ColorGATE software on MAC OS X using Parallels

Introduction

Using a virtual machine is currently the only solution to run ColorGATE software under a Mac OSX environment. However this does not mean that it is complicated or even annoying to do so.

We have tested *Parallels virtual desktop* ourselves and so did numerous customers. They have found little to no problems to do so. There is also the possibility to use other VM software but as we did not test them we cannot say anything about flaws or merits of those solutions.

<u>Hint:</u> As it might be useful to boot Windows natively for increased compatibility and performance we recommend to make an installation via Apple *BootCamp*. You can also use *BootCamp* installations as a virtual machine for Parallels so you have both possibilities as you are able to boot Windows directly (*BootCamp*) as well as using it from the host Mac OSX (Parallels). *BootCamp* is a part of Mac OS X 10.5 (Leopard) and can be used free of charge.

The screenshots in this document are taken from a german MacOS. As this is for visual reference only you will not miss any vital information that is not covered by the text.

Installation

The installation of Parallels and Windows XP or Vista is explained in the respective manual. You will find both to be very easy and comprehensible for inexperienced users.

To configure the virtual machine we recommend to use as much RAM on the Windows OS as possible, at least 1GB. Please refer to the following screenshot for a typical configuration:
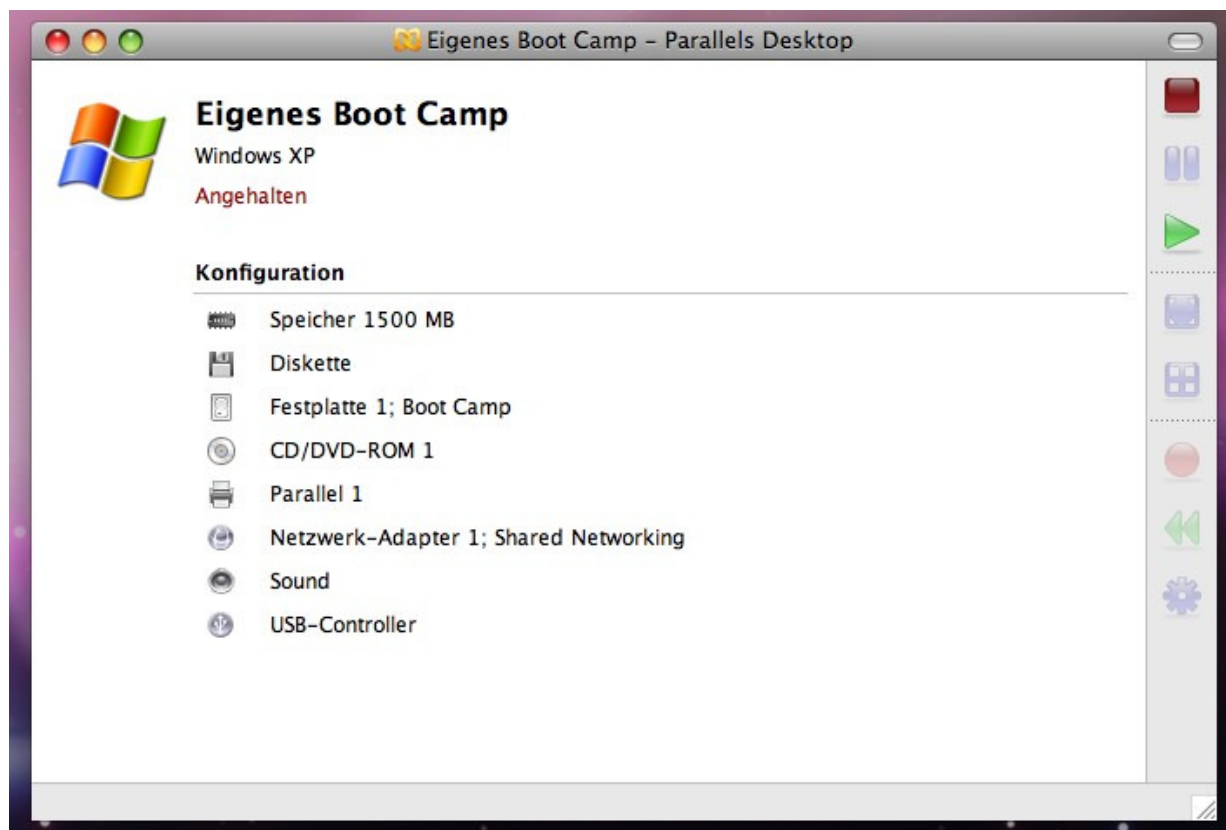

