# SpyderPro Software User Guide (Version 6.5)

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## Instrument Specifications



| | |
|---|---|
| Power Requirements | 5V DC, 100 mA, via USB connector plugged into personal computer |
| Dimensions | Width: 44.8 mm<br>Height: 76.0 mm<br>Length: 79.1 mm<br>Weight: 140g |
| Environmental Requirements | Operating Temperature:<br>5°C to 40° C<br><br>Maximum Relative Humidity:<br>80% for temperatures up to 31°C decreasing linearly to 50% relative humidity at 40°C<br><br>Maximum Altitude:<br>2,000 meters |
| Agency Compliance | SGS, CSA, C-Tick, CE |

This product is to be used only as specified by the manufacturer, and according to the instructions for operation and maintenance provided herein. The protection of the device may be impaired if used in a manner not specified by the manufacturer.

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# Introduction

Thank you for purchasing your new SpyderPro monitor calibrator. This document will guide you through using your SpyderPro software to get the most accurate color from your display(s).

## What's in the Box

- SpyderPro Sensor
- Serial Number
- Welcome Card with link to software and support resources
- USB-A Adapter

## System Requirements

- Windows 10 32/64, Windows 11
- macOS 10.14 (Mojave) - macOS 27 (Golden Gate)
- Monitor resolution 1280x768 or greater, 16-bit video card (24 bit recommended), 1GB of available RAM, 500 MB of available hard disk
- Internet connection for software download
- USB-C or USB-A port

## Download and Activate Software

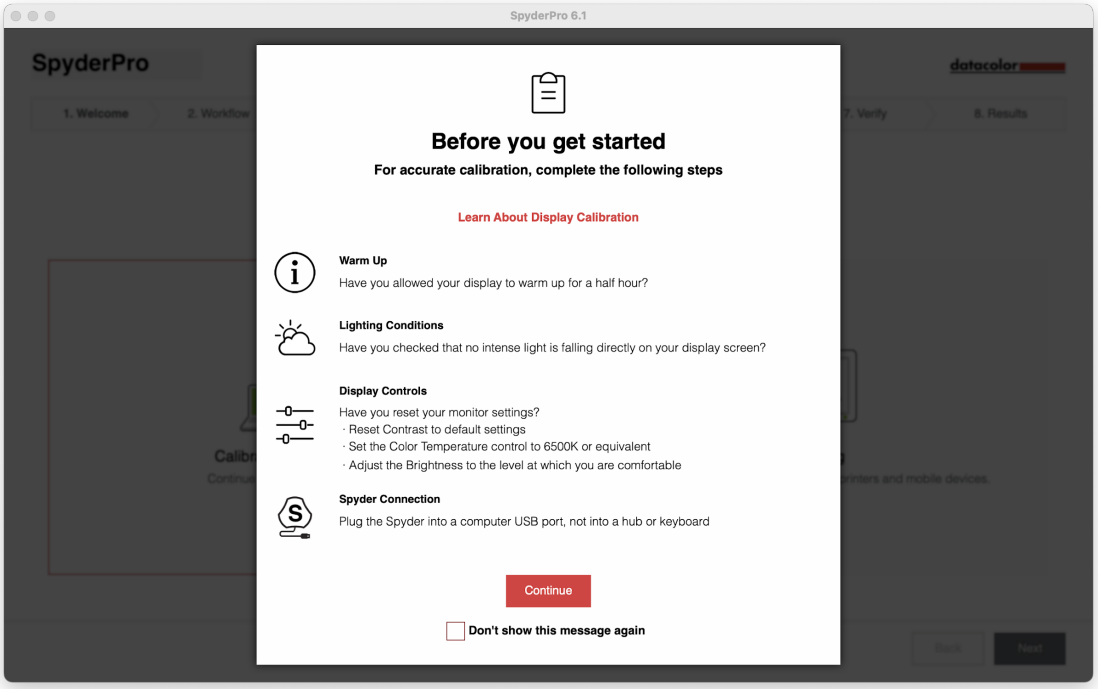
Download the software from http://goto.datacolor.com/getspyderpro and open the file to install.

Plug your SpyderPro into a direct port on your computer (not on a keyboard, monitor, hub, or extension cable). If your computer does not have a USB-C port, use the included USB-A adapter. This cable provides power and communications between the SpyderPro and your computer.

Open the SpyderPro application and follow the prompts to activate the software.

Note: Your serial number is located in the SpyderPro box under the sensor.
A license code is provided after activation. Please reach out to Datacolor Spyder support to recover a lost license code.

# Before you get started



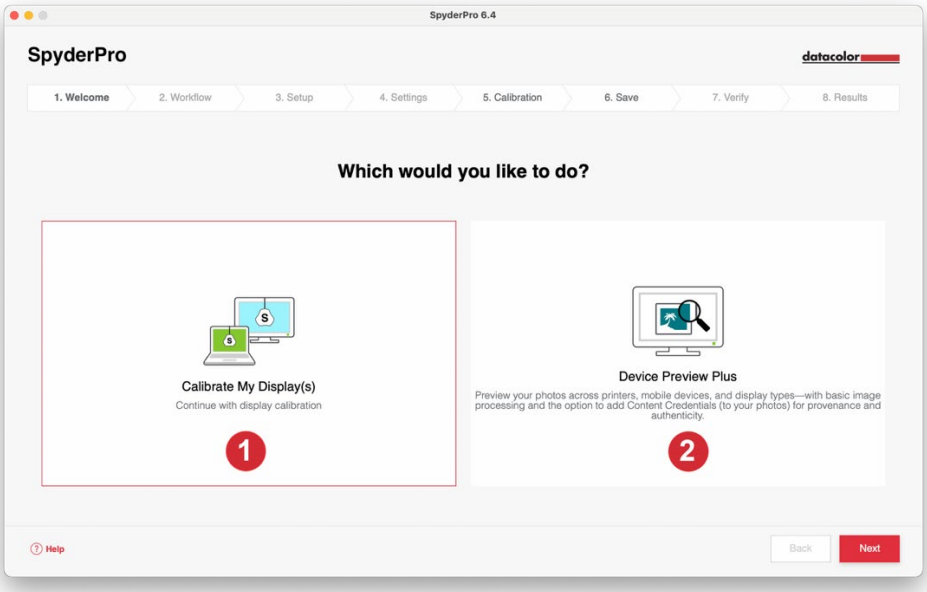

The first screen will provide you with information to set up your display and environment to achieve the best results.

- **Warm Up**
  Your display should be on for at least 30 minutes prior to calibration.
- **Lighting Conditions**
  Make sure there is no direct light falling on your display as this could have an adverse effect on your calibration.
- **Display Controls**
  Reset your display's controls to the default settings (if possible). Disable HDR, auto brightness, and other dynamic features that automatically change the look of your display.
- **SpyderPro Connection**
  Plug in your SpyderPro directly to a USB port on your computer. Avoid using a keyboard, monitor, hub, or extension cable port as this could prevent the device from getting the proper data flow.

Once you have completed these steps, click **Continue**.

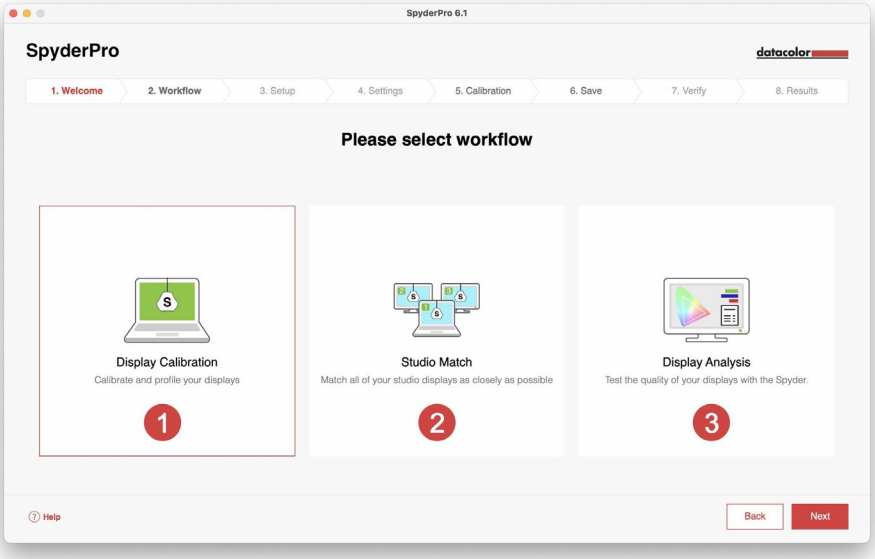
## Welcome

Choose what you would like to do: **Calibrate My Display(s) (1)** or **Device Preview Plus (2)**. Click on your selection and click **Next**.



# Workflow

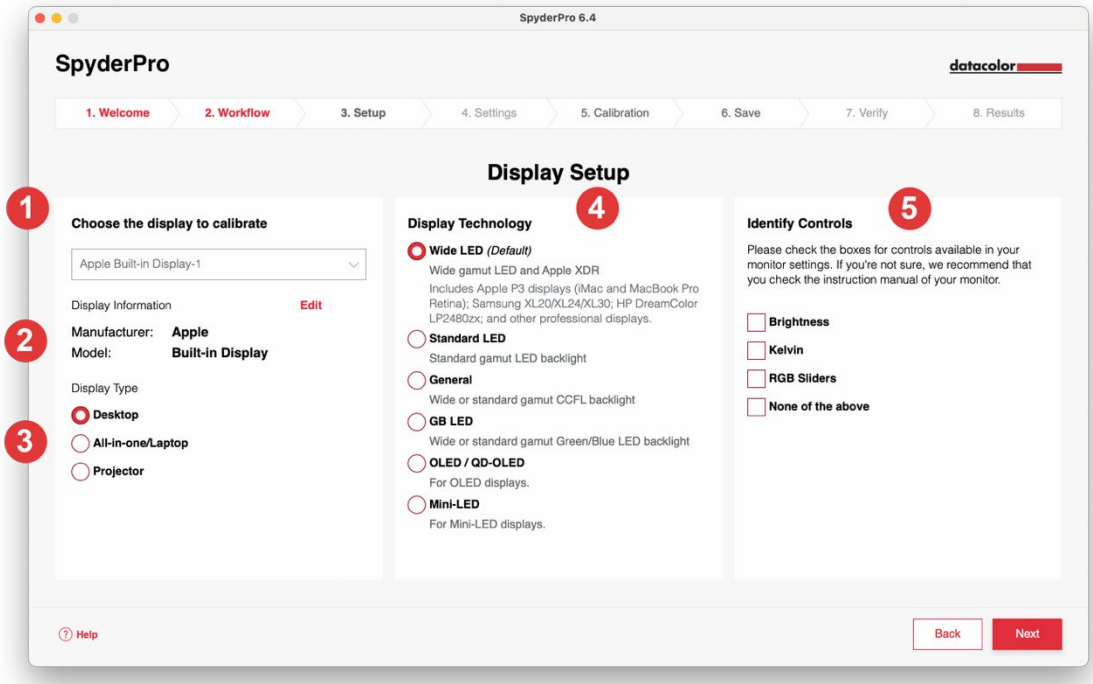
Choose a workflow: **Display Calibration (1)**, **Studio Match (2)**, or **Display Analysis (3)**. Click on your selection and click **Next**.



