datacolor

# Data Exchange

## Overview

Data Exchange is the program module used to transfer sample and formula data between Datacolor PAINT/ Lab Paintmaker and Datacolor MATCH$^{PIGMENT}$.  Datacolor MATCH$^{PIGMENT}$ has replaced Lab Paintmaker as the program used to generate colorant, sample and formula data for Point-of-Sale (POS) paint applications.  Data Exchange is an essential program for laboratories using Datacolor MATCH$^{PIGMENT}$ to provide data to Datacolor retail POS products.

The data exchange is a two-way transfer, and operates like other wizards in Datacolor MATCH$^{PIGMENT}$.  It creates a bridge between the data format used by the POS software including Paintmaker, Lab Paintmaker and Datacolor PAINT, and the format used by Datacolor MATCH$^{PIGMENT}$. This data transfer makes it possible to continue adding sample and formula data to existing files originally created using Lab Paintmaker, and to convert new data generated from Datacolor MATCH$^{PIGMENT}$ for use with the POS software.

The wizard guides you step-by-step through the transfer process you have selected.  The discussion below provides a general overview of the program operation, and highlights aspects of the process that need careful attention to insure the data is properly transferred.

## Data Exchange Procedure

The data exchange procedure consists of five steps:

- Start
- Source
- Destination
- Select Data
- Finish

These five steps are represented in both panes of the Data Exchange window:
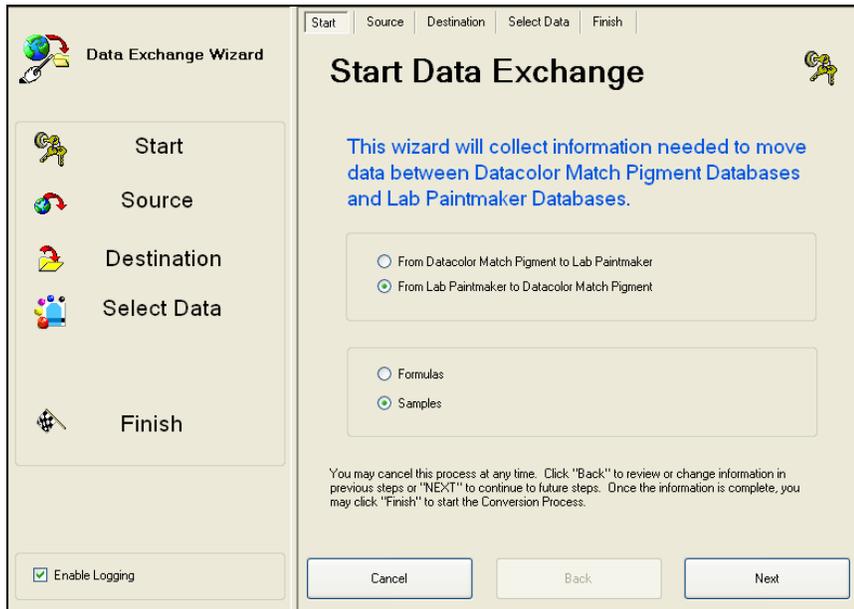


- The *tabs* across the top of the window provide access to each step in the process.  You can click on them to view/change the input for the step.
- As you complete each step in the process, a check is displayed on the left side of the window, tracking the progress of the data exchange.
- The buttons along the bottom of the window *(Cancel, Back, Next)* can also be used to navigate forward and backward through the procedure.
- The *Finish* button executes the transfer.
- **Enable Logging.**  We strongly recommend that this option is enabled.  When enabled, a log file is created to record the events of the data transfer.  This is valuable when problems are encountered during the transfer.  The log file (DataExchange.log) is  a text file stored in the following location:

  C:\Documents and Settings\All Users\Application Data\Datacolor\Match Pigment\Match Pigment_Global

  - Place a check in the box to enable logging.

