

- To change exposure:**
1. In the “**Material Product Codes Window**” highlight the material for which the exposure is to be adjusted (**material in DPM**).
 2. Select **EXPOSURE**.
 3. In the “**Material Exposure Window**” select **TEST**.
 4. Wait for test plate to eject.
 5. Check test plate (**explained in detail in accompanying diagrams and notes**).
 6. Adjust exposure and run test plates as needed until correct exposure is reached. (**explained in detail in accompanying diagrams and notes**)
 7. When the correct exposure has been reached select **SAVE** in “**Material Exposure Window**”.

That “**Exposure**” has now been saved for that “**Material Code**” and will be used whenever that “**Material Code**” is selected (**unless the exposure is changed and saved again.**)

WHEN VIEWING **PLATE MATERIAL EXPOSURE TARGET** ON PLATE

1. Target **must be COMPLETELY DRY** before viewing. Without a dryer or a supplemental drying means, this may take up to (15) minutes.
2. Exposure target **should be viewed by the HUMAN EYE** as seen in the “**Plate Viewing Diagram**” (*pictured above*) from a minimum distance of approximately (3-4) FEET.
3. If the **circles** within the rectangle are **APPARENT to the human eye** the exposure is set **INCORRECTLY**.
4. If the **circles** within the rectangle appear **DARKER than the rectangle** the exposure needs to be **DECREASED** (*lightened*).
5. If the **circles** within the rectangle appear **LIGHTER than the rectangle** the exposure needs to be **INCREASED** (*darkened*).
6. If the **circles** within the rectangle appear to be **the SAME shade as the rectangle** the exposure is **CORRECT** (*no adjustment needed*).
7. **One** or **two** clicks on the **Material Exposure slider control** can make a considerable difference in the setting of the Plate Material Exposure.
8. This target is only to be used for “**Plate Material Exposure**” control. THIS TARGET IS **INVALID** WHEN VIEWED ON A PRINTED PRESS SHEET OR WHEN IT IS USED WITH ANY OTHER MATERIAL SUCH AS: RC FILM & RC PAPER