# Display Calibration

## Display Setup

If you have more than one display connected to your computer, choose the display you want to calibrate from the dropdown menu **(1)**. The software will automatically move to the selected display. Do not drag the software window to another display.




Ensure the **Display Information (2)** is correct. If not, click **Edit** and change the information.

Ensure the **Display Type (3)** is correct. If not, click on the correct descriptor for the display you want to calibrate.

Select the **Display Technology (4)** that best describes your monitor. Clicking on each option will provide a detailed description of each backlight type.

**Identity and select (5)** the controls available for adjustment for your monitor or select **None of the above**.

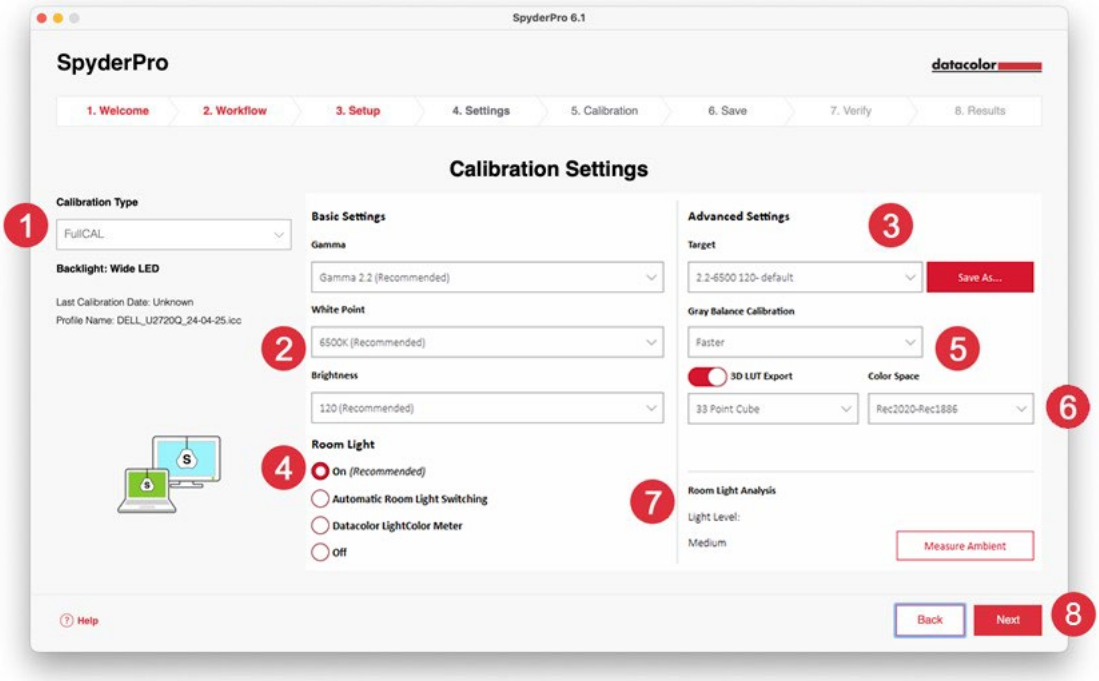
Once you have made all the necessary selections, click **Next (6)**.

## Calibration Settings

### Calibration Type

If this is your first time calibrating this display, you will automatically have Full Calibration selected. On subsequent calibrations you can choose to do a **FullCAL**, **ReCAL**, or a **CheckCAL**.

**FullCAL** (full calibration) uses the entire sequence of patch measurements to calibrate your screen.
**ReCAL** (recalibration) uses a subset sequence of patch measurements to update a previously created **FullCAL**.
**CheckCAL** (check calibration) evaluates the accuracy of your current calibration.




Select your settings for **Gamma**, **White Point**, and **Brightness** from the dropdown menus **(2)**, or select **Other** to type in your own values. Settings that are listed as (Recommended) are most commonly used for most workflows. You also have the option to select **Target (3)** settings based on industry standards that will change these settings for you from the dropdown menu .

Choose if you want to measure your **Room Light (4)** to help set the brightness of your display based on the level of lighting in your room. Selecting **On** will prompt a notification when a room light level change is detected. Selecting **Automatic Room Light Switching** will create multiple profiles that the software will change between automatically when a room light level change is detected.

Please note, both the On and Automatic Room Light Switching options require the SpyderPro sensor to be plugged into your computer to detect the changes in light. Selecting **Datacolor LightColor Meter** allows the use of the Datacolor LightColor Meter sensor (sold separately) and mobile app to take multiple room light measurements of your environment.

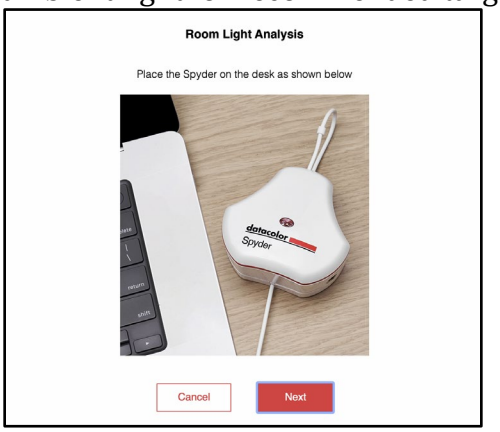
Choose if you want **Gray Balance Calibration (5)**. **Standard** will do the minimal gray balance required to get a calibration. **Deeper** will do an iterative gray balance by measuring more target patches to create a more precise calibration. **Off** should only be used when calibrating a front projector.

Choose if you want to export a **3D LUT (6)** of your calibration profile. Select from 17, 33, or 65 Point Cube and the color space for the export file. **NOTE**: The choice of color space only affects the exported file, not the calibration settings. For best results, choose the desired color space from the **Target (3)** dropdown.

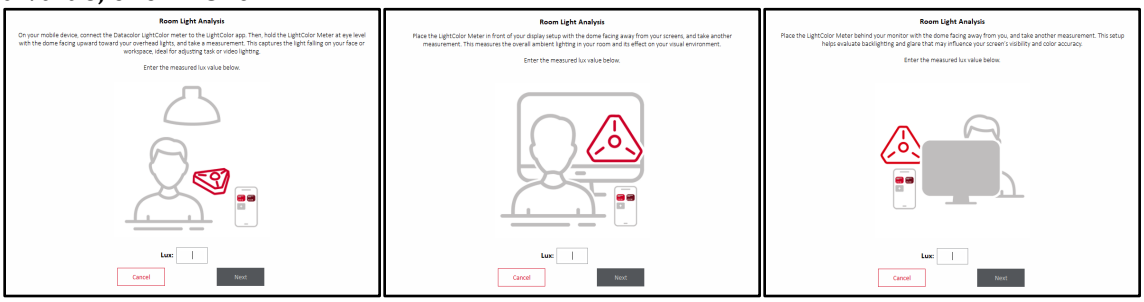
You also have the option to measure your current ambient lighting with **Room Light Analysis (7)**.

Once you have made your selections, click **Next (8)**.

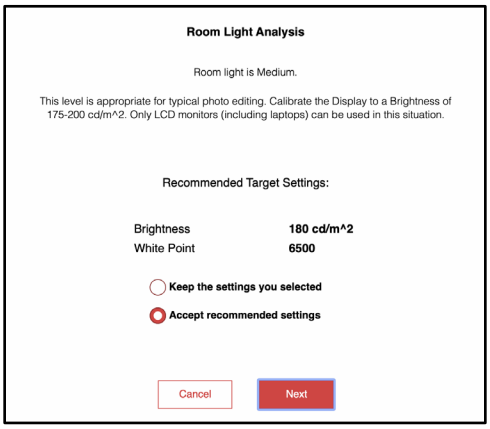
If you selected **Room Light – On** (*previous screen*), the software will take a reading of your room light. Place the SpyderPro on your desk and ensure no direct light is falling on your display or the SpyderPro. Click **Next** to measure your current ambient light for recommended target settings based on this measurement.



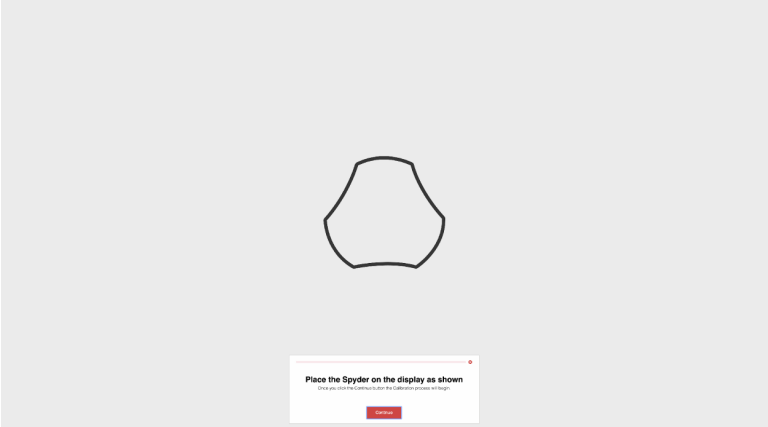
If you selected **Datacolor LightColor Meter** (*previous screen*), the software will walk you through taking 3 Lux measurements around your display. After you type in a value, click **Next.**




Select to keep the settings you selected on the previous screen or accept these recommended settings. Click **Next**.



