

Direct Color Systems®

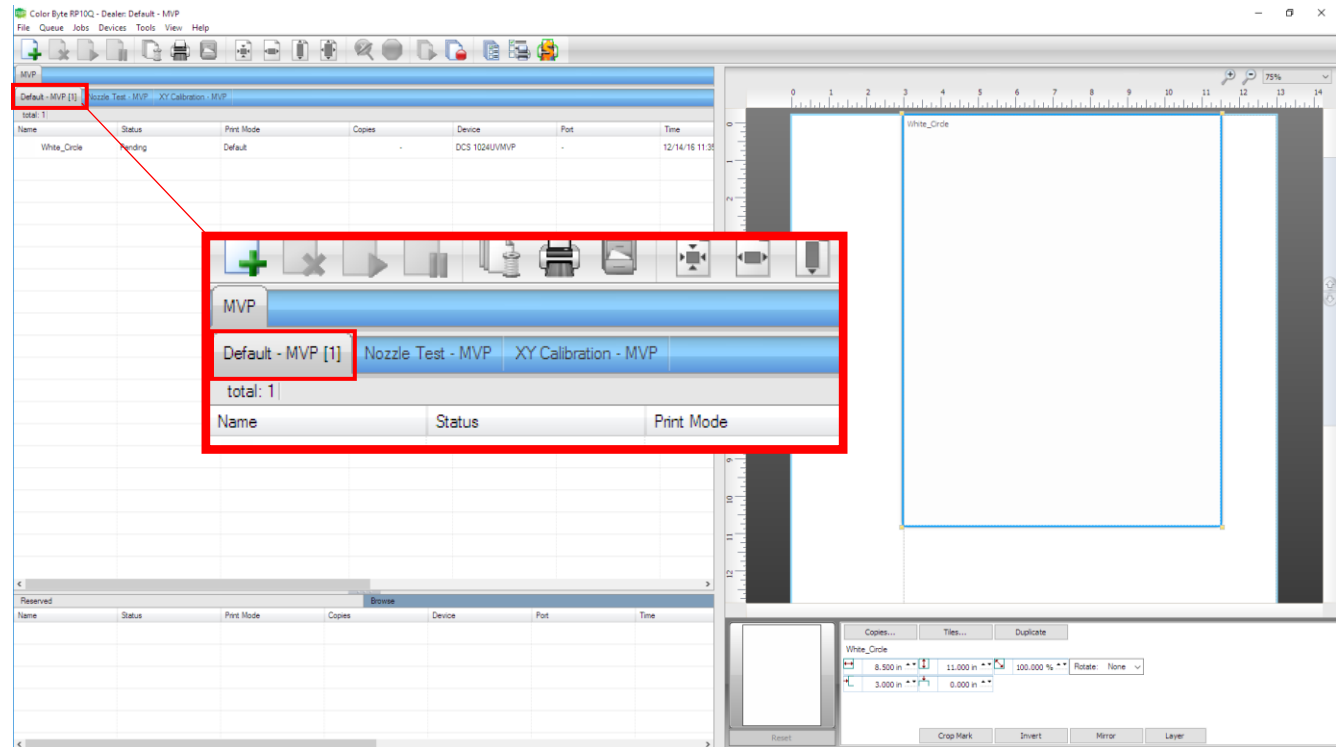
Modifying the Substrate/Preview Color in Color Byte Rip 10

The default substrate/preview color in Color Byte Rip 10 is set to white, which allows the user to preview the majority of the colors in their artwork. If however, the artwork is white it will not be visible in the preview.

There is a very simply solution that can be applied, which allows the user to modify the substrate/preview color in the Rip, thus allowing them to properly preview their artwork.

In this example, the artwork sent to the Rip was a white circle. When the file is selected, the artwork is not visible in the preview, as it is the same color as the substrate/preview color.

