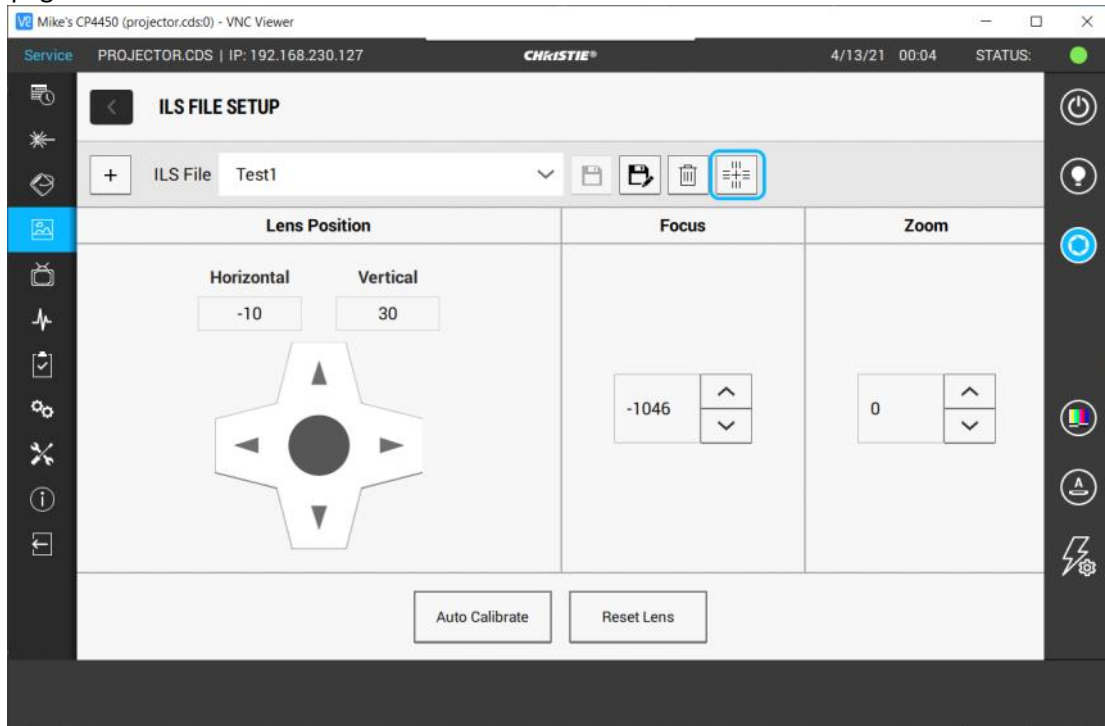


ECC Description for User Guide

Monday, April 12, 2021 5:30 PM

Editing Electronic Color Correction (ECC)

ECC settings are tied to a particular ILS file, and are accessed by pressing the ECC icon on the ILS File Setup page.