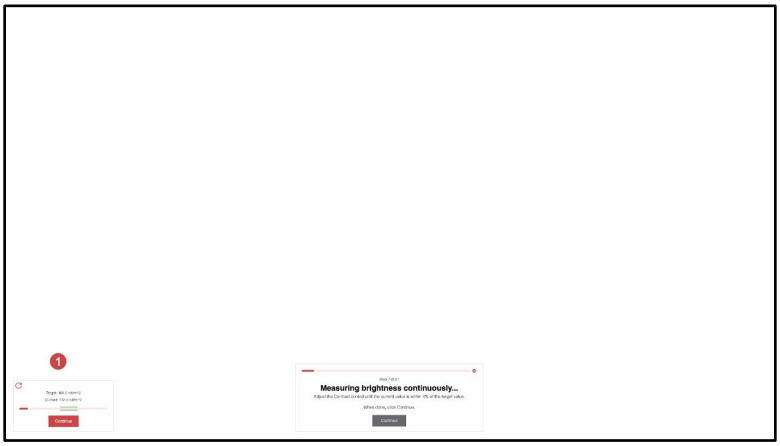
## Calibration (FullCAL and ReCAL)




Follow the prompts to place your SpyderPro on the screen. Remove the sensor cover. It is used as a counterweight so that the calibrator remains in place and flat against the screen.

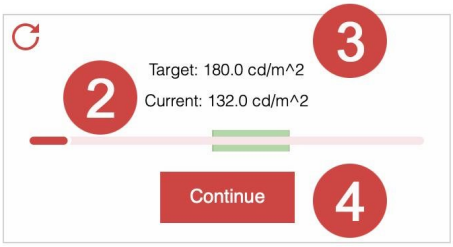
We recommend that you slightly tilt your display back so the unit rests against the screen within the outline without you having to hold it in place. Click **Continue**/ **Next**. A series of color patches will flash on the screen.

If you selected to adjust **Brightness** on the Basic Settings, the calibration process will ask you to adjust your display to be within recommended levels.




Make adjustments. The brightness value will adjust in real time by default, or you can hit the **Update (1)** button to prompt the software to remeasure. Repeat this process until the **Current (2)** value is as close as possible to the **Target (3)** value.

Note: The display may not be able to fall within the **Target** range. Adjust to be as close as possible.




Once you have completed your adjustments, click **Continue (4)**.
Once the calibration measurements are completed, click **Finish**.

## Save profile

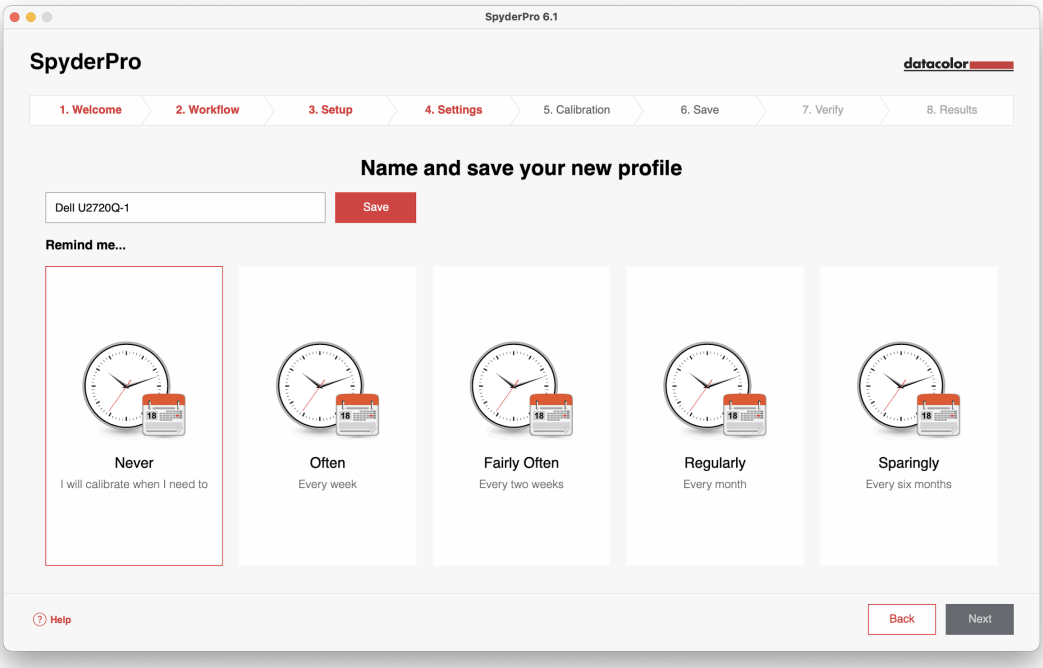
Use the default or create your own profile name. Here is a sample file name we think works best to keep an archive of your monitor profiles:

“Make_Model_yyyymmdd(date)_ver1”

You can also set a reminder when to recalibrate your display, the default reminder is 2 weeks.

We recommend calibrating a display which is used for color critical work at least every 2 weeks. However, calibration before performing color critical work is advised to ensure colors are accurate and monitor settings are correct for your environment. Or, consider using CheckCal to confirm your calibration.

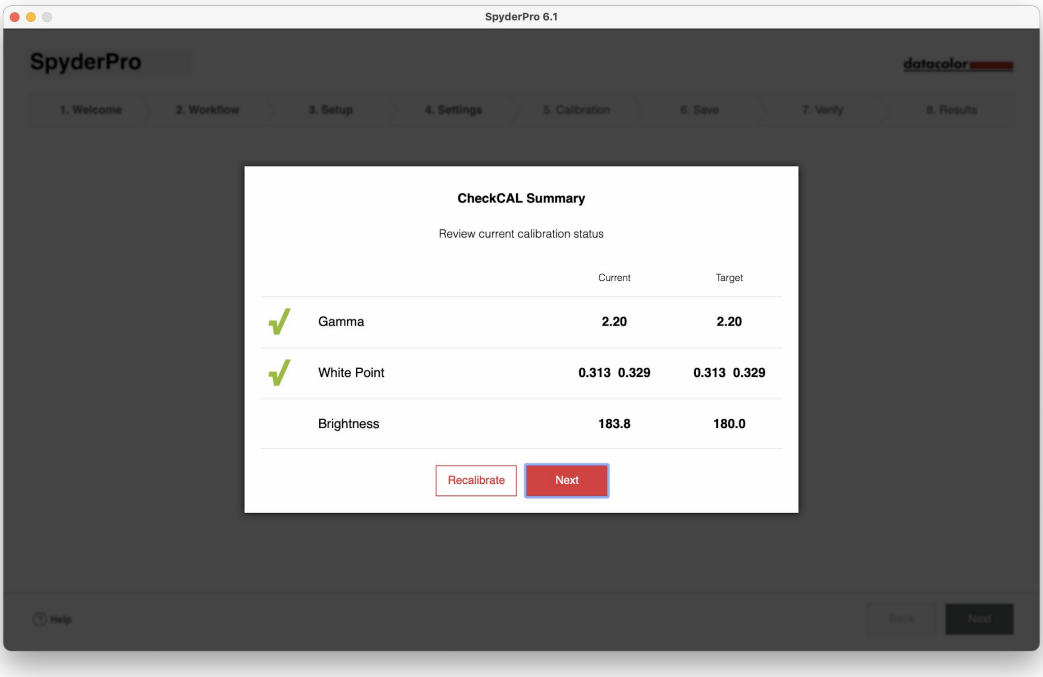
Click **Save** then **Next**.




If you selected to export a **3D LUT**, you will be prompted to select a folder you want to save the file to.

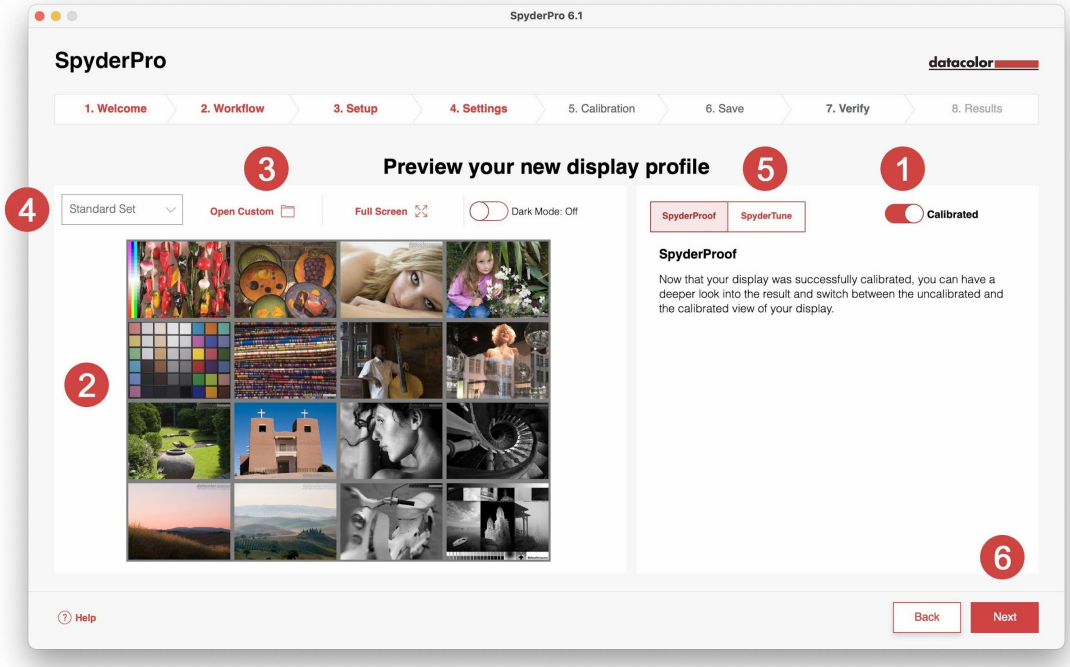
## CheckCAL

A CheckCAL will allow you to quickly see if your display needs calibration. Follow the prompts to place the SpyderPro on the screen and take measurements of a small set of color patches. When finished, a report will be generated to confirm if the current settings match your target settings. Green check marks denote a pass, and red X marks denote a value out of the acceptable range and recalibration is recommended. Click your choice to **Recalibrate** or continue with **Next**.