## Launching Data Exchange

1. From the Navigator **Go** menu, launch **Data Exchange**.  The Start window is displayed:
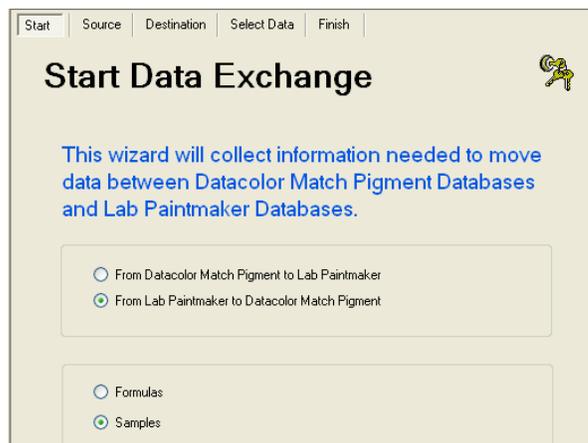
2. Identify the file type and the data type to be transferred, and click the Next button at the bottom of the window. Follow the prompts through the wizard to complete the data transfer. As you complete each step, your progress is updated in the left window pane:
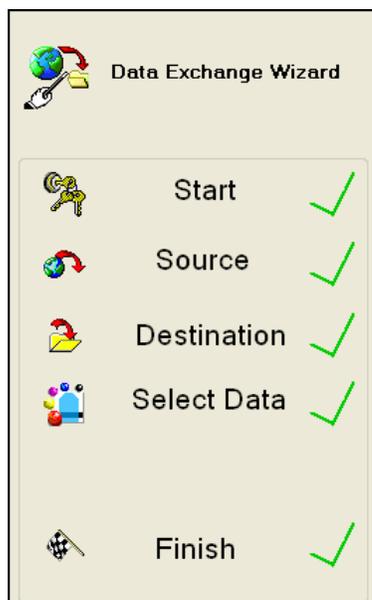


# Data Specifications for Exchange

Below is a summary of the data that can be exchanged between Paintmaker and Datacolor MATCH$^{PIGMENT}$.

- Data originating from Paintmaker are specified by file extensions.
- Data originating from Datacolor MATCH$^{PIGMENT}$ are specified by object type.

**Paintmaker File Extensions**

| File Extension | Contents |
|---|---|
| **\*.mdbunv** | A *universal* database used by Paintmaker. The database includes color card, formula book or palette files.<br><br>It is the Paintmaker file that provides the sample and formula data that is transferred to Datacolor MATCH$^{PIGMENT}$.<br><br>It is the Paintmaker file that receives the sample and formula data transferred from Datacolor MATCH$^{PIGMENT}$.<br><br>It must be identified for all data exchange functions. |
| **\*.mdbfdt** | Formulation database used by Paintmaker. The database includes all of the colorant data, which is required when transferring formulas.<br><br>When you transfer formulas from Paintmaker to Datacolor MATCH$^{PIGMENT}$, the program does not request this information.<br><br>When transferring data from Datacolor MATCH$^{PIGMENT}$ to Datacolor PAINT/Paintmaker, the program requests this information, but it is not required to complete a formula transfer. |

### Datacolor MATCH[PIGMENT] Data Objects

Below is a summary of the data objects created using Datacolor MATCH[PIGMENT] which can be transferred to a Datacolor PAINT/Paintmaker universal database:

| Object Type | Use |
|---|---|
| **Standard** <br> Name / Type <br> gold — Standard | The data transferred includes the name and the spectral data. <br><br> When you choose to transfer samples from Datacolor MATCH[PIGMENT], Standards are automatically included in the transfer. <br><br> The Standard data is stored in a color card file in Datacolor PAINT/Paintmaker. |
| **Batch** <br> Name / Type <br> BAT 1 — Batch | The data transferred includes the name and the spectral data. <br><br> When you choose to transfer samples from Datacolor MATCH[PIGMENT], *Batches* are automatically included in the transfer. <br><br> The *Batch* data is stored in a color card file in Datacolor PAINT/Paintmaker. |
| **Sample** <br> Name / Type <br> BLACK 1 — Sample | Sample are retrieved from the Datacolor MATCH[PIGMENT] database. The data transferred includes the name and the spectral data. <br><br> The *Sample* data is stored in a color card file in Datacolor PAINT/Paintmaker. |
| **Formula** <br> Name / Type <br> b 2 — Formula <br><br> Name / Type <br> b 2 — Sample | When you choose to transfer formulas from Datacolor MATCH[PIGMENT], data objects of type *Formula* are retrieved. The data transferred includes the name, spectral data, and ingredient amounts*.* <br><br> When transferring formula data from MATCH[PIGMENT], you must identify the type of data, Formula Book or Palette data, in Datacolor PAINT/Paintmaker. <br><br> The target color included in this formula also exists as a sample data object. If you also want the target information to be available in Datacolor PAINT/Paintmaker for a color card search, you must transfer the data object separately as a sample. <br><br> Depending on the naming conventions you have used, the sample data and the formula may/may not have the same name. |

# Data Exchange Requirements

When running this program you must provide the following information:

- The file type being converted (Datacolor PAINT/Paintmaker or Datacolor MATCH[PIGMENT]).
- The data type being converted (sample or formula data).
- Source file name and location.
- Destination file name and location.

- When transferring formula data, you must provide links between colorants used by Lab Paintmaker and Datacolor MATCH$^{PIGMENT.}$

The data exchange procedure varies depending on the file type and data type you are converting. The procedure is driven by a wizard. Below you will find important aspects of each step addressed.

## *File Types*

You must identify the type of file being transferred:

○ From Datacolor Match Pigment to Lab Paintmaker

◉ From Lab Paintmaker to Datacolor Match Pigment
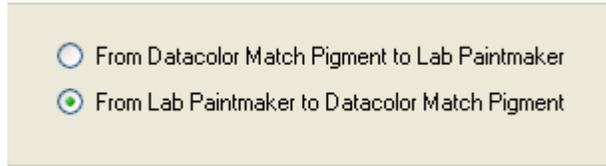
- **From Datacolor MATCH$^{PIGMENT}$ to Lab Paintmaker.** You are converting data generated from Datacolor MATCH$^{PIGMENT}$ for use with Paintmaker/Datacolor PAINT.
- **From Lab Paintmaker to Datacolor MATCH$^{PIGMENT}$.** You are converting data generated from Paintmaker for use with Datacolor MATCH$^{PIGMENT}$.

## *Data Types*

You must identify the type of file being transferred:

○ Formulas

◉ Samples
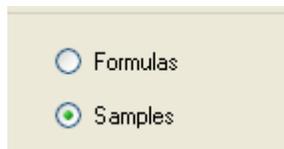
- **Formulas.** The data transferred includes the color name, spectral data and complete formula information. When you select formulas to be transferred, the program will prompt you for information regarding the colorant data associated with the formula information.
  – When transferring formulas, you must create a link between the colorant data used by Paintmaker, and the corresponding data used by Datacolor MATCHPIGMENT. This procedure differs slightly depending on the direction of the data transfer. *See also Formula Transfer, Linking Data for information on this requirement.*
  – Formula Units. When transferring formula data from Paintmaker to Datacolor MATCHPIGMENT, you are prompted for type of formula units used. This refers to the units used in the Paintmaker formulas. The equivalent formula units must exist in Datacolor MATCHPIGMENT to preserve the integrity of the formulas when they are transferred. *See also Admin, All Systems Tab, Edit Units for instructions to create the correct formula units.*
- **Samples.** The data transfer will be limited to sample data only. This includes the sample name and the spectral data.