With 1500MB Ram the Windows and ColorGATE software will run smoothly.

You can choose folders that will be accessible through Windows and MacOS, you can also configure Parallels for Drag&Drop operations between both host and guest OS.

You do not necessary need to so this as the hotfolder technique used is based on an SMB service but it could benefit your personal workflow to setup folders usable both ways.
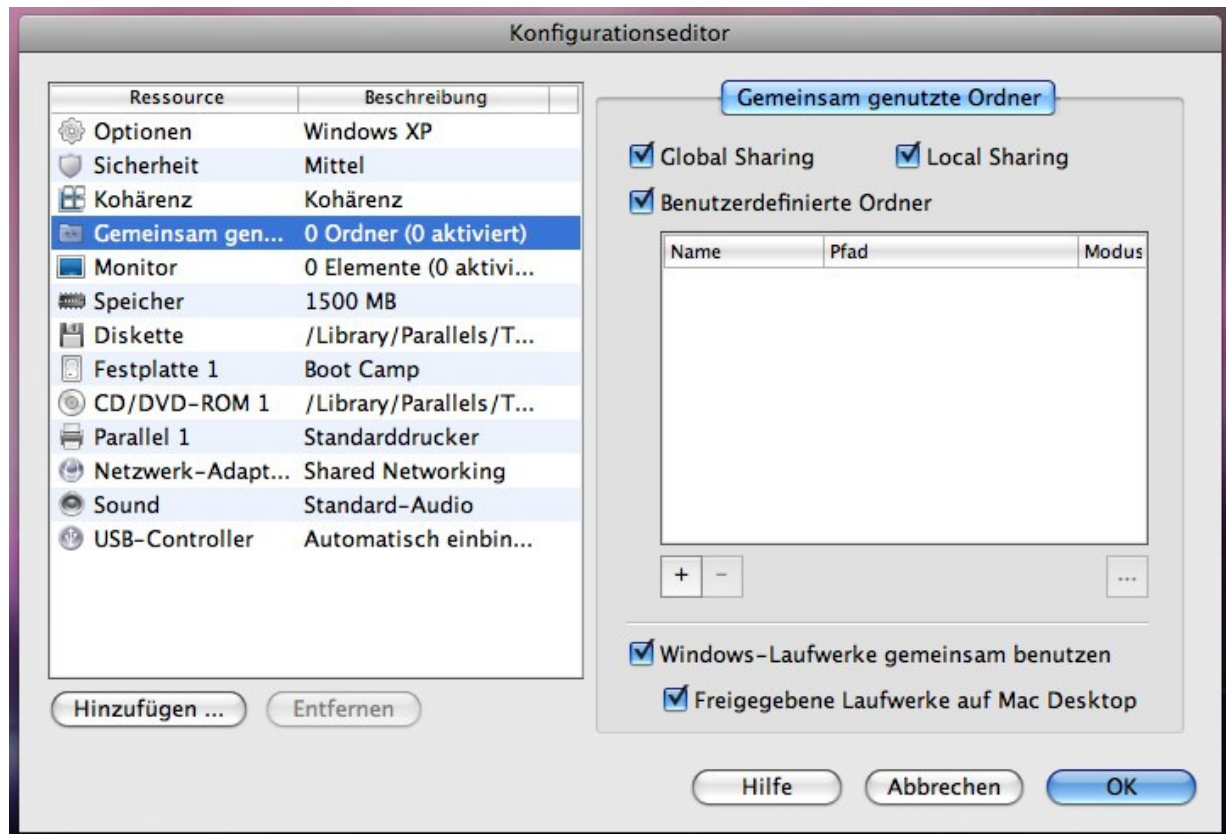
Configuring the software

