

SPECTRO3-ANA-Scope: Changes due to software update from SPECTRO3-ANA-Scope V1.3 to V1.4

The text below summarises the changes that were made with the software update from **SPECTRO3-ANA V1.3** to **V1.4**.

A software update from V1.x to V1.4 can be performed quite easily.

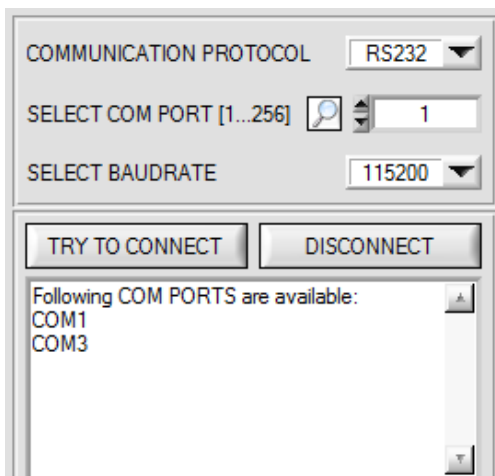
All you need is the FirmwareLoader V1.1 and the firmware files for version 1.4.

The FirmwareLoader V1.1 can be found on the CD that is provided with the sensor or can be downloaded from our homepage.

The firmware files are available from your sensor supplier.

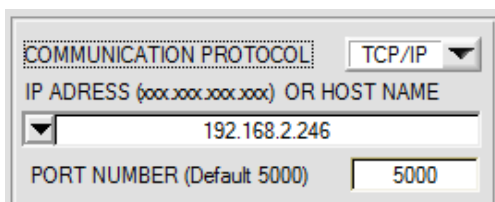
The respective procedure is exactly described in the "[Manual FirmwareLoader V1_1](#)" file.

Change 1:



A click on the magnifier symbol in the **CONNECT** tab opens a list with all the possible **COM PORTS** in the display.

Change 2:



The **PORT NUMBER** for a TCP/IP connection as standard is pre-initialised as **5000**.

The **cab-4/ETH** RS232 to Ethernet adaptor now is available for communication of the sensor through a local network. With this adaptor a connection to the sensor can be established using the **TCP/IP** protocol.

Parameterisation of the **cab-4/ETH** adaptor (assigning of IP address, baudrate setting, ...) can be done with the **SensorFinder software** that is available free of charge on the internet.

In order to establish a connection through the adaptor, its IP address or HOST name must be entered in the input field **IP ADDRESS (xxx.xxx.xxx.xxx) OR HOST NAME**. The DROP DOWN menu (down arrow) shows the last 10 IP addresses that were used. An address from this list can be directly selected by clicking on the respective item. The DROP DOWN list is saved and is thus always available.

The **PORT NUMBER** for the network adaptor is set as **5000** and must not be changed.

Change 3:

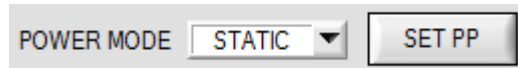
Introduction of POWER MODE = DOUBLE:

If an application involves both very bright and very dark surfaces, and the sensor is set such that it is not in saturation at the bright surfaces, the dark surfaces frequently provide only a very low signal.

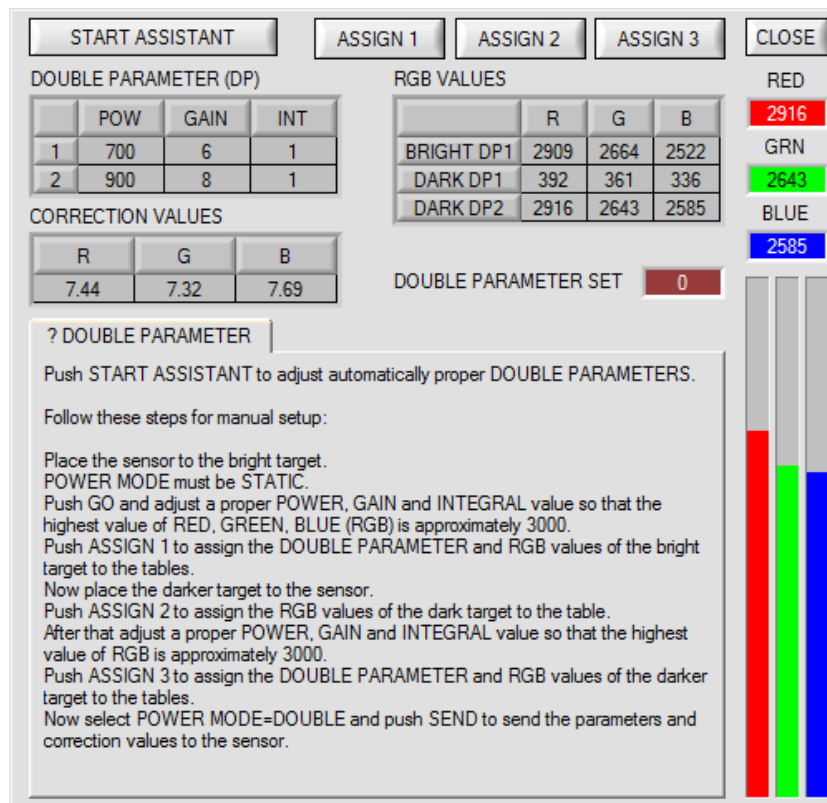
Little variations with a very low signal lead to a large change in color space calculation. To minimise this effect, the sensor in **PMODE = DOUBLE** automatically switches back and forth between 2 **POWER PARAMETER sets**. Set 2 must be parameterised such that the signal is maximally amplified.

