "conditional" color match, since the quality of the color match is **conditional** to the type of light source under which it is viewed.

While it may not be possible, with the colorants available, to completely eliminate metamerism, the D-CMB provides colorists with the means of visually "indexing" the degrees of metamerism under three spectrally dissimilar light sources. The formulation may then be adjusted to provide the "best match" under a specified lighting condition, or the least metameric match under all three lighting conditions. For obtaining the best correlation with instrumental measurements, calculated color differences and metameric indices, the spectral power distribution of the sources in the booth should be used in the computations.

Maintenance of the D-CMB

NOTE: Disconnect the power cord before cleaning or relamping the D-CMB!

Cleaning

The viewing area of the D-CMB should be kept clean and free of samples, notices, etc. To clean the neutral gray surface, use a soft, damp cloth with a mild soap or detergent. For stubborn marks or stains, use a non-abrasive "soft-scrub" type of cleaner. DO NOT use organic solvents on the surface.

When to Relamp the D-CMB

In order to maintain proper color quality and light intensity, the lamps should be replaced when the time expires for each individual lamp. Each lamp's use is tracked by the Colorguard which does all the timing and warns you of the lamps need for replacement. D50, D65, CWF and Optional Sources are to be replaced at 2500 hours, Inc is to be replaced at 1750 hours and U.V. is to be replaced at 500 hours. To order replacement lamps for your viewing system, refer to the product label on the rear of the unit (located near power cord) for a relamp kit code.

Relamping Procedure

Rotate the lamps one-quarter turn and remove them from their lampholders. Clean the reflector surfaces and install the new Graphiclite Color Viewing Lamps, rotating them one-quarter turn to lock them in place. After relamping and when the unit is turned on, select the "relamped" source and depress and hold the reset switch located beneath the hole above the reset label (as shown by arrow) until the unit beeps three (3) times. This is best accomplished with the use of a straightened paper clip. The timer is now reset back to 0. Repeat operation for each "relamped" source.



Fluorescent Lamp "Flicker" Note: Your ColorMatcher fluorescent lamps may flicker or "spiral" when new. This is a common characteristic of new fluorescent lamps and does not indicate that the lamps are defective. Normally, flickering gradually diminishes then disappears after approximately 50 hours of operation.

Extended, or chronic flickering can also be a result of the viewer being connected to an ungrounded outlet or to a "noisy" electrical circuit, e.g. a circuit with a photocopier or other device with high power requirements connected to it. To eliminate these causes of flicker, make certain that your viewer is connected or wired to a properly grounded outlet or reconnect the viewer to another circuit which is known not to have high-powered devices on it.

Fluorescent Lamp End Blackening: Ignition filament deposit during operation can cause lamp blackening at the ends. This is a normal condition and will not affect the light quality or operational performance of your viewing system.

<u>Disposal</u>: All fluorescent lamps contain small amounts of mercury. Please dispose of lamps properly according to Federal, State, and Local regulations.

If there are questions concerning product performance, feel free to contact GTI Graphic Technology, Inc. Call or Fax GTI Customer Service at: Tel: (845) 562-7066 Fax: (845) 562-2543.



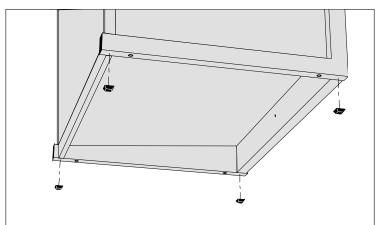


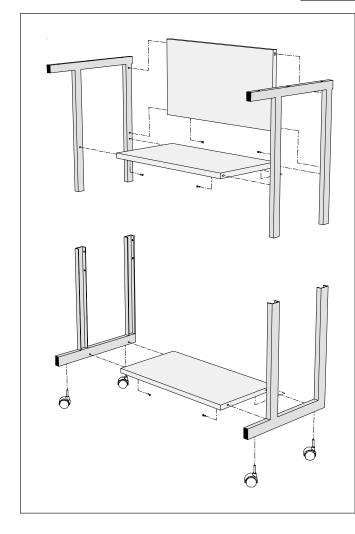
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The D-CMB can be equipped with numerous accessories and options to maximize viewing applications. Please refer to the following instructions for the assembly of any of these products that you may have purchased.

If you purchased your D-CMB with a model FS floor stand, 1F flat file drawer, 2F flat file drawers, or TS table stand be sure to remove the four (4) 5/16" x 1" leveling feet and replace them with the four (4) black rubber bump-ons.