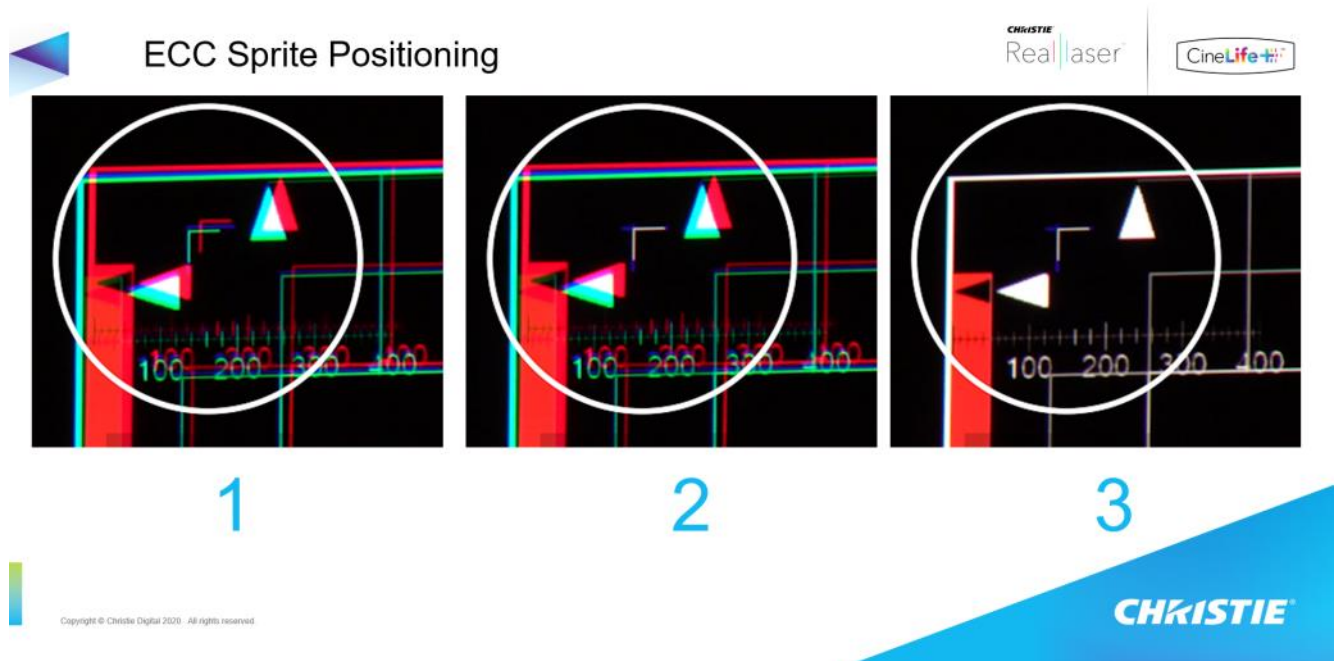


Overview of how colour convergence is corrected using ECC

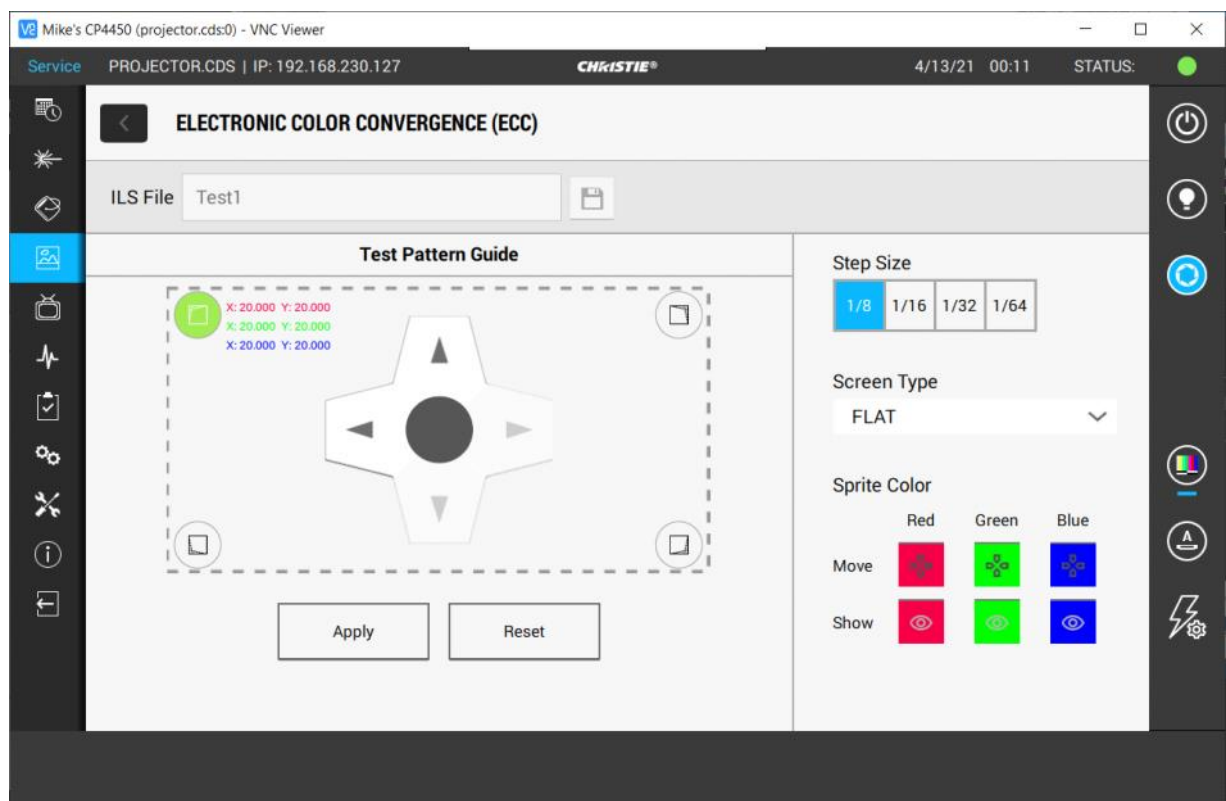
Use ECC to correct the red, green and blue convergence at the four corners of the screen. This is done by moving three sprites (red, green and blue) (step 1) on screen until all three sprites overlap such that you see a single white sprite image (step 2). Pressing Apply causes the colour convergence in that corner to be corrected (step3). Repeat this at each corner to correct colour convergence across the entire screen.

ECC in 3 easy steps:

- Step 1: Start with three separate sprites - one for each primary colour. Each sprite looks like the letter "L".
- Step 2: Adjust each sprite so that they overlap to create a single white sprite
- Step 3: Press Apply to apply the convergence to that corner of the screen

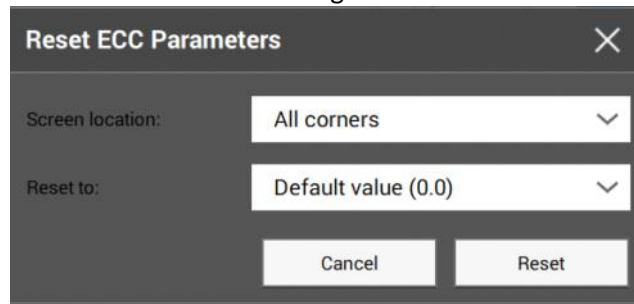


Explanation of ECC user interface



- Test Pattern Guide
 - The corner that you are working on is selected by pressing the circle at the corners of the dashed rectangle. The selected corner is shown as a green circle.
 - The directional pad allows the sprites to be moved. Sprite movement is towards the centre of the screen. Sprites can be moved a maximum of 20 pixels. The X/Y pixel offset (from no correction) is displayed in the red, green and blue text, corresponding to each sprite.

- The Apply button is used to apply the current correction to the current corner.
- The Reset button is used to reset the correction either back to zero (no correction) or the previously saved correction. You can reset just the current corner or all 4 corners. The options are selected from a dialog when the Reset button is pressed:



- Step Size - this control lets you select the granularity of the steps from very coarse (1/8 pixel per step) to very fine (1/64 pixel per step) when using the directional pad.
- Screen Type - this control adjusts the test pattern and the location of the sprites on the screen. The choices are Flat and Scope.
- Sprite Color - these controls let you select which sprites are visible (Show) and which sprites are moved when you use the directional pad (Move). When you first open the Electronic Color Convergence, all Show and all Move colours are selected, so all 3 sprites are displayed and all 3 sprites are moved by the directional pad.
- The Save icon is used to save the current ECC settings. The ECC settings are associated with a particular ILS file.