## *Data Selection for Transfers*

Regardless of whether you are transferring samples or formulas, the program will prompt you to select the data:
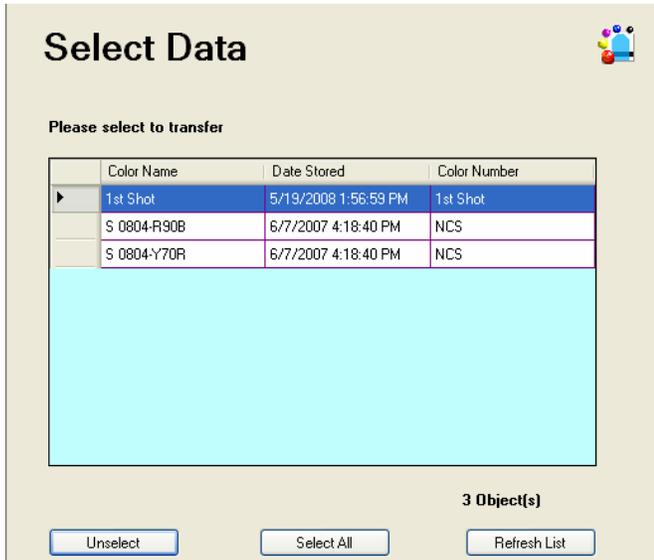
You can click on an individual sample to highlight it, or use the buttons on the window to select/unselect groups of samples:

- **Unselect**. Cancels the selection of the highlighted data.
- **Select All**. Selects all of the samples/formulas in the source location for transfer.
- **Refresh List**. Restores the original data list, allowing you to undo any previous selections.

# Sample Transfer

When you transfer samples *only*, you transfer the name and the spectral data for the sample. Regardless of the direction of the transfer, you must provide two pieces of information:

- Identification of the source file
- Identification of the destination file

**NOTES**

When samples are transferred from Lab Paintmaker to Datacolor MATCH[PIGMENT], the data are treated in Datacolor MATCH[PIGMENT] as *Sample* data objects.

The *Sample* data can be added to a queue using Queue Maintenance.

Using Navigator, you can convert these *Sample* data objects to Standard and Batch object types, for use with other Datacolor MATCH[PIGMENT] program modules including Formula Central, Queue Maintenance, and Datacolor TOOLS. *See also Navigator, Editing Data Object Types for instructions on this option.*

# Formula Transfer

When you transfer formulas, sample data *and* ingredient amounts are transferred between the PAINT/Paintmaker and Datacolor MATCH[PIGMENT] data formats. Regardless of the direction of the transfer, when you transfer formulas you must provide the following information:

- Identification of source file
- Identification of destination file
- Identification of colorant data to be used
- Creation of links between the colorant data

## *Linking Colorant Data*

When you select a formula transfer, the program prompts you for the name of the Datacolor MATCH$^{PIGMENT}$ colorant set to use:



In order to transfer formula information, the ingredient information used by each product (Datacolor PAINT/Paintmaker and Datacolor MATCH$^{PIGMENT}$) must be linked in order to insure the integrity of the formula after it is transferred. You do this by mapping the colorants used by Paintmaker, to the colorants used by Datacolor MATCH$^{PIGMENT}$. If the link you create is not valid, the transferred formula will not produce a valid match to the target color.

The screens and prompts differ slightly, depending on the direction of the formula transfer. Screens are provided below to detail the procedure for each direction, Transferring from Paintmaker to Datacolor MATCH$^{PIGMENT}$, and Transferring from Datacolor MATCH$^{PIGMENT}$ to Paintmaker.

NOTES

This is a one-to-one mapping relationship. You create an individual link for each colorant.

The colorants used by Datacolor MATCH$^{PIGMENT}$ are assigned an abbreviation that matches abbreviations used by Datacolor PAINT/Paintmaker.

The abbreviation assigned to the Datacolor MATCH$^{PIGMENT}$ colorants may be stored in the Ingredient file. This depends on the direction of the transfer, and selections made at the time of the transfer.

When the abbreviation is stored in the ingredient data used by Datacolor MATCH$^{PIGMEN}$T, it will be referenced whenever you transfer data using the same colorant information.

## *Formula Transfer from Lab Paintmaker to Datacolor MATCH$^{PIGMENT}$*

When you are transferring data from Datacolor PAINT/Paintmaker to Datacolor MATCH$^{PIGMENT}$, the only formulas available for transfer are *palette* formulas.