## SpyderProof

Review the calibration results by comparing images in **Calibrated** and **Uncalibrated (1)** view by clicking the toggle.




You can click the image to zoom in for more detail.

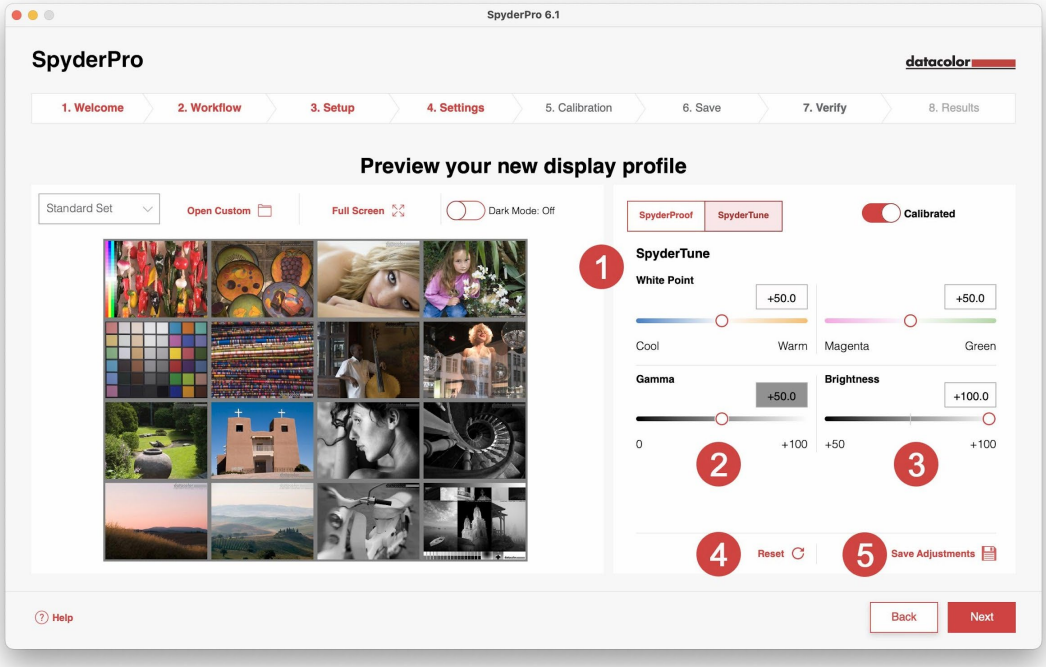
Click **Open Custom (3)** to choose a .tiff or .jpeg image from your computer files for review.

Choose from the **dropdown menu (4)** to switch between the **standard set** image or your **custom** image.

Click SpyderTune (5) or Next (6).

## SpyderTune

These settings should only be changed if you want to match multiple monitors with different backlight technologies, as it will change the precise correction done by the SpyderPro calibration.




If you are using multiple displays and they work with different backlight technologies and different panels, matching them can be difficult and a compromise to match the screens may be required to achieve alignment. **Only use SpyderTune if absolutely necessary.**

You can change the **White Point (1)** from **Cool** to **Warm** and from **Magenta** to **Green**. You can also change the intensity of the **Gamma (2)** and **Brightness (3)**.

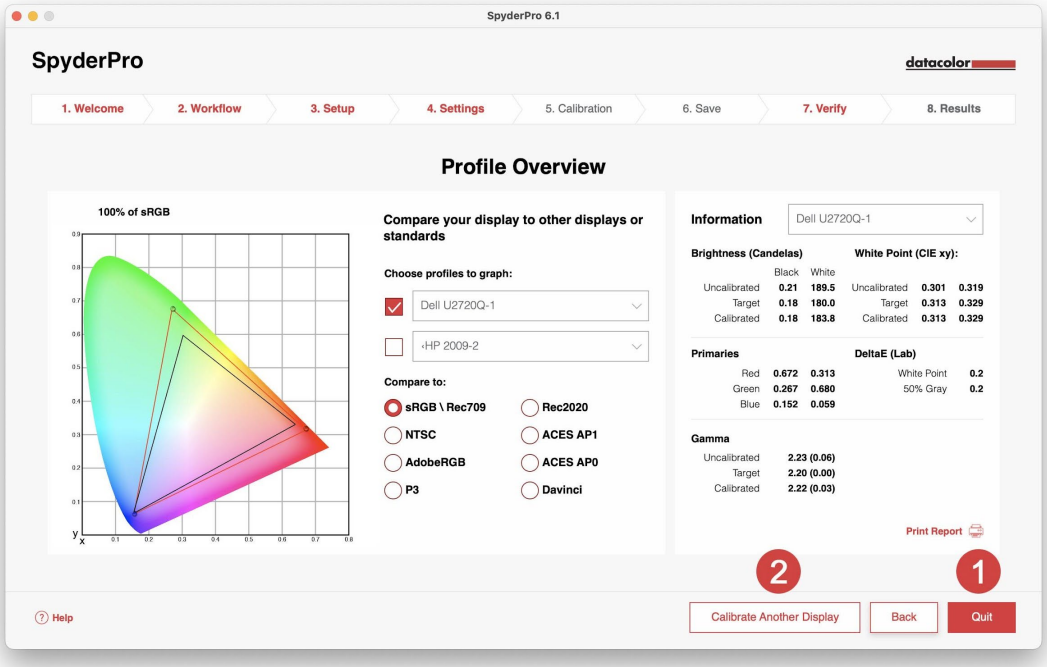
We recommend using the better display as the standard and only tune the other display profiles to match the standard view. You can click **Reset (4)** to reset the sliders to the original state of the SpyderPro calibration.

Once you have completed your adjustments, click **Save Adjustments (5)** and the profile will be updated.

Click **Next**.

# Profile Overview

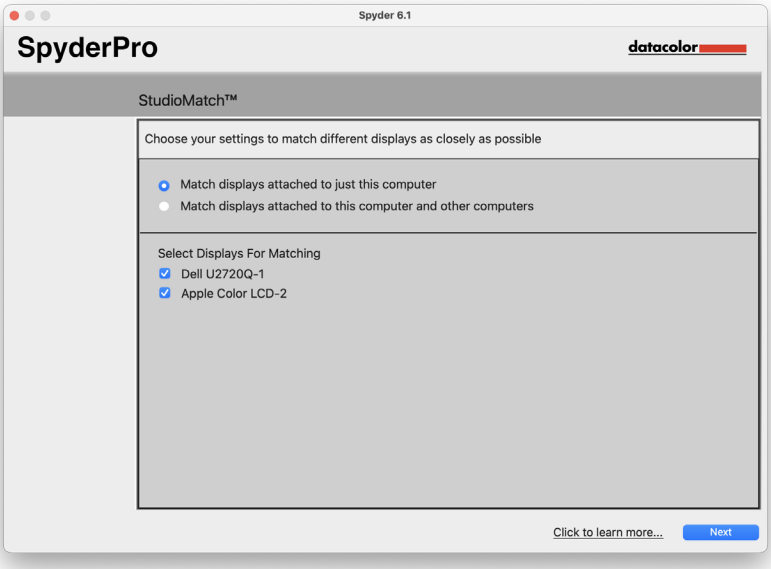
View your display's gamut and compare to industry standards or profiles you previously made.



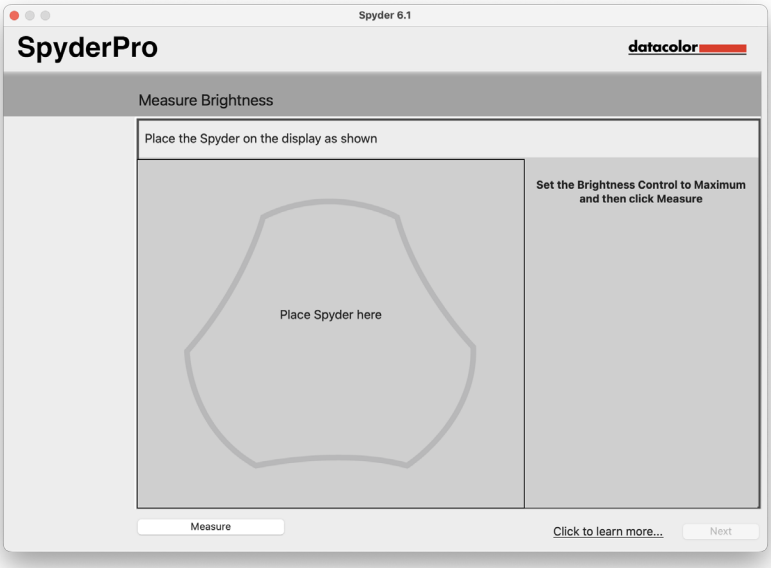

Click **Quit (1)** if you have completed your calibration(s) or **Calibrate Another Display (2)** if you have another display connected to this computer that you want to calibrate.

## StudioMatch

Choose the displays you want to match as closely as possible. If you are matching displays from another machine, enter the **Lowest Brightness Value**. If you haven't calibrated the other machines yet, leave this blank.



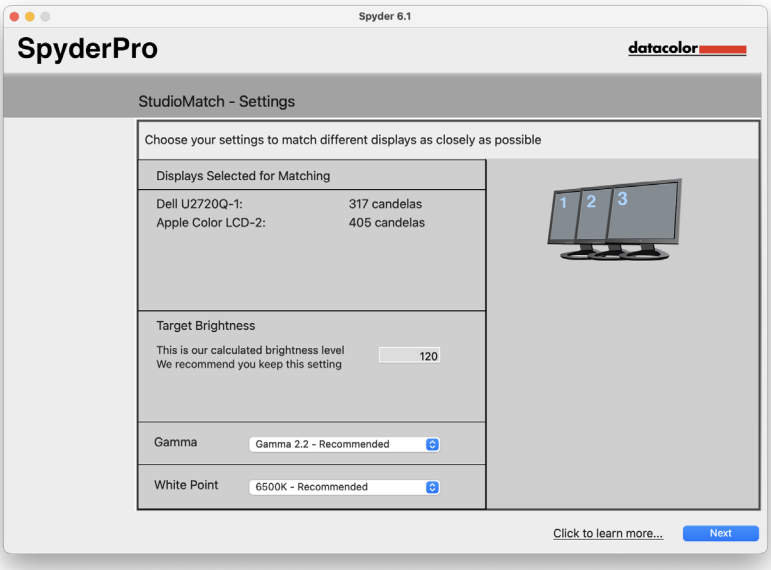

Click **Next** and follow the prompts to place your SpyderPro on the screen to measure maximum brightness of your connected monitors. Ensure your brightness is set to its maximum before clicking **Measure**. Click **Finish**.