When the signal is too high (saturation), it automatically switches to set 1.

The two parameter sets must be set at the sensor in advance.



When you click on **SET PP** (Set Power Parameter) a window will open at the right side, where you can set two parameter sets. A parameter set is defined by **POWER**, **GAIN** and **INTEGRAL**.



DOUBLE PARAMETER (DP)			
	POW	GAIN	INT
1	700	6	1
2	900	8	1

RGB VALUES			
	R	G	B
BRIGHT DP1	2909	2664	2522
DARK DP1	392	361	336
DARK DP2	2916	2643	2585

CORRECTION VALUES		
R	G	B
7.44	7.32	7.69

DOUBLE PARAMETER SET: 0

? DOUBLE PARAMETER

Push START ASSISTANT to adjust automatically proper DOUBLE PARAMETERS.

Follow these steps for manual setup:

Place the sensor to the bright target.
POWER MODE must be STATIC.
Push GO and adjust a proper POWER, GAIN and INTEGRAL value so that the highest value of RED, GREEN, BLUE (RGB) is approximately 3000.
Push ASSIGN 1 to assign the DOUBLE PARAMETER and RGB values of the bright target to the tables.

Now place the darker target to the sensor.
Push ASSIGN 2 to assign the RGB values of the dark target to the table.
After that adjust a proper POWER, GAIN and INTEGRAL value so that the highest value of RGB is approximately 3000.
Push ASSIGN 3 to assign the DOUBLE PARAMETER and RGB values of the darker target to the tables.
Now select POWER MODE=DOUBLE and push SEND to send the parameters and correction values to the sensor.

Automatic setting of parameter sets:

Pressing **START ASSISTANT** starts a menu guidance for automatically setting of the parameter sets. Just follow the instructions.

Manual setting of parameter sets:

Set **POWER MODE=STATIC**.

Place the brightest surface before the sensor, and select suitable **POWER**, **GAIN** and **INTEGRAL** values so that the brightest channel is at approx. 3000 digits.

Then click on **ASSIGN 1** to write the power parameters to row 1 in the **PP** table.

The RGB values are written to the **RGB VALUES** table.

Now place the darkest surface before the sensor.

Click on **ASSIGN 2**, and the RGB values are written to the DARK PP1 row of the **RGB VALUES** table.

Now set **POWER**, **GAIN** and **INTEGRAL** such that the highest value is at approx. 1000.

Click on **ASSIGN 3** to write the power parameters to row 2 in the **PP** table, and the RGB values to the **RGB VALUES** table.

The correction values are calculated automatically and are written to the **CORRECTION VALUES** table.

INFO!

The power parameter sets only become active when you click on **SEND!**

The tables only are used to display the values. They cannot be edited.

The **POWER PARAMETER SET** display shows which parameter set the sensor currently uses.

When the display shows 0, the sensor operates with the settings in the **PARA1** tab.



PP SET:

This output field displays with which **POWER PARAMETER SET** the sensor is currently working. In **POWER MODE = STATIC** and **DYNAMIC** this value is always 0, i.e. the sensor operates with the values for **POWER**, **INTEGRAL** and **GAIN** which were set in the **PARA1** tab.

In **POWER MODE = DOUBLE**, **PP SET** is either 1 or 2.