1. On the Select Data screen, select the formula data to be transferred. The Link Data fields are displayed:
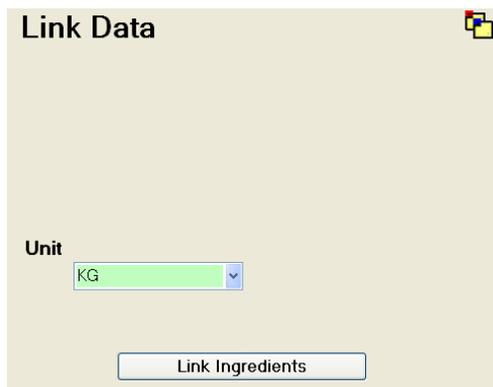


**Unit.** Identifies the type of units used in the formula expression. This selection refers to the type of formula units used in the Datacolor PAINT/Paintmaker formulas. This selection is critical to accurate conversion of formula amounts.

2. Click the down arrow, and select a unit:
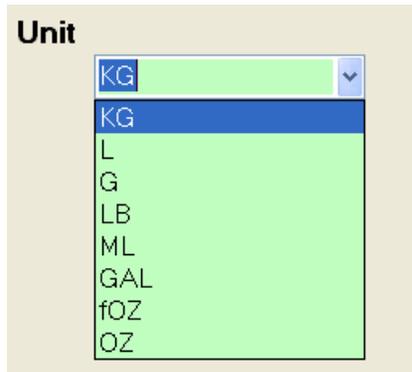


**NOTE**
The exact units you use for formulas in PAINTMAKER *must* appear in this list.  If the correct unit does not exist, you must create it before you continue.  If you do not, the integrity of the formula will not be maintained when it is transferred from Paintmaker to Datacolor MATCH^PIGMENT.  *See also Admin, All Systems Tab, Edit Units for instructions to create formula units.*

3. When you have made the selection, click the **Next** button at the bottom of the window.

The colorant selections for both Datacolor PAINT/Paintmaker and Datacolor MATCH^PIGMENT are displayed.  This screen is used to establish a direct link between the colorants in Lab Paintmaker and those used in the colorant set you have selected for use with Datacolor MATCH^PIGMENT.

- Lab Paintmaker works with *abbreviations* for the colorants.  These are displayed in the *Lab PaintMaker Ingredient* column.

- Complete names are displayed for the colorants in the *Datacolor MATCH^PIGMENT Ingredient* column.
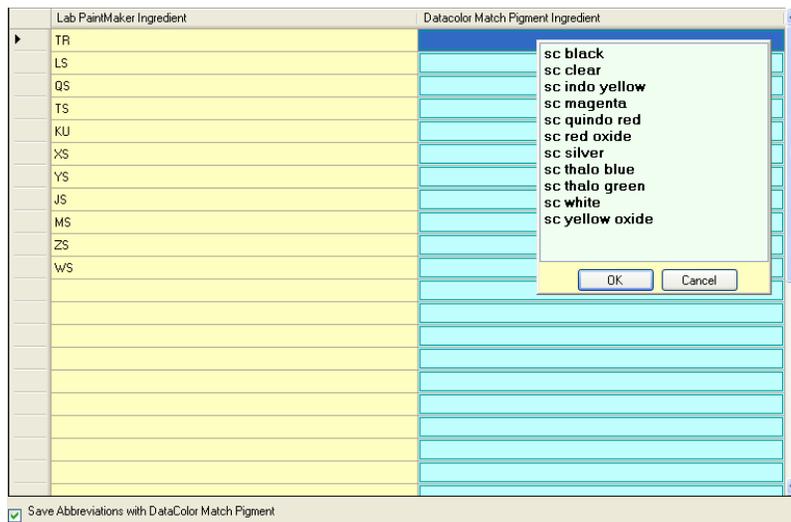


4. In the Lab Paintmaker Ingredient list, click in a row to select a colorant.

5. Click anywhere In the corresponding Datacolor MATCHPIGMENT Ingredient row to display all of the colorants available in the colorant set.