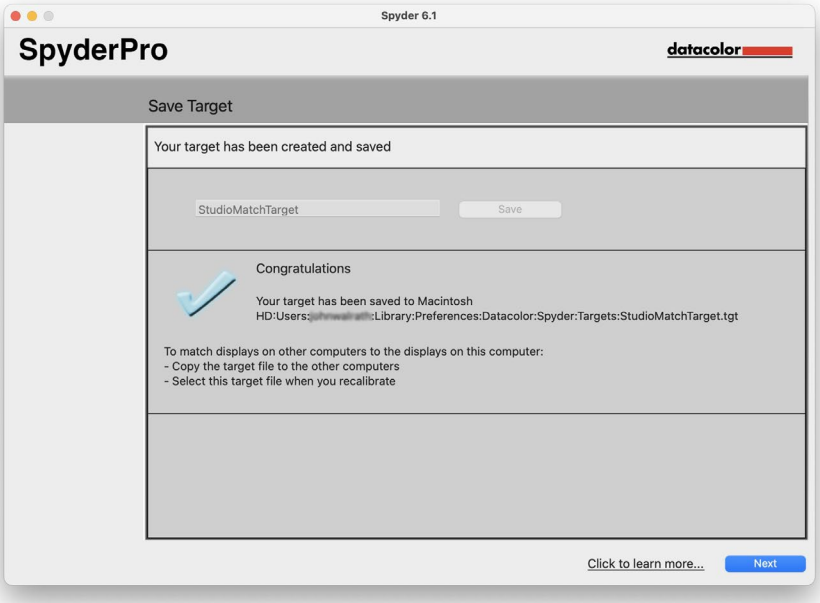
The software will take a reading of your room light. Place the SpyderPro on your desk and ensure no direct light is falling on your display or the SpyderPro. Click **Next** to measure your current ambient light for recommended target settings based on this measurement.



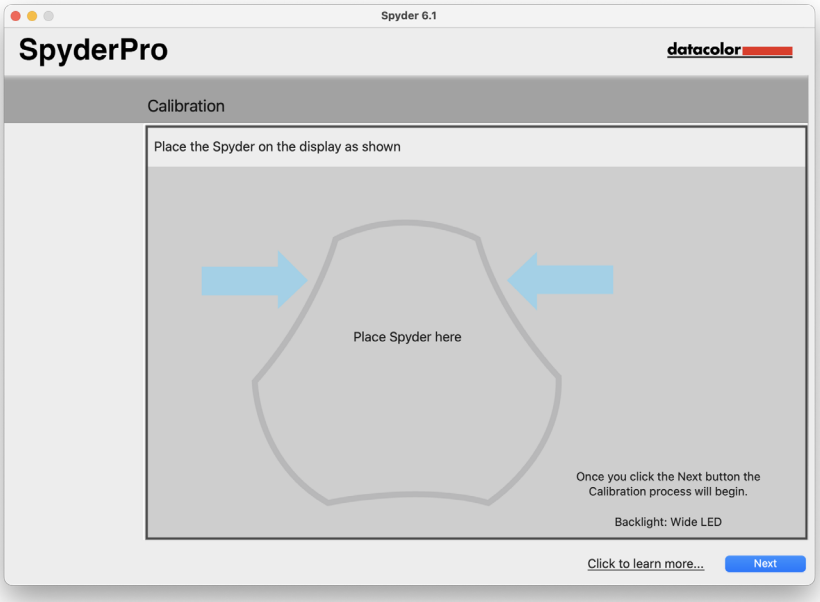

You can keep these recommended settings or select values from the dropdown menus. Remember the **Targeted Brightness** value if you are going to match displays from another machine. Click **Next**.



Click **Save** to create the target file. You will see the file's save location to use if you are going to match displays from another machine. Click **Next**.

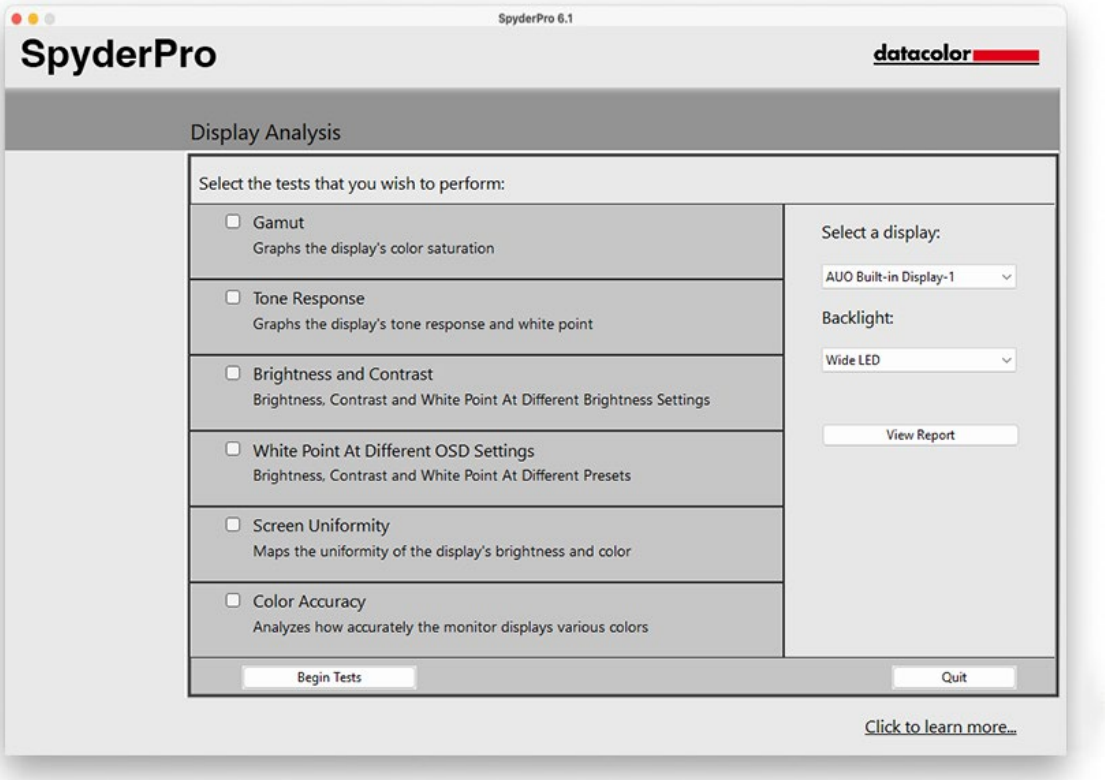



The calibration process will begin. Follow the prompts and move the sensor to each display connected to your system when needed.



## Display Analysis

Run a series of 6 tests on your monitor to see its strengths and weaknesses.




Select the tests you wish to perform and click **Begin Tests**. Follow the prompts to place the sensor and change the brightness on your display.

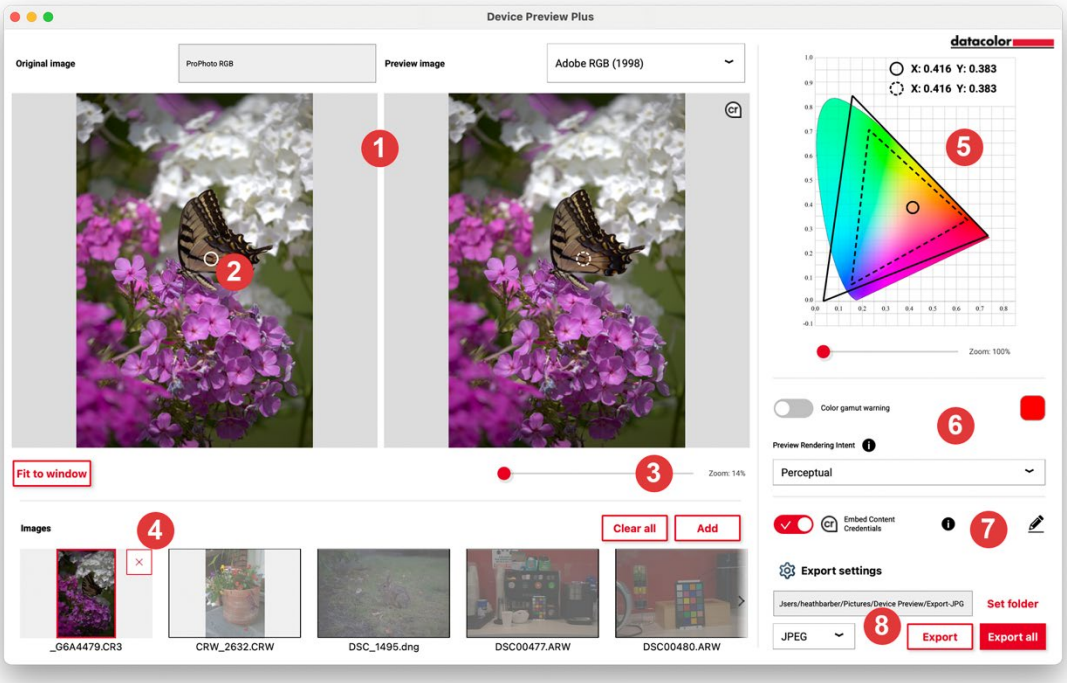
Note: All tests other than **Color Accuracy** are performed with the current display profile disabled, to show how your display behaves in an uncalibrated state.

When performing the Brightness and Contrast test, the first portion of the test will have you set your display to 0% brightness. Once you click **Measure** it will take about 10 seconds to perform the test. As your screen will be fully dimmed it will be difficult to see when the test is complete, please wait about 10 seconds before turning the brightness up to continue.

Once finished testing, select **View Report** to see the results of all the tests you selected.

## Device Preview Plus

The Device Preview Plus tool allows you to simulate and evaluate how your images will appear across different devices and output types. It provides side-by-side comparisons of the original and simulated image, enabling accurate soft proofing for displays, mobile devices, and print workflows. You can view gamut differences, apply rendering intents, preview out-of-gamut areas, and export with embedded color profiles or content credentials. Device Preview Plus supports multiple image formats, including RAW, DNG, HEIC, TIFF, JPEG, PNG, BMP.