Basically you will not need to do anything but setting the ColorGATE USB dongle to the guest OS. This is also true if you intend to use USB devices exclusively in Windows, like measurement devices. This can be controlled in the devices tab of Parallels. You will see a list of all currently attached devices and can switch them between the operating systems. You can change these settings at any time without restarting the Mac or virtual machine.
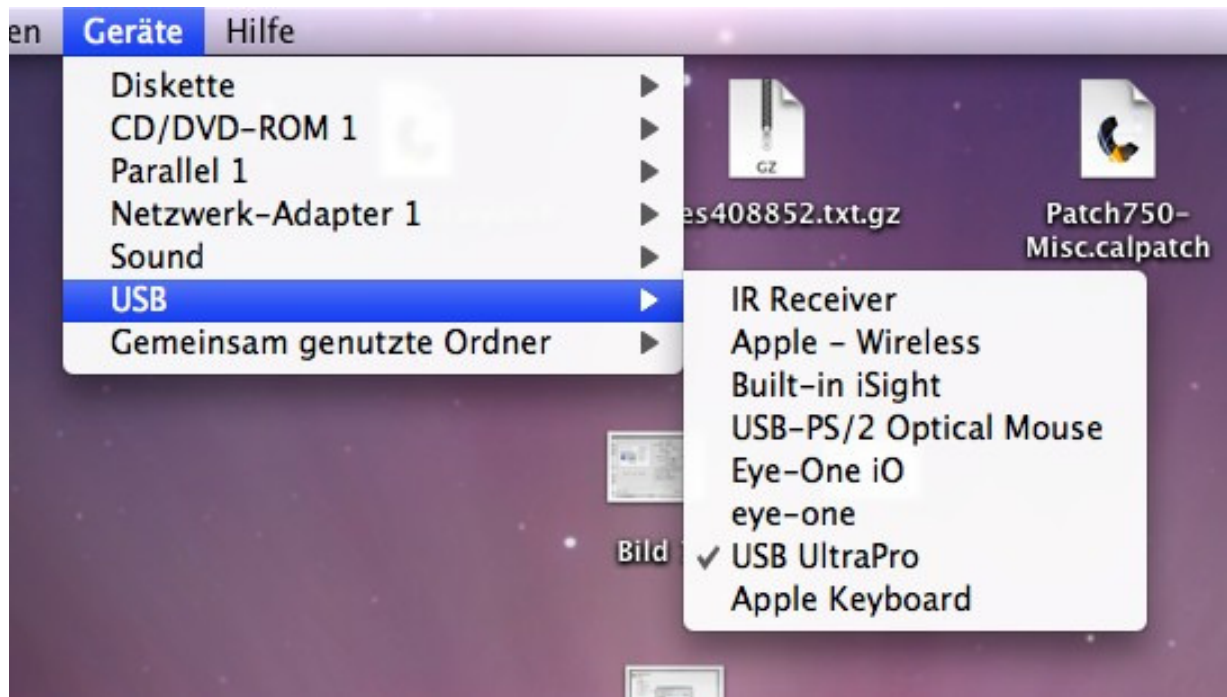
Configuring the network

Parallels pretty much does everything itself. I configures a shared network connection of both operating systems and also an NAT service so the guest OS can use the network of the host. Vice versa it is a little more complicated as the guest OS is not reachable directly in some network environments. As there is not the need to have a direct connection and the hotfolder sharing works without it, we cannot give you setup instructions because the setup is based on individual parameters. Ask your network administrator for details.