6. Highlight the colorant that corresponds to the selected colorant in the Lab PaintMaker ingredient column.  The link will be created, and the list of colorants will close.

- Since this is a one-to-one relationship, as each Datacolor MATCH$^{PIGMENT}$ colorant is linked, it is removed from the list.
- You can clear a link at any time before the transfer is completed. Simply return to this screen and right-click in the appropriate colorant row.
- The abbreviation displayed in the *Lab Paintmaker Ingredient* column will be assigned to the Datacolor MATCH$^{PIGMENT}$ colorant. This information is recorded in the *Ingredient* file.

7. Move to the next colorant in the *Lab Paintmaker Ingredient Column* and select it.

8. Repeat this linking process for each colorant in the Lab Paintmaker column. To insure that all formulas from Paintmaker are successfully transferred, you must create links for all colorants in the Lab Paintmaker Ingredient column.

**Save Abbreviations with Datacolor MATCH$^{PIGMENT}$.** Place a check in the box to store the abbreviation in the *Lab Paintmaker Ingredient* column to the ingredient record in Datacolor MATCH$^{PIGMENT}$, for each linked colorant.

- If you will be repeating data transfers between the same two colorant files, saving the abbreviations will speed the process.
- When there is no check in the box, the links are discarded after the transfer.

When you have linked all of the colorants, click the **Finish** button at the bottom of the window.

## *Formula Transfer from Datacolor MATCH$^{PIGMENT}$ to Lab Paintmaker*

The procedure for transferring formulas in this direction is similar, but not identical to the transfer from Paintmaker to Datacolor MATCH$^{PIGMENT}$.

1. Following the selection of the Paintmaker destination database, the Link Data window displays:

Paintmaker organizes its data based on *Manufacturer, System*, and *Brand* designations. Depending on the selections you make during the Link Data step, this information may be displayed.

2. **Manufacturer.** You must provide an entry for the Manufacturer. If none exists, you must still enter at least one character into this field. Enter a name, and click the Next button. The screen refreshes, and additional fields are displayed:

## Link Data

**Manufacturer**

*Floyd*

**Unit**

*KG*

**Select the Formulation Database**

[...]

Geometry: ○ 20˚  ● 60˚  ○ 85˚    DataType: ☐ FBook  ☐ Palette

3. Verify the Unit selection, and edit as needed. When transferring formulas, the program must know the type of units used for the formula expression. Since these formulas are originating from Datacolor MATCH$^{PIGMENT}$, the default unit displayed is the unit type selected as the default for Datacolor MATCH$^{PIGMENT}$. See also Admin, All Systems Tab, Edit Units for information to view/change this default selection.

> **NOTES**
>
> - If you are adding formulas to an existing Datacolor PAINT/Paintmaker database, you should override the unit selection with information from your Paintmaker system. This cannot be done until you identify a Formulation Database (step 4, below).
>
> - If you are a new user creating a new database for Datacolor PAINT in-store use, a Paintmaker formulation database will not exist. In this case, simply verify that the unit selected in this screen is the unit used for your formulas. You can make changes to the *Unit* selection as required, and proceed directly to step 8, below, to continue the data transfer process.
>
> - When necessary, identify the Datacolor PAINT/Paintmaker *formulation database* to be referenced for the formula transfer.

4. **Select the Formulation Database.** The Formulation Database field identifies an existing Datacolor PAINT/Paintmaker formulation database to be associated with the formulas you are transferring from Datacolor MATCH$^{PIGMENT}$.

   If you do not need to link the formulas being transferred to existing Datacolor PAINT/Paintmaker data, leave this field blank, and proceed directly to step 8.

   > **NOTE**
   > This field identifies the colorant database in Datacolor PAINT/Paintmaker that corresponds to the colorant set data used in Datacolor MATCH$^{PIGMENT}$.

   The formulation database used by Datacolor PAINT/Paintmaker contains *System*, *Brand*, Unit and Fill information. When you identify a formulation database, the Unit field updates and additional fields are displayed in the window:

5. **System.** If the Manufacturer includes more than one system, click on the down arrow and select the system to be associated with the formulas being transferred.

