

# Short instructions for the operation of color sensors of SPECTRO-3-SLE Series through software SPECTRO3-SLE-Scope V1.0

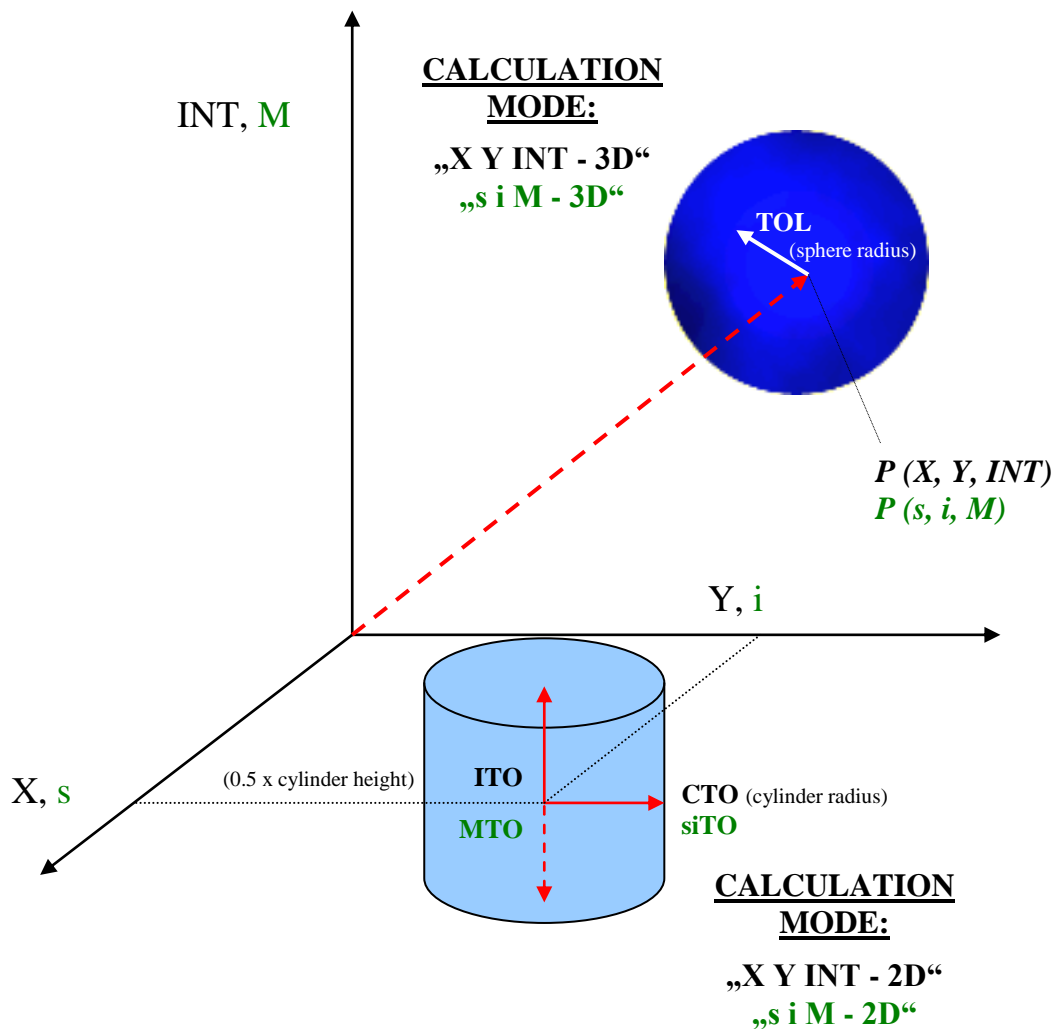
These instructions describe how to perform quick teaching of the color sensors of SPECTRO-3-SL series with the **SPECTRO3-SLE-Scope V1.0** software interface.