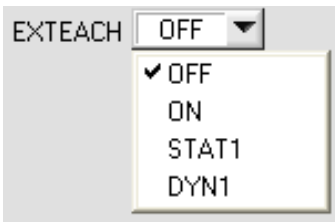
When teaching a color via **TEACH DATA TO** the respective value for **PP SET** is also stored in the **TEACH TABLE**.

	X	Y	CTO	INT	ITO	DP	
0	1919	1311	200	880	200	1	Red
1	1415	1649	200	1548	200	2	Green
2	940	966	200	930	200	1	Blue
3	1953	1746	200	1796	200	1	Black
4	1474	1331	200	1784	200	2	Pink

A color is then recognized in 2D mode, when **delta C** is less than **CTO** or **sITO** and **INT** or **M** lies in the intensity window that is defined by **INT ± ITO** or **M ± MTO**. In addition, the current power parameter set (**PP SET**) must match with the learned value PP.

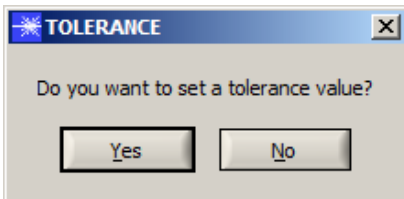
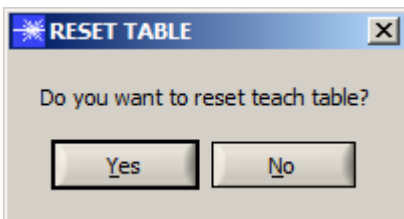
In 3D mode, a color is then recognized when the **delta C** is less than **TOL**. In addition, the current power parameter set (**PP SET**) must match with the learned value PP.

Change 4:



When **EXTEACH** is activated you will be asked whether the **TEACH TABLE** should be reset.

Depending on **EVALMODE** you also will be asked to set a color tolerance and an intensity tolerance.



Change 5:

	X	Y	CTO	INT	ITO	DP	
48	1	1	1	1	1	1	Black
49	1	1	1	1	1	1	Pink
50	1	1	1	1	1	1	Yellow
51	1	1	1	1	1	1	Olive
52	1	1	1	1	1	1	Purple
53	1	1	1	1	1	1	Cyan
54	1	1	1	1	1	1	Magenta
55	1	1	1	1	1	1	Dark Purple
56	1	1	1	1	1	1	Bright Pink
57	1	1	1	1	1	1	Green
58	1	1	1	1	1	1	Teal
59	1	1	1	1	1	1	Red
60	1	1	1	1	1	1	Dark Red
61	1	1	1	1	1	1	Bright Green
62	1	1	1	1	1	1	Blue
63	1	1	1	1	1	1	Black

C-No:

 GRP

The **TEACH TABLE** was extended to 64 entries. Rows that cannot be directly provided at the outputs have a gray background.

The rows, however, can be used for forming groups. Through the serial interface the detected **C-No:** can be read directly.

Change 6:

OUTMODE

- DIRECT HI
- DIRECT LO
- BINARY HI
- BINARY LO

Introduction of **BINARY HI** and **BINARY LO**. **BINARY HI** is the same as the familiar **BINARY** mode. **BINARY LO** is the inverse bit pattern.

Change 7:

GEN

TEMP

SET ROW COLORS

SELECT ROW ROW COLOR

	SPECIFICATION	
0	Color 0	Red
1	Color 1	Green
2	Color 2	Blue
3	Black
4	Pink
5	Yellow

With **SAVE TO SENSOR** and **GET FROM SENSOR** the **TABLE ATTRIBUTES** can now be saved to the sensor and loaded from the sensor.

