

# UltraVision TOUCH 3.8R16

(PC and TOPAZ versions)

## Technical Guidelines



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## 1. Custom Palette

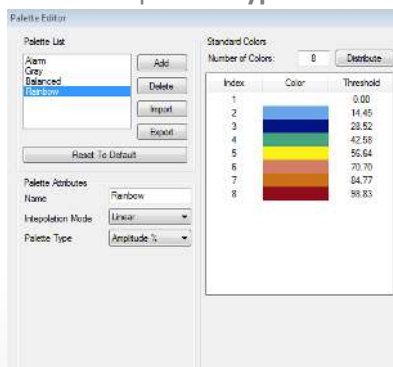
A new type of palette is available on Ultravision Touch 3.8R16. **Custom Palette** now offers the possibility of creating a personalized color palette. Create an UvPalette file through the UV3 Classic software before using a custom palette.

Figure 1-1 Custom Palette



To create a Custom Palette:

1. Open UV3 Classic in any mode on a computer.
2. From **Tools** → **Palette Editor**.
3. Add and define a new palette:
  - a. Choose the number of colors to be used
  - b. Select each of the colors
  - c. Define the palette **Type** and Interpolation mode



4. Select if **Special Colors** and/or **Use Min/Max Colors** should be used.

☐ Use Special Colors

| Code         | Color | Description   |
|--------------|-------|---|
| No Data      |       | No Data were acquired at this position              |
| No Detection |       | The detection gate was not crossed at this position |
| No Synchro   |       | The Synchro gate was not crossed at this position   |

☐ Use Min/Max Colors

| Code    | Color | Description             |
|---------|-------|-------------------------|
| Minimum |       | The minimum value color |
| Maximum |       | The maximum value color |

5. Export the palette to an UvPalette file.
6. Import the custom palette on UV Touch:
  - a. Click on the desired view to display the **View Settings** toolbar.



- b. Click **View Properties**.



The **View Properties** window appears (see *Figure 1-2*)

- c. Select **Custom** from the palette type.

*Figure 1-2 View Properties Window*

View Properties

|                     |                 |                     |              |
|---------------------|-----------------|---------------------|--------------|
| View Type           | Sectorial       | Volume Corrected    | Yes          |
| Current Channel     | Default Channel | Scan                | Alarm .##    |
| Current Gate        | -               | Index               | Gray .##     |
| Active Channel      | Yes             | USound              | Balanced .## |
| Cursors             | Hide            | Amplitu             | Rainbow .#   |
| Probe Cursor        | -               | Envelop             | Custom... -  |
| Gates               | Show            | Palette             | Rainbow      |
| Reverse Index Axis  | Normal          | Inverted Palette    | No           |
| Reverse USound Axis | Reverse         | Symmetrical Palette | No           |
| Exchange Axis       | Normal          | Auto Detect Max Law | Off          |
| TCG/DAC Curve(s)    | -               | Max Soft Gate Range | No           |
| Keep 1:1 Ratio      | No              | Resolution          | -            |

