

Pushbutton calibration information v1.0

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The following monitors are supported by Eye-One Match v3.2

Eizo:

- CG 18
- CG 19
- CG 21

LaCie:

- electron 22b4

FAQ: Eizo CG 18,19,21

Q: The Eye-One Match software v3.2 is installed correctly but my Eizo CG18, CG19, or CG21 does not perform the automatic Pushbutton Calibration function. What is wrong?

A:

1. The version of your operating system may not support the Pushbutton Calibration function. You must be running Mac OS X version 10.3.2 or later or Windows XP or Windows 2000. If you are running an earlier operating system you must upgrade your OS to enable automatic Pushbutton Calibration.

2. The USB A to B cable is not connected. The Eizo CG18, CG19, and CG21 require a video cable and a USB cable to operate properly. Install the USB A to B cable between the host computer and the display.

Important setup information:

The Eizo CG18, CG19, and CG21 have a USB connector. The Pushbutton Calibration software uses the USB to control the display. Unlike USBs on most other displays, the USB is not just a passive hub. **The USB A to B cable must be connected at the host and display ends.** If the USB A to B cable is not connected Eye-One Match v 3.2 will not recognize the display correctly and will not switch itself to Pushbutton Calibration mode.

Pushbutton calibration functions properly for the Eizo CG18, CG19, and CG21 displays using any DVI or VGA cable.

FAQ: LaCie electron22b4

Q: The Eye-One Match software v3.2 is installed correctly but my LaCie 22b4 does not perform the automatic Pushbutton Calibration function. What is wrong?

A:

1. The version of your operating system may not support the Pushbutton Calibration function. You must be running Mac OS X version 10.3.2 or later or Windows XP or Windows 2000. If you are running an earlier operating system you must upgrade your OS to enable automatic Pushbutton Calibration.

2. A **VESA compatible VGA cable** must be used to connect the display to the video card. Disconnect the video cable and check to see that all fifteen pins (three full rows of five pins each) are installed at both ends. If they are not, then replace with a **VESA compatible VGA cable**. The video card must also be VESA compatible. Check your video card instruction manual to see that your video card is VESA compatible. Most VESA compatible video cards have blue colored connectors.

Important setup information:

The plug of a VESA compatible cable contains fifteen pins in three rows of five pins. Remove the cable from both the host and the display ends and check to see that all fifteen pins are installed in both of the connectors with no gaps or missing pins. Cables with blue colored connectors are VESA compatible, but some non-blue colored connectors are also VESA compatible. If the cable is not VESA compatible replace it with one that is VESA compatible.

Also check to see that the VGA port on the video card (computer) is VESA compatible. VESA compatible video cards usually have blue colored connectors, though some compatible cards do not have blue connectors. All factory installed Macintosh video cards are VESA compatible.

FAQ: Software

Q: I am running under Mac OS X (10.3.xx) and there is a long delay after I click on *Next* in the *Choose Calibration Setting* dialog before the *Place your Eye-One / Eye-One Display on the Monitor* dialog is displayed.

A: Nothing is wrong. This delay is normal. It takes some time until the software detects if your monitor is supported to perform an automatic pushbutton calibration.