## System Settings

Use **Settings** to control how Device Preview Plus interprets and displays your images, and to manage the cache it creates for fast previews.

### Camera Raw Default Working Space

Device Preview Plus converts the camera-native data (including DNG) to this working space for display and preview processing. This does not change the source file on disk.

Options:

- **sRGB**

- **Display P3**
- **Adobe RGB (1998)**
- **ProPhoto RGB (Default)**
- **Wide Gamut RGB**
- **Rec. 2020**

Tip: Choose the space that best matches your editing workflow. You can still preview other destinations (printers, displays, ICC profiles) inside Device Preview Plus regardless of this setting.

### Background

Sets the **color of the viewing window** behind the image in the **Original** and **Preview** panes. This helps you judge contrast and perceived brightness against a consistent surround. Changing the background does not affect the exported image.

### Preview Image Resolution

Controls the resolution used for the on-screen preview to balance speed and fidelity.

Options:

- **25%**
- **50% (Default)**
- **75%**
- **100%**

Notes:

- Higher percentages provide more detail but may use more memory and GPU resources.
- This setting affects preview rendering only; it does **not** alter the source file or export quality.

## Clean up

Removes **cached files** created by Device Preview Plus (e.g., thumbnails, proxies, temporary transforms). Use this if disk space is a concern or if you want to regenerate previews after large workflow changes.

- Safe to run at any time.
- Does **not** delete your original images.
- First open after cleanup may take longer while previews are rebuilt.

## Main Interface Overview

The main Device Preview Plus screen displays two side-by-side image views:

- Original Image (left) - shows your image in its native color space.
- Preview Image (right) - simulates how the same image will appear in the selected device, printer, or color space.

Use the image list at the bottom to manage your loaded files. Thumbnails represent all imported images; click on a thumbnail to load for preview.

To add images:

1. Click Add or drag one or more image files directly into the thumbnail bar to load them.
2. You can also drag an entire folder into the window to load all supported images at once.
3. Supported file types include .jpeg, .png, .tiff, .bmp, .heic, .dng, and most RAW formats.
4. Click an image to open it for preview.

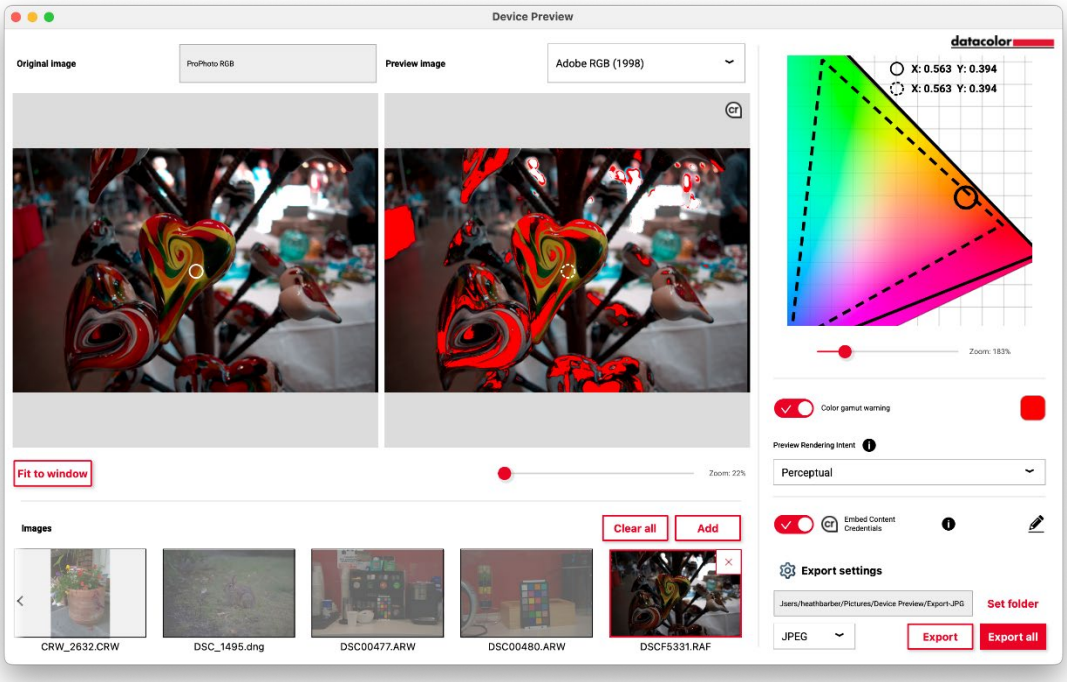
To remove images, click the **red X** beside an item or select Clear All to remove all thumbnails from the list.

(Note: This operation removes the images from the thumbnail view only; the original files remain unchanged.)

## Original and Preview Image Areas

The left pane displays the Original Image using the color profile embedded in the file.

The right pane displays the Preview Image, using the ICC profile selected in the Preview Profile dropdown.

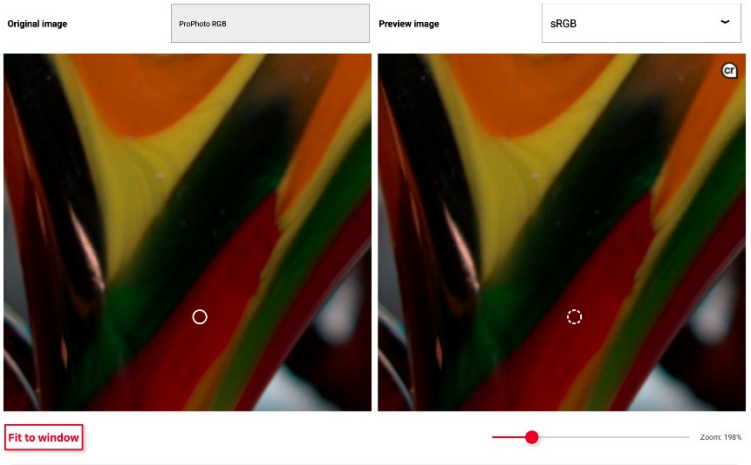



You can compare differences in tone, saturation, and color rendering between the original and simulated outputs. Click either image to activate it for zooming, panning, or sampling.

## Zoom and Pan Controls

Use the Zoom slider beneath the image panes to adjust magnification.

- Drag the slider right to zoom in for detailed inspection or left to zoom out for an overall view.
- Click Fit to Window to reset the image to 100% scale.
  You can also click and drag directly onto the image to pan while zoomed in.



## Pixel Sampler (Circular Target Tool)

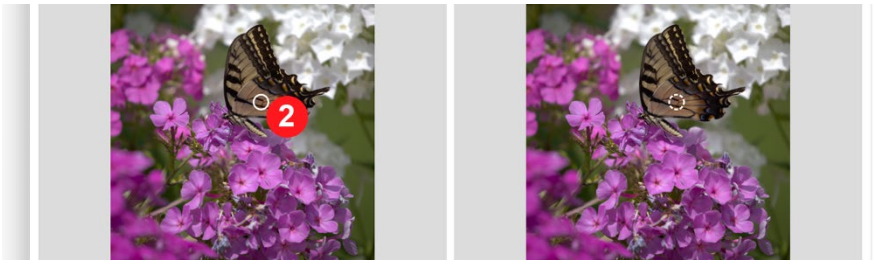
The circular sampling tool (2) allows you to compare pixel values between the Original and Preview images.

- The solid circle corresponds to the sampling location in the Original image.
- The dotted circle corresponds to the same location in the Preview image.

Click and drag either circle to position it over a specific area in the image.
The CIE color space graph in the upper-right corner displays both values:

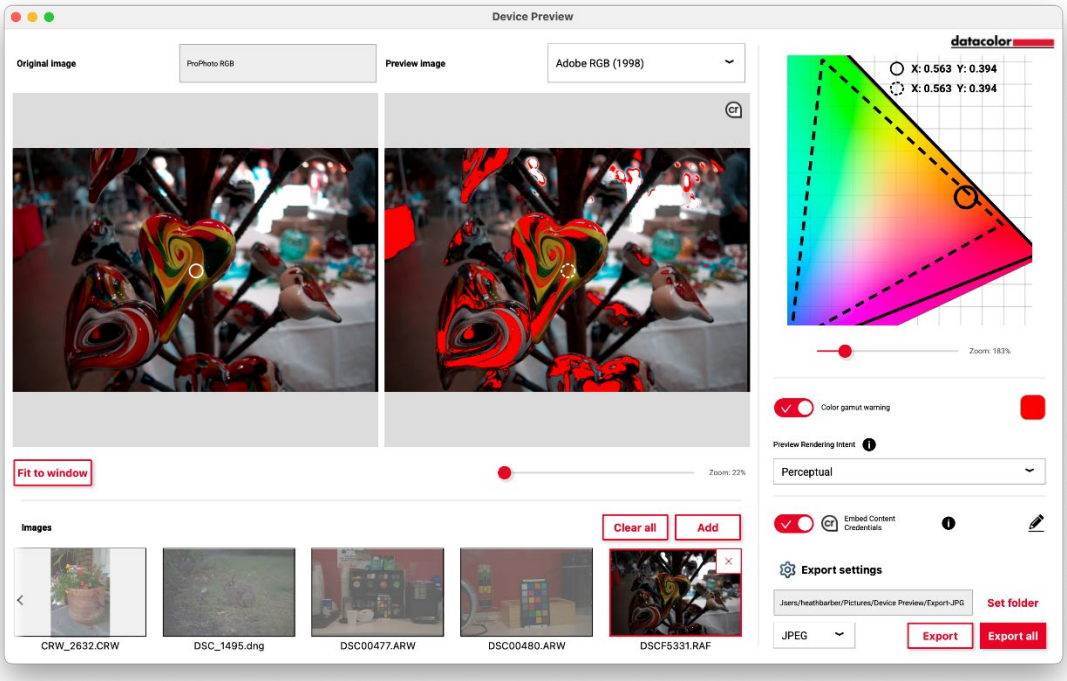
- The solid outline represents the original image's color space.
- The dotted outline represents the preview profile's color space.

Use this view to identify color shifts or gamut clipping between source and output conditions.