Please note, that the IP address of the guest OS is different than the IP of the host. If you want to connect from the host system to a device that is shared on the guest OS you will have to use the IP address of the guest system. You can get the IP from the network options of the Mac.
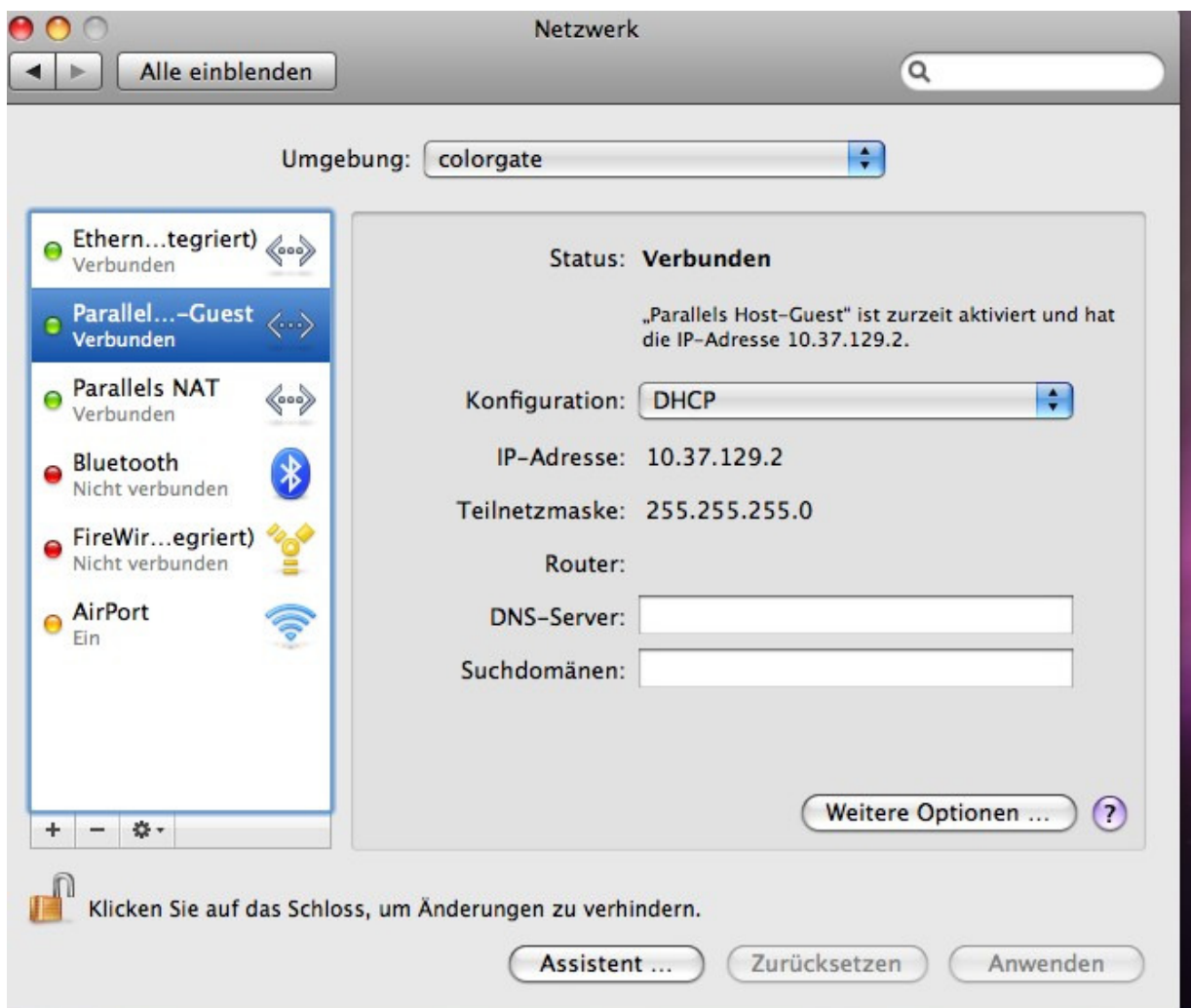
Working with a guest OS

Both operation systems behave completely normal. As they share resources you will find the performance has been lower than usual but this will in most cases only moderately slower the applications. It is important that you select the configuration carefully to your desired workflow. If you only need to use the Mac as a Rip computer you can neglect RAM and ressources for the MacOS and concentrate on Windows. If you intend to use the Mac OS as a working platform you do the opposite, etc…