Basically there are 2 methods of teaching a color. These methods can be set with **CALCULATION MODE**.

The **CALCULATION MODE "X Y INT - 3D"** (or "**s i M - 3D**") uses a **color sphere** in space with radius **TOL**. Contrary to this, the **CALCULATION MODE "X Y INT - 2D"** (or "**s i M - 2D**") uses a **color cylinder** in space with radius **CTO** or **siTO** and with height **ITO** or **M**.

The teach process is the same for both methods.

Color evaluation according to "**s i M - 2D**" uses the Lab calculation method.



The text below describes a teach process with **EVALUATION MODE = BEST HIT** and **CALCULATION MODE = "X Y INT - 3D"**.

**Step 1:**

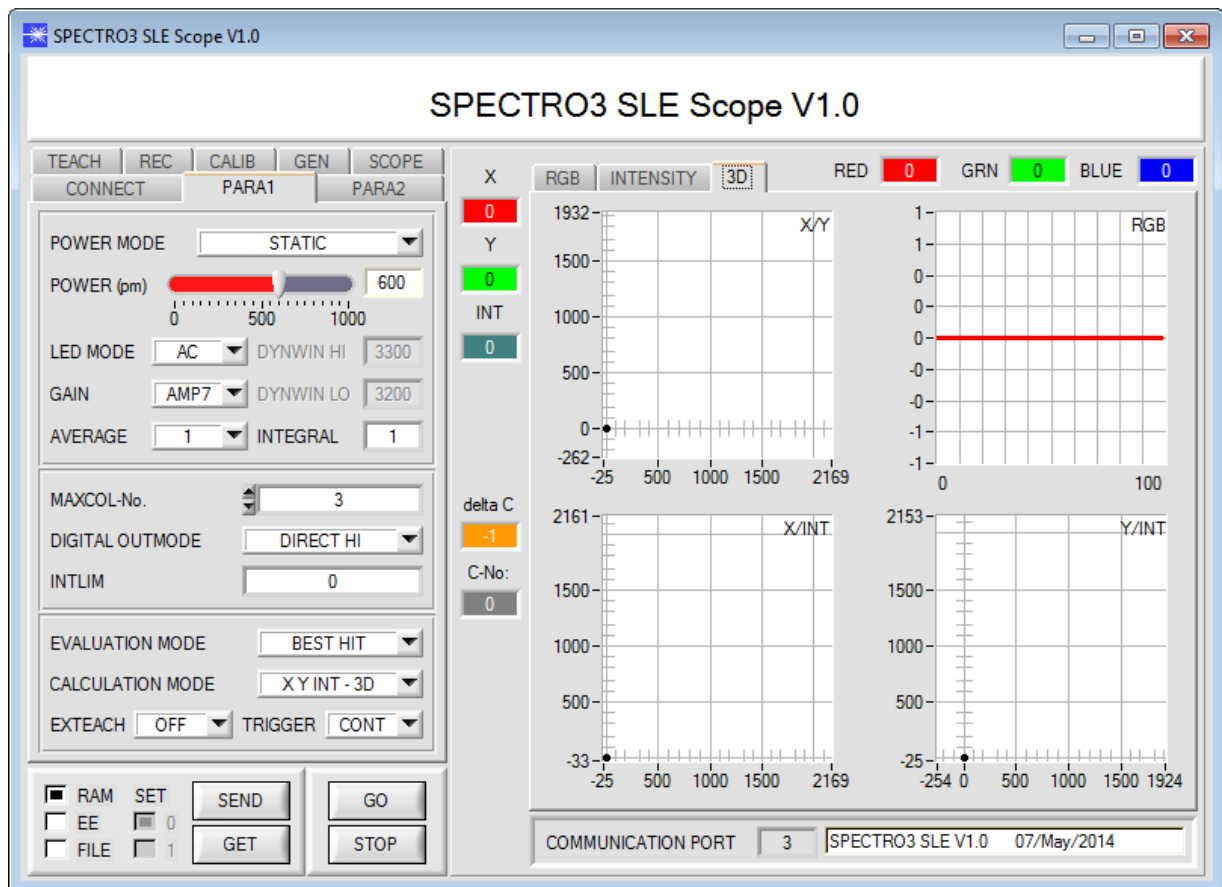
Prior to the use of the software aids (graphic display of sensor signals) the sensor must be manually adjusted to the respective target or background as accurately as possible. The reference distance of the sensor to the target is defined in the data sheet of the respective sensor.