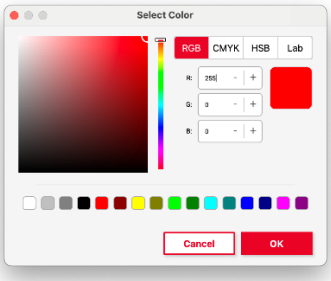


## Gamut Warning

Enable Color Gamut Warning to highlight any areas of your image that fall outside the selected preview device's color gamut.




- Toggle the Gamut Warning checkbox on or off to show or hide the overlay.
- Click the color square beside the checkbox to choose the overlay color.




This feature is useful for evaluating how highly saturated colors will be mapped or compressed when output to a printer or limited-gamut display.

## Rendering Intent Preview

Rendering intent defines how colors outside the target gamut are converted.
Use the Rendering Intent dropdown to preview how different conversions affect the image.

Available options include:
- **Perceptual** – Smoothly compresses colors while preserving visual relationships.

- **Relative Colorimetric** – Maintains in-gamut colors while clipping out-of-gamut hues.
- **Absolute Colorimetric** – Simulates paper color and reference white point.
- **Saturation** – Maximizes vividness, typically used for business graphics.

Switching between rendering intents updates the Preview Image in real time, allowing you to judge which approach maintains the desired appearance for your output.

## Export Settings

Use the Export Settings panel to define how images are saved after previewing.

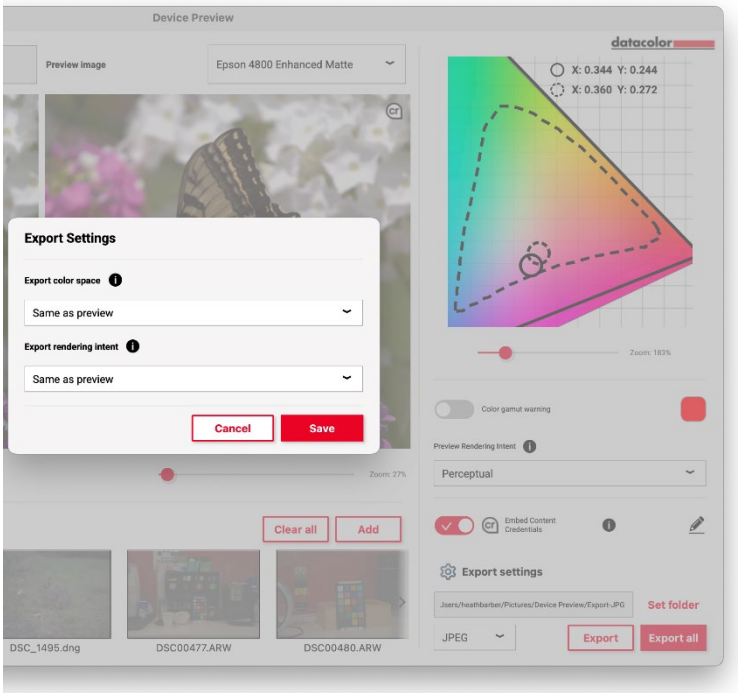
- Select your **Export Color Spac**e (e.g., sRGB, Display P3, AdobeRGB, or any installed device ICC profile).
- Choose an **Export Rendering Intent** separately from the preview setting if desired.
- Embed **Content Credentials** during export.

Set your file format (TIFF, PNG, JPEG).

- Specify the destination folder for exported images.

To export:

- Click Export to save only the currently selected image
- Click Export All to export every image in the thumbnail list using the same output settings.




Each exported image is re-rendered using the chosen **color space** and **intent**, with optional **Content Credentials** embedded.

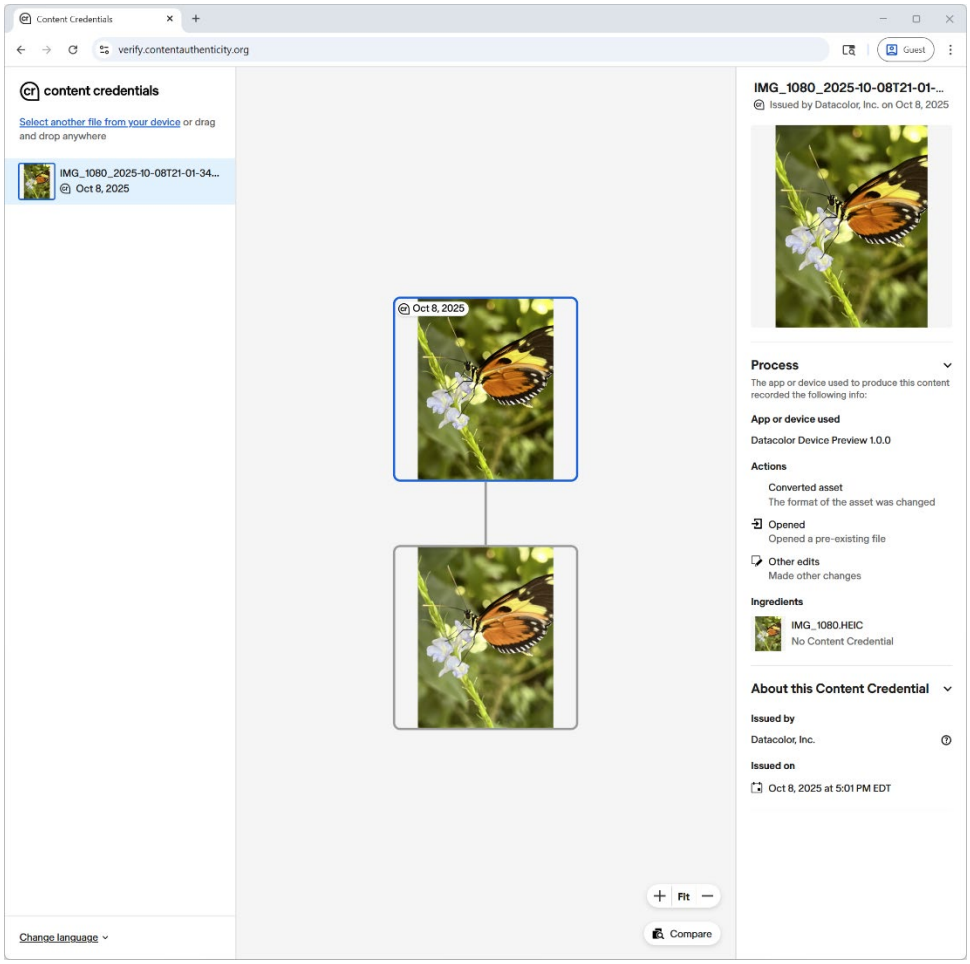
## Content Credentials

The Content Credentials feature allows you to attach secure metadata to your exported image, identifying its creator and confirming its authenticity through the C2PA (Content Authenticity Initiative) standard.

To embed credentials:

1. Toggle Content Credentials in the bottom right.
2. Click the pen/edit icon to open the Content Credentials editor.
3. Enter or confirm the information to be included.

When enabled, these credentials are embedded into the exported image file and can be inspected by compatible viewers or verification tools.
C2PA Verification Tool to Check Content Credentials in your images:
https://verify.contentauthenticity.org/



**Note:** SpyderPro includes up to 1,000 Content Credential signings per month, automatically resetting at the end of each month. If you exceed this limit, the software will display an alert:
"You've exceeded your 1,000 monthly content credential signings. For more signings, contact support.datacolor.com."

Typical use cases:

- Establishing authorship for professional photography or creative work.
- Providing verifiable authenticity when submitting images for publication or print.
- Protecting digital artwork in collaborative or online environments.

## Tips for Accurate Simulation

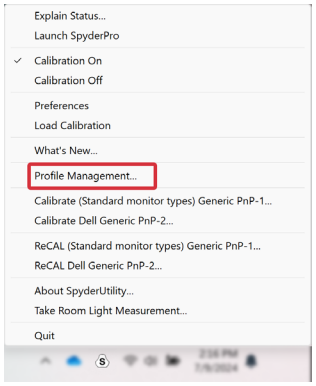
- Always ensure your display is recently calibrated with SpyderPro before using Device Preview Plus.
- When soft proofing for print, use ICC profiles provided by your printer manufacturer or print lab.
- For mobile and web previews, select sRGB or Display P3 profiles to match most modern devices.
- Evaluate critical areas at 100% zoom and use the pixel sampler for precise comparison.

# SpyderUtility

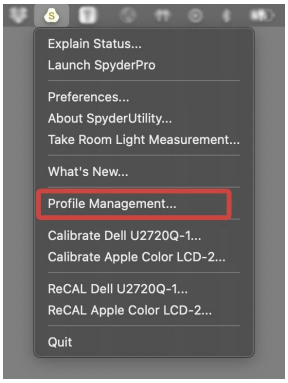
## Profile Management Tool

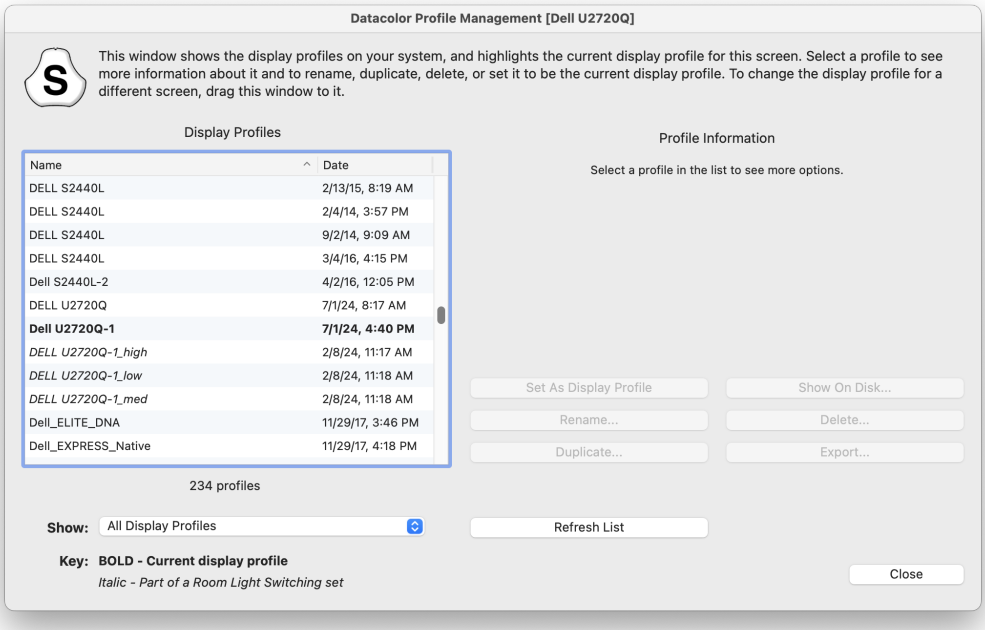
Have complete monitor profile flexibility and control with this tool that allows you to turn off, switch, delete, and rename existing profiles.
Click on the SpyderUtility icon in the menu bar/system tray and click **Profile Management**.