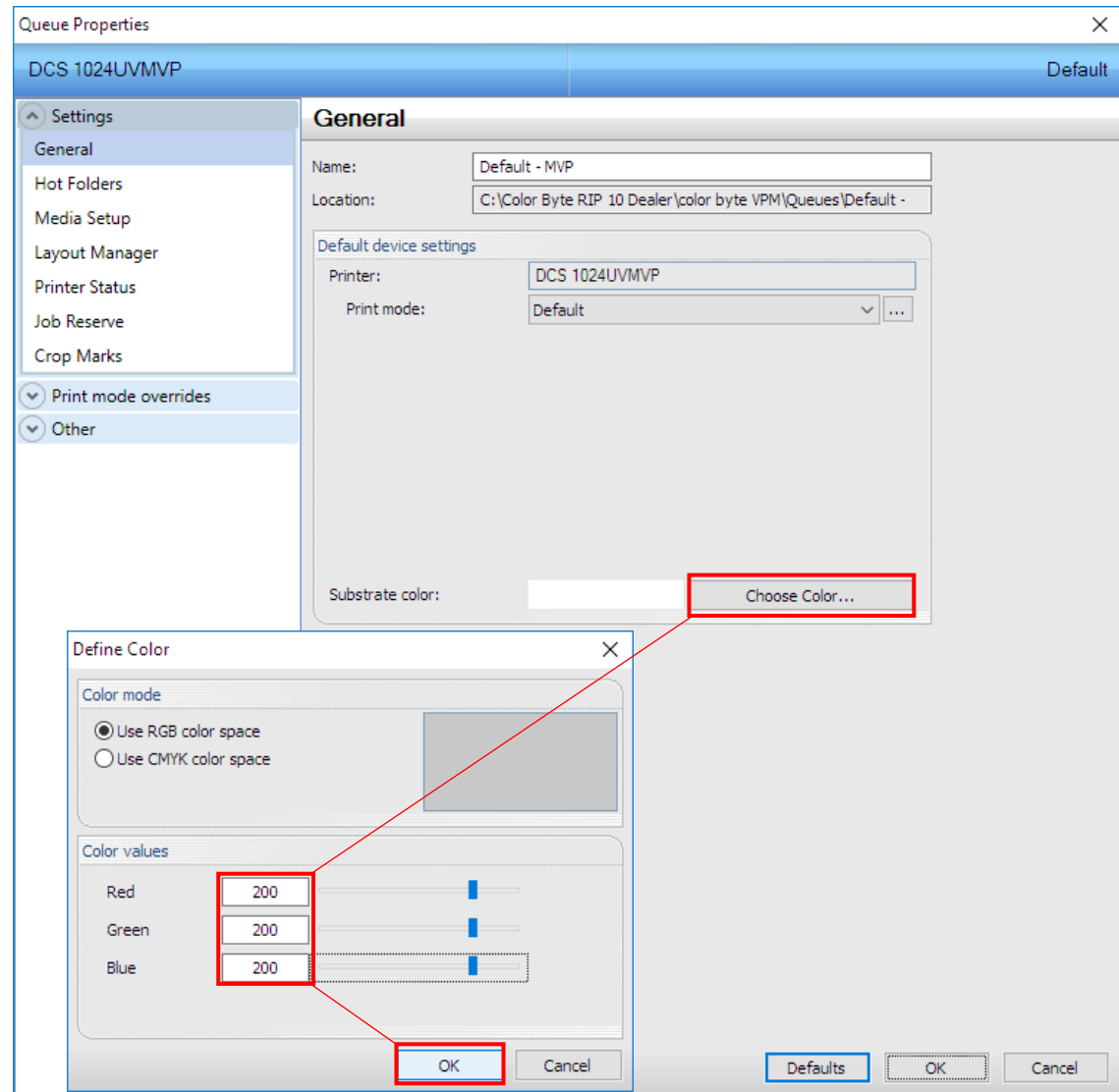
We can easily modify the substrate/preview color through the queue properties. In order to access the queue properties, we will double-click the desired queue from the queue tabs in menu in the Rip. In this example, we are going to modify our **Default MVP** queue.



Direct Color Systems®

After accessing the **Queue Properties**, we will then select **Choose Color...** from the **Substrate color:** option. Once selected, we will have the ability to define the substrate/preview color.

By default, the color mode is RGB and the color values are set to 255, 255, 255 (white). For our purposes, we will modify these values to read 200, 200, 200, creating a grey substrate/preview color. Then, we will select **OK** to confirm our changes.



Direct Color Systems®

When new files are sent to the Rip, they will now use the substrate/preview color settings. In the example below, we sent the same artwork file of a white circle to the **Default MVP** queue. Now, the white circle is visible on the grey substrate/preview color that we created and assigned to this queue.