Please make sure that the sensor is properly connected and supplied with power. Furthermore the sensor head must be directed onto the brightest surface (paper, leather, glass, etc.) of the color to be taught. This is absolutely necessary for being able to set a suitable **POWER** value for the sensor.

**Step 2:**

Start the SPECTRO3-SLE-Scope V1.0 software. Please check whether the status line at the right bottom displays the "SPECTRO3 SLE V1.0 xx xxx xx xxxx " message.

**Info:** Moving the mouse cursor to a control element and clicking with the right mouse button displays a short info on the respective individual control element.



**Step 3:**

Please make sure that for the time being **RAM** and not **EEPROM** is selected for the data exchange with the sensor (RAM is a volatile memory in the sensor, i.e. the data will be lost when power is turned off. EEPROM is a non-volatile memory in the sensor, i.e. the data will not be lost when power is turned off.)

All the other parameters should be set as shown in the picture below. Press the tab **PARA1** to show the parameters. (See the **FILE** function in the operating instructions for SPECTRO3-SLE-Scope.)

Now press the **GO** button. Data exchange between sensor and PC will then start. The contents for **RED, GREEN,** and **BLUE** that are diffusely reflected from the surface are represented as a graph and as displays on the software interface.

Set the **POWER** value and **GAIN** such that at least one of the three channels of the brightest color that should be taught lies in the upper third of its dynamic range, but none is in saturation. Ideally **POWER** and **GAIN** are set in such a way that **POWER** lies in the range of 300 to 900.