Windows




Mac



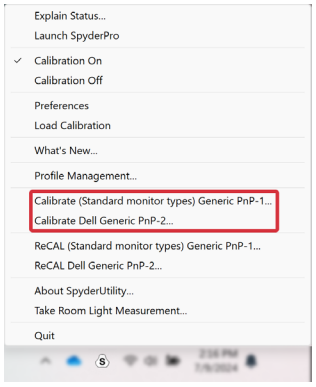

The profile in the list that is bold is the current display profile.

Manually move the Profile Management window to another display to work with the profiles for that display.

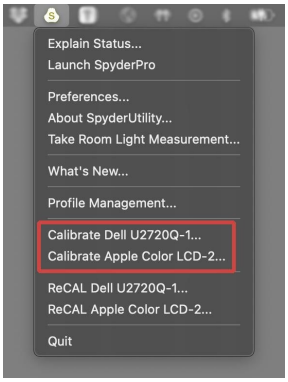
## 1-Click Calibration

A recalibration can also be performed using the '1click calibration method'. Click on the SpyderUtility icon in the menu bar/system tray. Then select the monitor you would like to calibrate. Complete the calibration process as you would normally. 1 - Click Calibration will use the calibration setting from your last calibration.

Windows




Mac



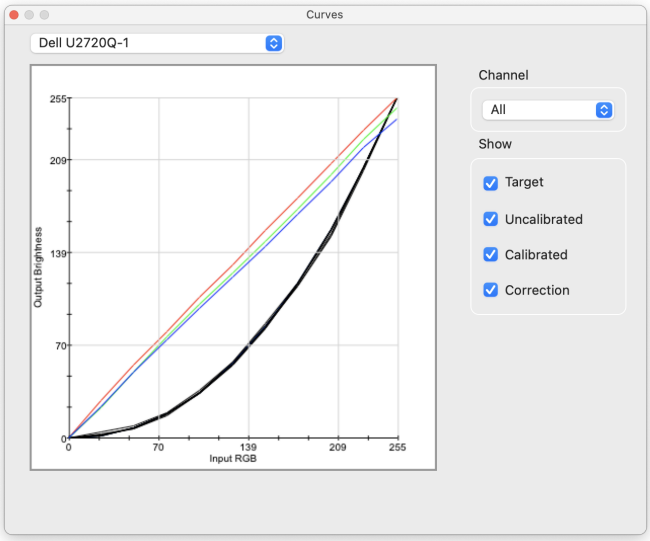

**Note: 1-Click Calibration is only available for your monitor(s) after you have completed a full calibration in the software.

# Appendix

## Tools

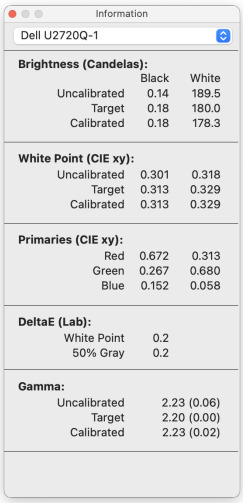
### Curves

Compare the different gamma and white point adjustment parameters of your display in the form of a graphical curves.



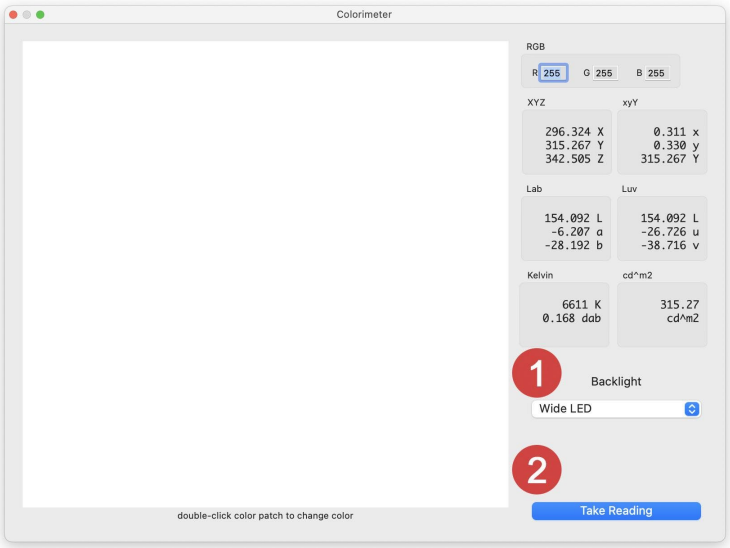

### Information

View a report of absolute values for the current calibration of the selected display.



## Colorimeter

Use your SpyderPro to measure any RGB color value on the screen.

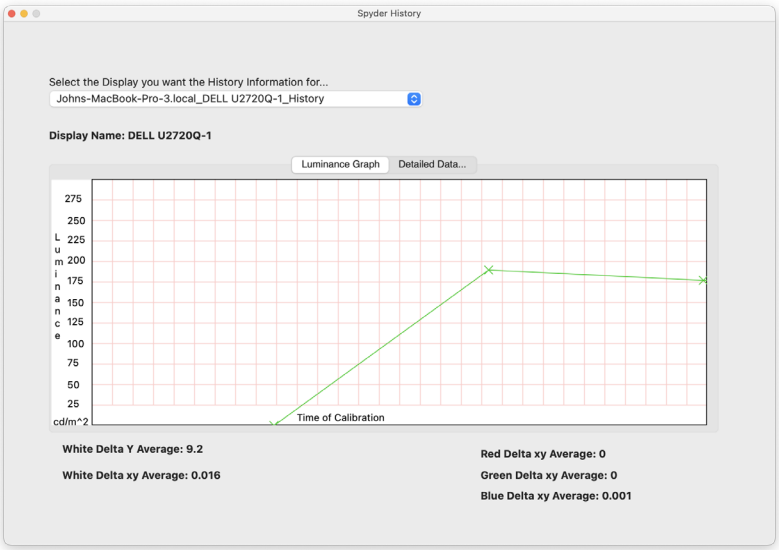



Use the **Backlight (1)** dropdown to select the backlight technology that corresponds to your display.

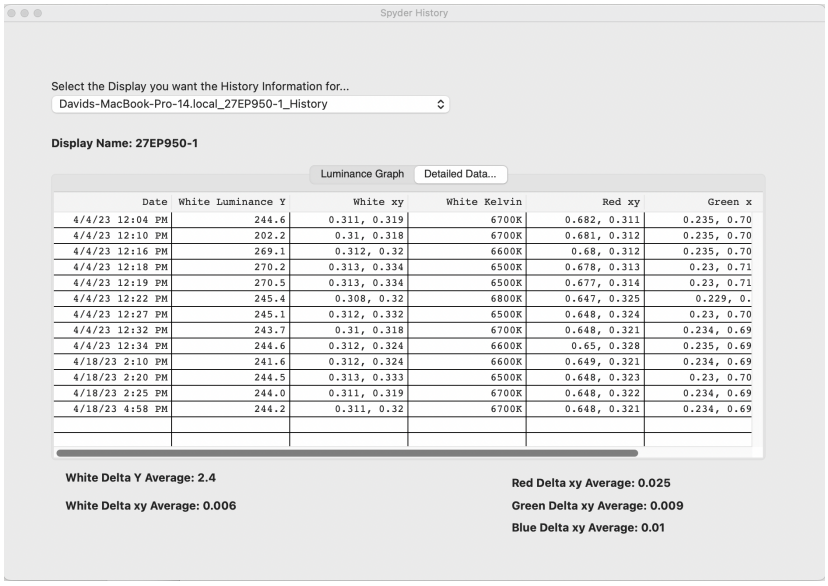
After typing in your RGB values, hang your SpyderPro on the display on the color patch in the window and select **Take Reading (2)** . The results are displayed in different sets of coordinates.

## History

You'll typically change the Brightness settings of your display to match a Brightness target setting from the Calibration Settings screen. This window shows you luminance data measured during your display calibrations.

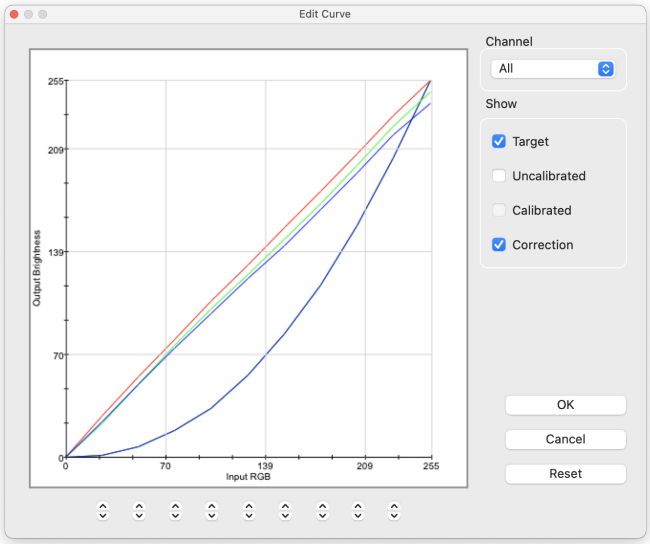



Use the dropdown to switch between displays which have saved calibration results for your computer. Switch between the **Luminance Graph** and **Detailed Data...** to see the history as a graph or numeric values.



## Edit Curves

Adjust the **Calibrated** curve using the arrows **(1)** below the graph to change each control point.




As you adjust the shape of the **Calibrated** curve, you'll see the effect of these changes in real time on your calibrated display.

Click **OK** to save the results into a Target (.tgt) file and use as a gamma calibration target in the future.

## Support

For answers to Frequently Asked Question or additional support, Datacolor provides technical support at no additional charge. If you have a question, please visit our support site:
spyder-support.datacolor.com