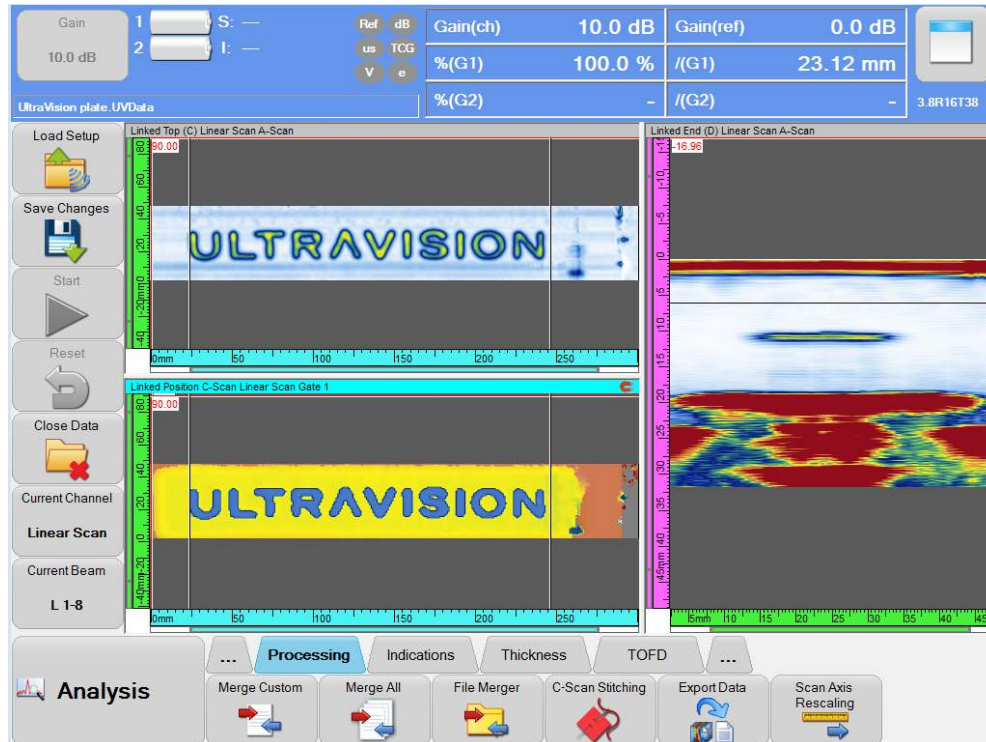
Close

- d. The data is displayed in the selected palette.

## 2. Keep 1:1 Ratio

During analysis, displaying UT data with the proper aspect ratio is often essential. UV Touch 3.8R16 offers the possibility to lock the ratio to 1:1 to maintain image proportions.

The 1:1 ratio can be enabled for any volumetric or C-Scan views.



To enable the 1:1 Ratio:

1. Click on the desired view to display the **View Settings** toolbar.



2. Click **View Properties**.



The **View Properties** window appears (see *Figure 2-1*)

3. Select **Keep 1:1 Ratio** from the palette type.

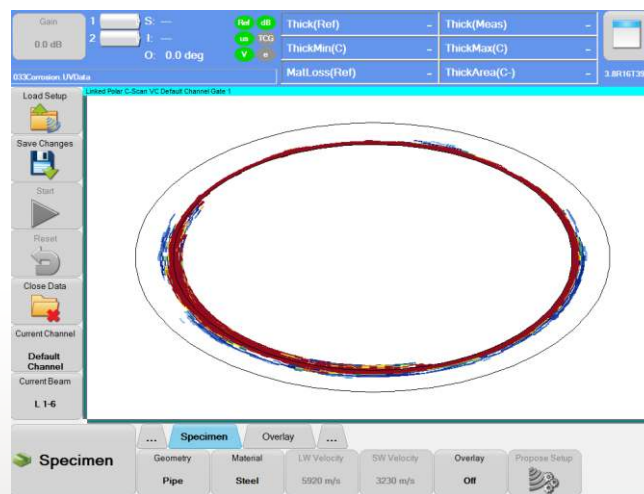
Figure 2-1 View Properties Window

| View Properties     |                 |        |                     |                |
|---------------------|-----------------|--------|---------------------|----------------|
| View Type           | Sectorial       |        | Volume Corrected    | Yes            |
| Current Channel     | Default Channel |        | Scan                | Distance .##   |
| Current Gate        | -               |        | Index               | Distance .##   |
| Active Channel      | Yes             |        | USound              | True Depth .## |
| Cursors             | Hide            |        | Amplitude           | Percentage .#  |
| Probe Cursor        | -               |        | Envelope            | -              |
| Gates               | Show            |        | Palette             | Rainbow        |
| Reverse Index Axis  | Normal          |        | Inverted Palette    | No             |
| Reverse USound Axis | Reverse         |        | Symmetrical Palette | No             |
| Exchange A          | No              | Normal | Auto Detect Max Law | Off            |
| TCG/DAC C           | Yes             | -      | Max Soft Gate Range | No             |
| Keep 1:1 Ratio      | Yes             |        | Resolution          | -              |

Close

### 3. 3. Polar View C-Scan

For pipe corrosion evaluation, it is useful to display the remaining thickness on a cross section using the new Polar C-Scan representation available in UV Touch 3.8R16.



In order to be able to display a Polar view of a C-Scan, three conditions are required:

- UV Touch is in analysis mode
- The Specimen is set to a pipe
- At least one **Gate** is activated

Once these three conditions are satisfied, the C-Scan Polar view displays like any other view type:

1. Click on the desired view to display the **View Settings** toolbar.



2. Click **View Properties**.



The **View Properties** window appears (see *Figure 3-1*)

3. In the view type, select **Polar C-Scan**.

*Figure 3-1 View Properties*

