



Using curves in Colour-Tramp

The concept of curves was introduced in Colour-Tramp from V5.07. Curves provide a user editable library of 8-bit lookup tables. These tables can be allocated to an output channel and are used to modify the colour and intensity response of the fixtures. This allows the colour and colour temperature of different manufacturers' products to be balanced.

Curve Editor

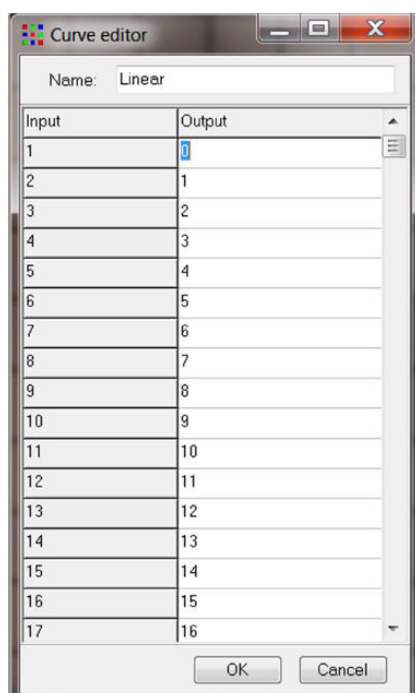
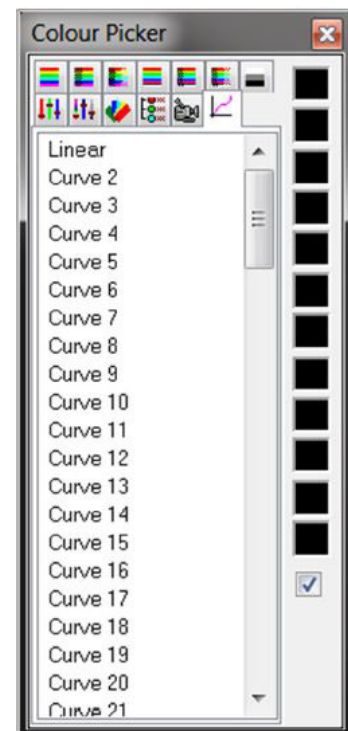


The curve editor is a tab in the Colour Picker tool. This is accessed from the main tool bar icon shown here.

The tab with the graph icon selects the curves library. A total of 100 curves exist; the first is named 'Linear'. It is pre-programmed for linear response but can be edited if required.

Right-click on an entry to display a pop-up menu with three entries:

- Edit Curve - this displays the curve editor as shown below. Each of the 256 possible values is entered in the right-hand column.
- Set to Linear - this is used to replace any edits in the curve with a linear response curve.
- Invert Curve - this is used to invert the curve value. Selecting Invert twice will return the curve to its original value.



Application Notes



Assigning Curves

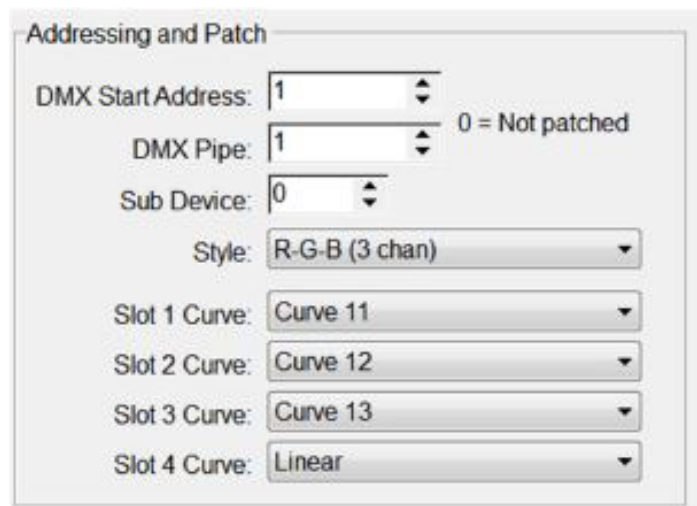
Curves are assigned to a cell or fixture using the Patch Fixture dialogue. This is displayed via the cell's right-click popup menu as shown below:



The Addressing and Patch section contains the curve selection. A cell can contain up to 4 slots, depending upon the style. In the example above, the style is R-G-B which means three consecutive slots of R then G then B information will output.

The curve allocation is ordered by the slot sequence. In the example below, an R-G-B style fixture is patched to start at slot 1 on DMX Pipe 1. Curves 11 to 13 are selected. This means that:

- Slot 1 will contain red information modified by Curve 11
- Slot 2 will contain green information modified by Curve 12
- Slot 3 will contain blue information modified by Curve 13



Application Notes



In the next example, a B-G-R-I style fixture is patched to start at slot 11 on DMX Pipe 1.

Curves 11 to 14 are selected. This means that:

- Slot 11 will contain blue information modified by Curve 11
- Slot 12 will contain green information modified by Curve 12
- Slot 13 will contain red information modified by Curve 13
- Slot 14 will contain a value of 255 modified by Curve 14

Addressing and Patch

DMX Start Address: 11

DMX Pipe: 1 0 = Not patched

Sub Device: 0

Style: B-G-R-I (4 chan)

Slot 1 Curve: Curve 11

Slot 2 Curve: Curve 12

Slot 3 Curve: Curve 13

Slot 4 Curve: Curve 14

Importing Fixture Curve allocation

The Patch Import Wizard (accessed via the Layout menu) has been extended to include import of curves. A sample file “Sample patch wizard curves.xls” is provided in the imports folder. The dialogue below shows the selection after loading the example file:

Import Patch Wizard

Match Columns to Data

The display below shows the first row of data from the selected workbook. Match each field name to the data displayed. (Hint: Uncheck 'Ignore Header' to see the column names.)

Ignore Header

Set fields default Set fields off

Fixture	Excel Data	Fixture	Excel Data	Fixture	Excel Data
Fixture Name	Fixture Name	Not used	N/A	Not used	
Fixture Type	Fixture Type	Not used		Not used	
UID	UID	Not used		Not used	
Curve 1	Curve 1	Not used		Not used	
Curve 2	Curve 2	Not used		Not used	
Curve 3	Curve 3	Not used		Not used	
Curve 4	Curve 4	Not used		Not used	
Not used	N/A	Not used		Not used	

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Cancel

Display and output

The curves affect the output only, they do not affect the mimic display.