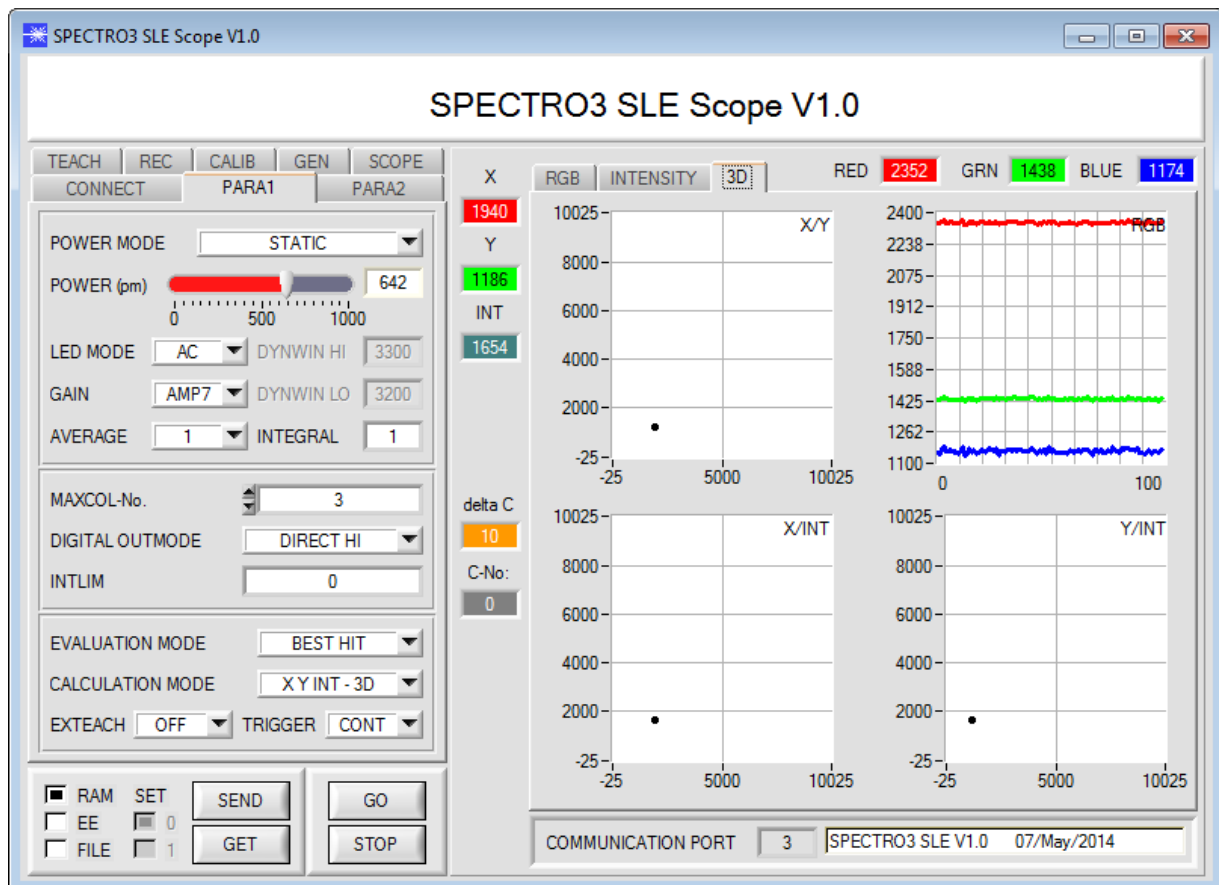
**ATTENTION:** The sensor must be informed when you have changed the **POWER** or **GAIN** value. Press the **SEND** button to send this information to the sensor. Check the bars by pressing **GO** again. Repeat this process until you have a suitable **POWER** value and **GAIN**.

Optimally the three bars should be at approximately the same level on white paper.

If the bars vary too much, you need to perform white light balancing.

(For white light balancing see the SPECTRO3-SLE-Scope operation instructions on the supplied CD.)

**Tip!** There is a trick for finding a suitable **POWER** value in no time at all. Show the sensor the brightest color that should be taught, and set **POWER MODE = DYNAMIC**. The sensor then tries to find a suitable **POWER** value. Check this by pressing **GO**. Press **STOP** when the channels have "levelled out". Then press **GET**. The **POWER** value that was found now is shown in the **POWER** function field. Now set **POWER MODE = STATIC**, and press **SEND**.



**Step 4:**

An **X** and a **Y** coordinate as well as an intensity **INT** are calculated from the red, green, and blue data.

$$X = (R \cdot 4095) / (R + G + B)$$

$$Y = (G \cdot 4095) / (R + G + B)$$

$$INT = (R + G + B) / 3$$

Press the **GO** button once again to read out the current data.

Press **STOP** to stop the data exchange.