MODEL FS Height Adjustable Floor Stand

Hardware Provided -

12 - 8-32 x 3/8" machine screws

4 - 5/16" x 2-1/2" hex head bolts

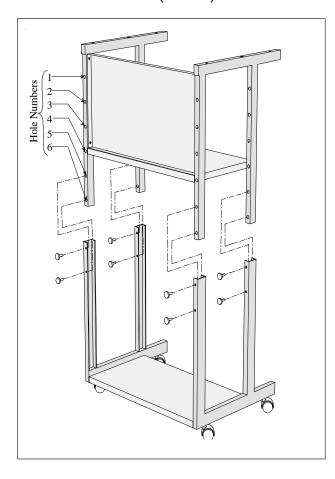
8 - 5/16"-18 x 1" knurled knobs

4 - twin wheel casters (2 locking, 2 non-locking)

Step 1

Start by taking the two (2) lower stand frames and attaching them to the lower shelf panel using four (4) of the 8-32 x 1/2" machine screws provided. The lower shelf is positioned correctly when the double-folded lip on the under side of the shelf is towards the front of the unit. Screw the four (4) casters into the threaded inserts on the bottom of the stand making sure that the two locking casters are toward the front of the unit. Next attach the two (2) upper panels to the two (2) upper stand frames, as shown, using eight (8) of the 8-32 x 1/2" machine screws provided

MODEL FS (cont.)



Step 2

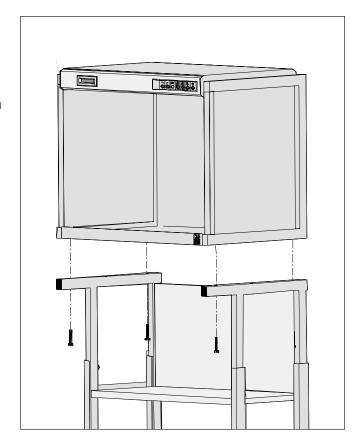
Attach the upper stand assembly to the lower stand assembly, as shown. Using the table below, determine the desired height of the D-CMB at the viewing surface, that you wish to achieve. If your configuration includes one TS, 2F or riser, then refer to the "with 1 riser" column for available heights. If you have two risers, refer to the "with 2 risers" column. Once the height has been determined, refer to the "Stand Position" column for the proper hole locations to mount the stand to. Use the eight (8) 5/16"-18 x 1" knurled knobs provided.

Height of viewing surface (with FS floor stand)			
Stand Position	D-CMB only	with 1 riser*	with 2 risers*
Holes 1 and 2 (lowest position)	32"	40"	48"
Holes 2 and 3	36"	44"	52"
Holes 3 and 4	40"	48"	**
Holes 4 and 5	44"	52"	**
Holes 5 and 6 (highest position)	48"	**	**

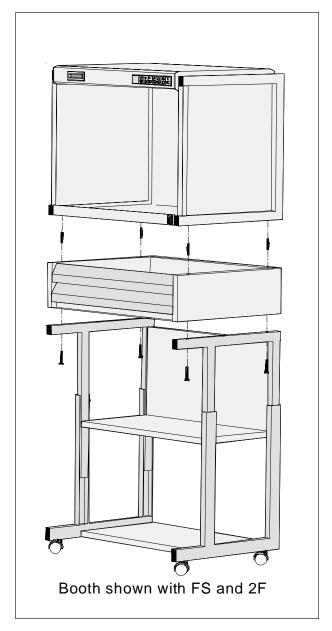
^{*} Riser refers to models 2F, 1F, and TS. ** not recommended

Step 3 (Floor Stand and Booth only)

Mount the D-CMB to the FS floor stand by first carefully placing the D-CMB on the upper mounting arms of the stand. Align the threaded inserts on the bottom of the D-CMB with the holes in the upper arms of the stand and attach using the four (4) 5/16" x 2-1/2" bolts provided.



MODELS 2F, 1F, & TS Options for D-CMB

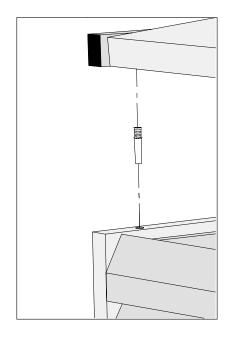


Hardware Provided -

4 - 5/16" x 1-1/4" taper pins

Mount the D-CMB cabinet(s) to the floor stand using the four (4) 5/16" x 1-1/2" bolts as shown. If you did not purchase a FS proceed to the next section.

Next, install the four (4) 5/16" x 1-1/4 taper pins (provided with the cabinet) by screwing them into the bottom of the D-CMB base. Carefully place the D-CMB onto the cabinet by guiding the taper pins into the holes on top of the cabinet. If you have purchased more than one cabinet, use the taper pins between each of the cabinets.



MODELS FD-3052, SC-3052, FD-2540, SC-2540 Flat File Drawer or Storage Cabinet Options for D-CMB

Install taper pins into top of SC or FD. Place 1F,2F,TS over top of taper pins. Install taper pins into bottom of D-CMB and place unit onto 1F, 2F, TS.