Hint: Previous Versions of Parallels (3 and lower) did only support 2 USB1.1 ports (USB 2.0 is not affected). As the ColorGATE dongle need one of them you only have one USB1.1 port left. As for example the X-Rite I1I0 needs two USB1.1 ports it is not possible to connect an I1IO for use in ColorGATE software within Parallels. Since version 4 this problem is no longer existing.
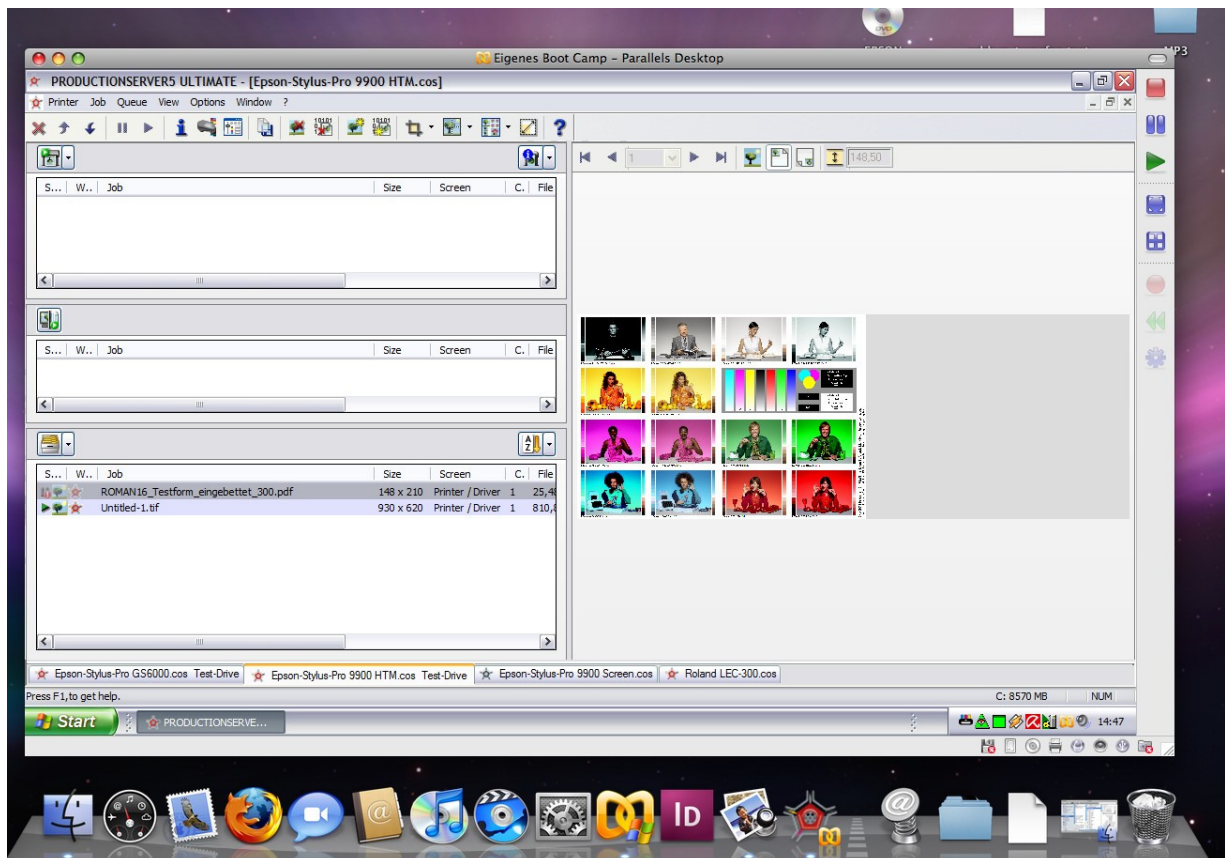
With the ColorGATE virtual printer technology you are able to print directly from your MacOS application into a RIP hotfolder.
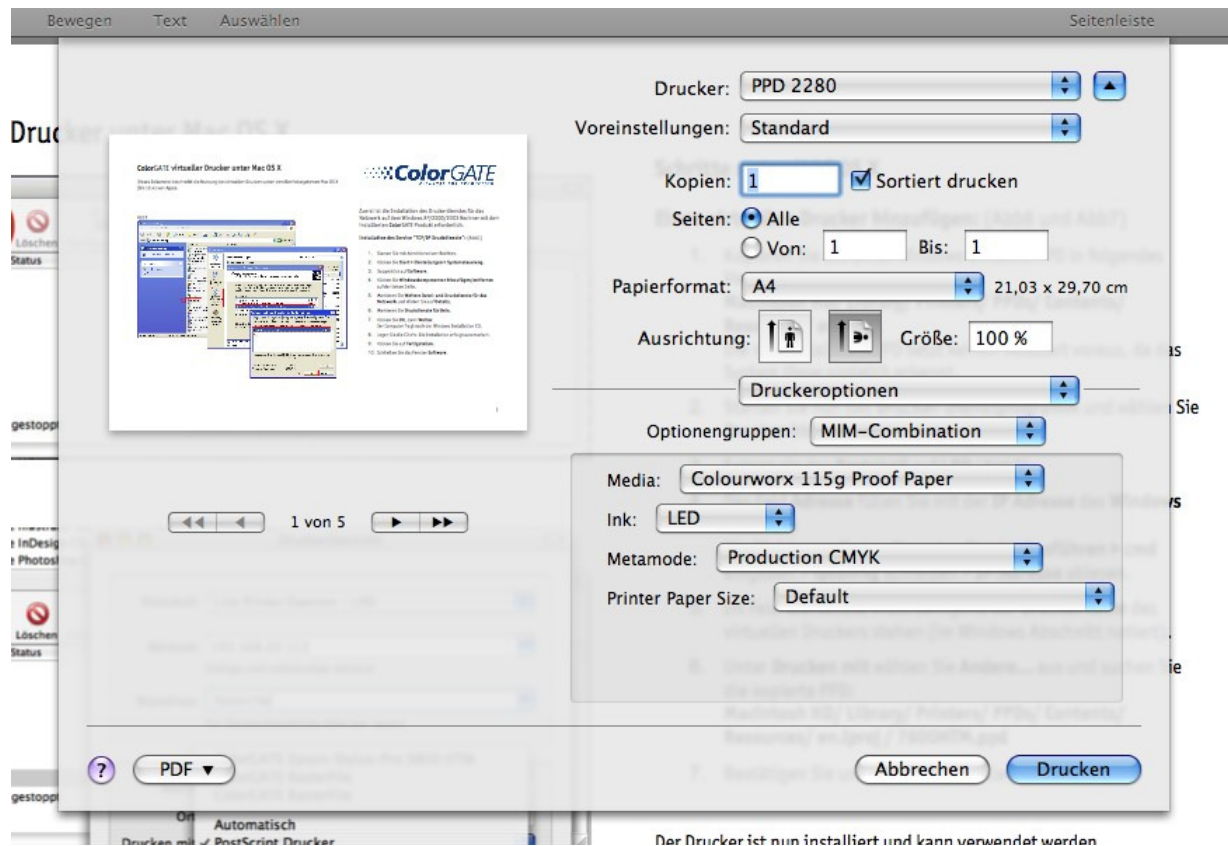
You can select the colormanagement options of the installed printer directly from Photoshop, Illustrator or whatever program you are using.

For a detailed setup manual visit

http://www.colorgate.com

and download the "ColorGATE_Virtual_Printer_under_Mac_OS_X.pdf" from the download section.

Hint: With the updates Apple hands out for their operating systems these functions sometimes do not work. Unfortunately, Apple did change the SMB settings on various occasions. Currently this affects MacOS 10.4.11 and 10.4.9. MacOS 10.5 did not have these problems.