6. **Brand.** Click on the down arrow and select the brand to be used.

7. **Unit.** The program displays the unit expressions that exist in the Datacolor PAINT/Paintmaker database. If there is more than one, select the correct unit to be used for the data you are currently transferring.

   – Short Fill. The program displays the short-fill amounts that exist in the Datacolor PAINT/Paintmaker database. If there is more than one, select the correct unit to be used for the data you are currently transferring.

8. **Geometry.** Make the appropriate Geometry selection. Datacolor PAINT/Paintmaker offers a gloss adjustment feature. You must identify the gloss geometry (20°, 60°, or 85°) associated with the formula data you are transferring.

   **NOTE**
   If you are not concerned with the gloss adjustment feature, accept the default selection.

9. **Data Type.** Make the appropriate Data Type selection. When you are transferring formula data, you must specify the types of formula files used by Datacolor PAINT/Paintmaker, Formula Book (FBook) and Palette files, for which the transferred data will be available.

   NOTE
   You can enable the formulas for use with both data types. To do this, place a check in each box.
   When you enable the formulas for use with a Palette file, an additional field is displayed:

10. **Select Palette ID.** You must identify the palette file in the Datacolor PAINT/Paintmaker database to receive the formula.

The program reads the palette file names from the Datacolor PAINT/Paintmaker database. If more than one exists, you must choose the palette file to receive the formula.

- If you are working with a clean (new) Paintmaker database, no choices will exist. You must enter a name for the palette file, which will be added to the Paintmaker database.

11. When you have completed all of the selections on the screen, click the **Finish** button at the bottom of the window. The Link Data window will close, and a summary of the transfer information will be displayed:
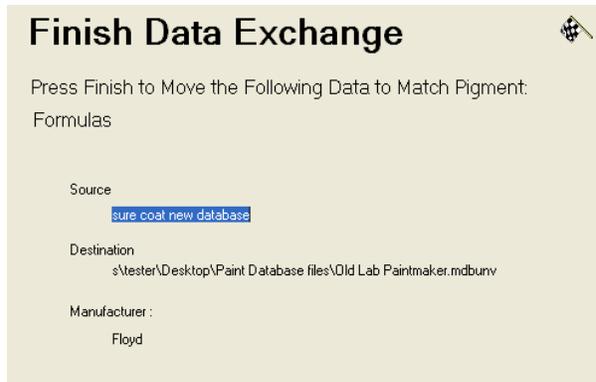


12. At this point, you can make changes to any of the selections for this transfer.

13. Click on the **Finish** button to start the data transfer. During the formula transfer procedure, the program checks for links between each colorant in the Datacolor PAINT/Paintmaker formulation database, and the Datacolor MATCH$^{PIGMENT}$ colorant set.

If any of the colorants in the MATCH$^{PIGMENT}$ database do not have a link to a colorant in the PAINT/Paintmaker formulation database, the program prompts you to provide the information:
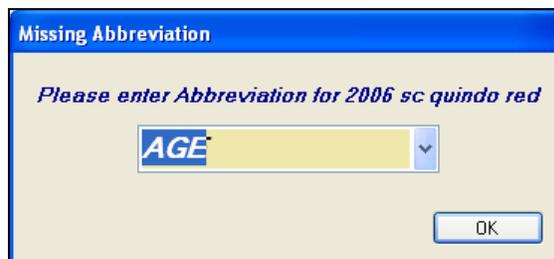


14. Match the colorant with an entry in the Datacolor PAINT/Paintmaker database. To do this, click on the down arrow to highlight the colorant to be linked, and click **OK**.

If this field is blank, you must enter something in this field to complete the transfer. This information is stored as an abbreviation in the Ingredient file. *See also Ingredient Maintenance for instructions to view/edit this information.*

15. When all of the colorant abbreviations are provided, click the **Next** button at the bottom of the window, and finish the data transfer process.