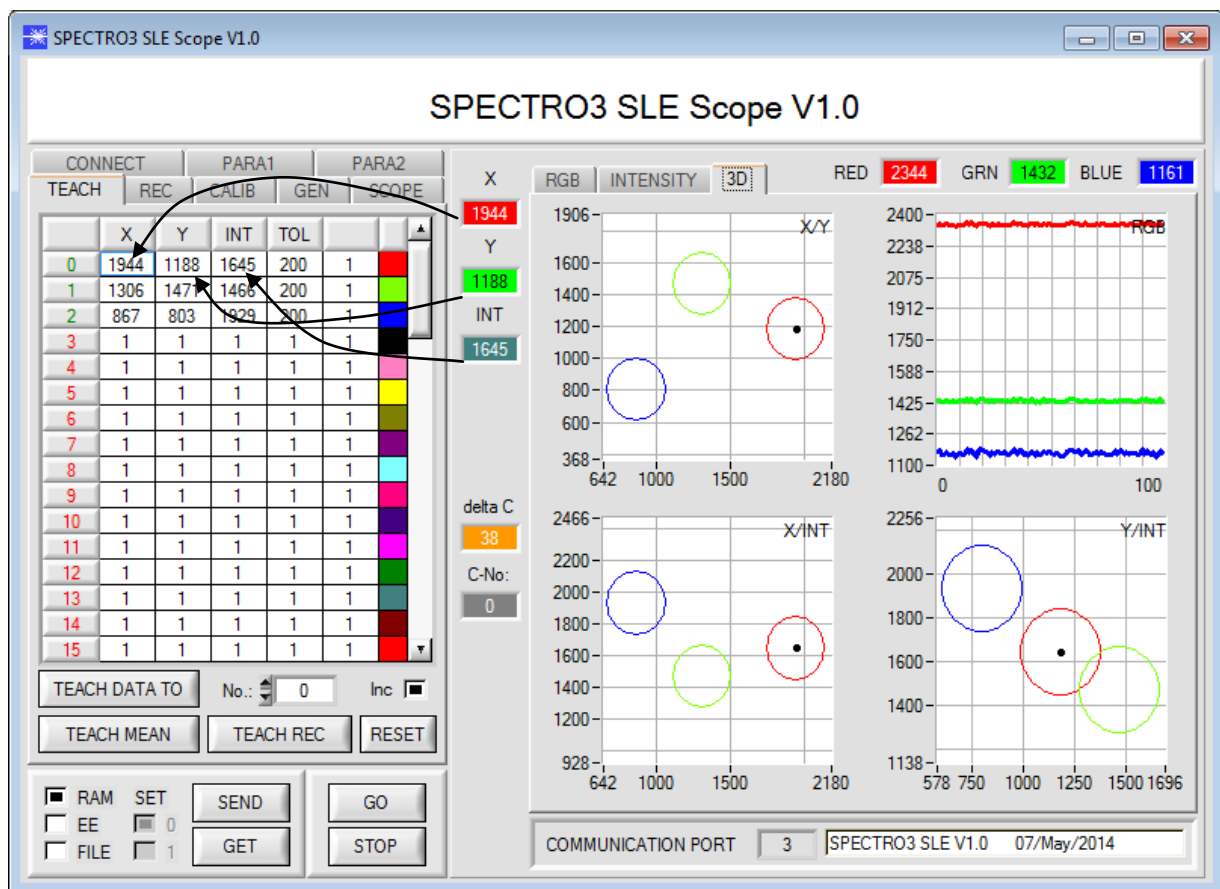
Now use the **TEACH TABLE** tab to switch to the **TEACH TABLE**.

Select a row under **No.:** to which the currently present color should be taught.

(**ATTENTION:** Only the rows marked with green numbers are evaluated by the sensor. If you want to teach more colors, use the **MAXCOL-No.** parameter to select how many colors you want to teach.)

Now press the **TEACH DATA TO** button. The calculated values for **X**, **Y**, and **INT** are transferred to the **TEACH TABLE** in the row that was selected under **No.:**

The graphic displays show a 3D view of a color sphere in space. The radius of this color sphere can be set under **TOL** (tolerance). To change the **TOL** value please double-click on the corresponding cell in the **TEACH TABLE** with the left mouse button.



Now press the **SEND** button again to inform the sensor about the taught color. Then activate the **GO** mode again. When the sensor recognises a row vector (color), the corresponding row number is visualised on the software interface under **C-No.:**. A value of 255 means that none of the taught colors were recognised.

**Step 5:**

For teaching additional colors please make sure that the sensor head is directed onto the respective color. Then repeat the procedure starting from step 4.

**Step 6:**

When you have taught all the channels, please select **EEPROM** and press **SEND** to save the data to the non-volatile memory of the sensor.