

# ULTRAVISION 3.8R16

## **Technical Guidelines**



UltraVision, a complete UT and Phased Array inspection package!

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#### 1 Calibration Tool – New Element Check

The previous **Element Check** function required the user to import multiple parameters increasing the complexity. In order to simplify the process, a new **Element Check** tool similar to that found in UV Touch is now available for Ultravision 3.8R16.

To perform the new **Element Check** calibration:

1. Open Element Check and touch Calibration  $\rightarrow$  4 Element Check



- 2. Select the Reflector Type:
  - a. Auto: Use the currently defined wedge as a reflector
  - b. Depth: Manually define the reflector to be used
- 3. Adjust the Gain so no element is saturated. Saturated elements are considered as a Fail.
- 4. Set the **Pass** criterion:
  - Sensitivity Drop: Maximum amplitude change accepted between two consecutive elements

- b. Accepted Elements: Maximum number of Fail elements accepted for an overall Pass status. The elements can be consecutive or not.
- c. **Consecutive Elements**: Maximum number of consecutive Fail elements accepted for an overall Pass status.
- 5. If Result is **Pass**, touch **Compute** then **Accept**.
- 6. The Calibration is now complete.
  - Note: Upon returning to the **Element Check** window, **Calibration Status** LED button is now green.

#### 2 SNR Evaluation

To conform to code BAC5980 and facilitate SNR analysis, Ultravision 3.8R16 adds a new SNR Evaluation Interface. An SNR tab is available in the **Gain Information** interface to allow easy computation and visualization of the SNR Factor (K) and the corresponding boundaries.

The SNR evaluation tool is available on both position and amplitude C-Scan views, and uses the **Indication** and **Noise Contour** boxes. To use the tool:

- 1. Display a C-Scan view using the **Contents** window (Shift+Enter).
- 2. Draw an **Indication Contour** (Crtl+Click Drag) around a known indication as shown:



3. Draw a **Noise Contour** (Crtl+Shift+Click Drag) on an indication-free zone, with an area similar to that of the **Indication Contour**.



4. In the Gain Information interface, open the SNR tab



- 5. Expand the **Area** section and complete the following fields:
  - a. Nominal Length: Known Length of the indication with the Indication Contour
  - b. Nominal Width: Known Width of the indication with the Indication Contour
  - c. Ratio: Percentage of the indication that is required to be over the SNR
- 6. Click **Auto Threshold**: The SNR Factor is then calculated to obtain a **Measured Area** as close as possible to the **Minimum Area**. The **Measured Area** is the sum of the area below the lower boundary and the area above the upper boundary.
- 7. Link the **Palette-Threshold** to the boundaries to display everything above and below the required SNR as shown:



#### 3 Palette Min/Max Colors

Distinctive colors for maximum and minimum values of the palette are a convenient feature for analysis purposes. Ultravision 3.8R16 introduces the **Use Min/Max Colors** option.

To use Use Min/Max Colors:

1. From the **Tools** menu, open the **Palette Editor**:

Palette List		Standard Colors	Standard Colors			Preview		
Alarm Add		Number of Colors	Number of Colors: 2 Distribute					
Balanced Bainhow	Delete	Index	Color	Threshold				
(all bow	Import	1 2		0.00 100.00				
	Export	]				eu		
Reset 1	To Default	1			Use Special Col	lors		
					Code	Color	Description	
alette Attributes lame	Gray				No Data No Detection		No Data were acquired at this position The detection gate was not crossed at this position	
ntepolation Mode	Linear				No Synchro		The Synchro gate was not crossed at this position	
alette Type	Amplitude %				🔲 Use Min/Max C	olors		
					Code	Color	Description	
					Minimum Maximum		The minimum value color The maximum value color	

- 2. From **Palette List**, select the palette that will use the Min/Max Colors.
- 3. Check the Use Min/Max Colors checkbox.
- 4. To change the colors, click once on a color text box, then click the 🛄 icon
- 5. Click **OK** to accept the change.
- 6. Go to the **Gain Information** interface, and choose the desired palette from the **Gain** tab.