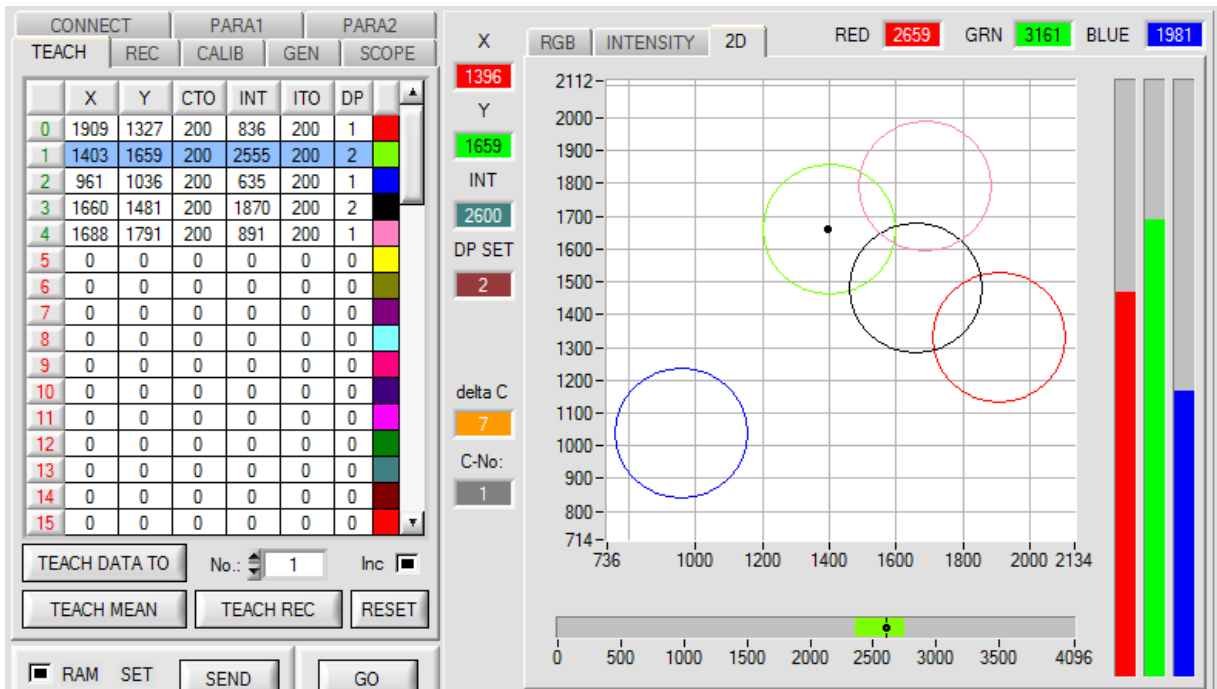
Change 8:

	X	Y	CTO	INT	ITO	DP	
0	1919	1311	200	880	200	1	Red
1	1415	1649	200	1548	200	2	Green
2	940	966	200	930	200	1	Blue
3	1953	1746	200	1796	200	1	Black
4	1474	1331	200	1784	200	2	Pink
5	1	1	1	1	1	1	Yellow
6	1	1	1	1	1	1	Olive
7	1	1	1	1	1	1	Purple
8	1	1	1	1	1	1	Cyan
9	1	1	1	1	1	1	Magenta

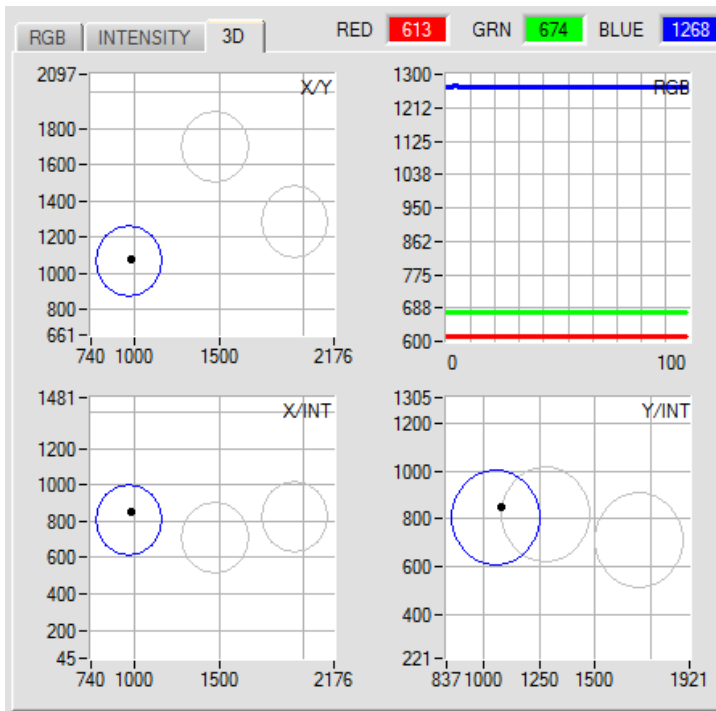
A color hit now also is shown in the table. The corresponding row has a blue background.

Change 9:

In 2D evaluation mode the tolerance window for the intensity set under No.: is displayed in the corresponding row color.



Change 10:



If you double-click with the left mouse button, all the circles will be shown in gray, and only the circle of the detected color will be shown in color.

With a single mouse click you can return to the normal view.