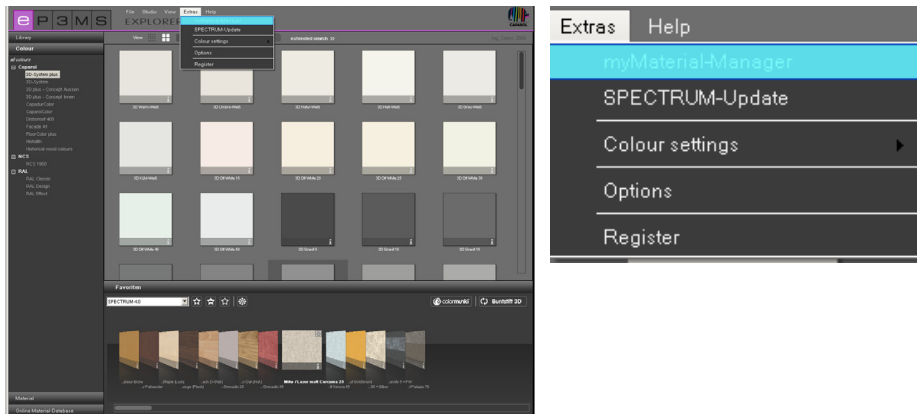


## 10. myMaterial-Manager

SPECTRUM 4.0 offers an unrivalled selection of current colours and material collections. The “myMaterial-Manager” allows all surfaces to be exported via “drag'n'drop” to external programs such as Adobe Photoshop, InDesign, Illustrator or to CAD/3D applications such as 3Dsmax, Cinema4D etc.

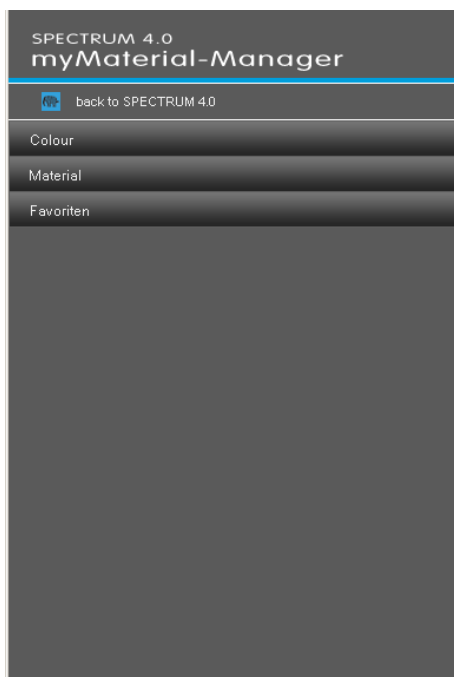
The SPECTRUM 4.0 program window is closed and the “myMaterial-Manager” window opened by clicking “Extras”>“myMaterial-Manager” in the main navigation.



### 10.1. Structure of myMaterial-Manager

The “myMaterial-Manager” is shown as a minimised surface that can be moved freely around your PC workspace.

**Note:** SPECTRUM 4.0 continues to run in the background when “myMaterial-Manager” is being used and can be recalled at any time by clicking “back to SPECTRUM 4.0”.



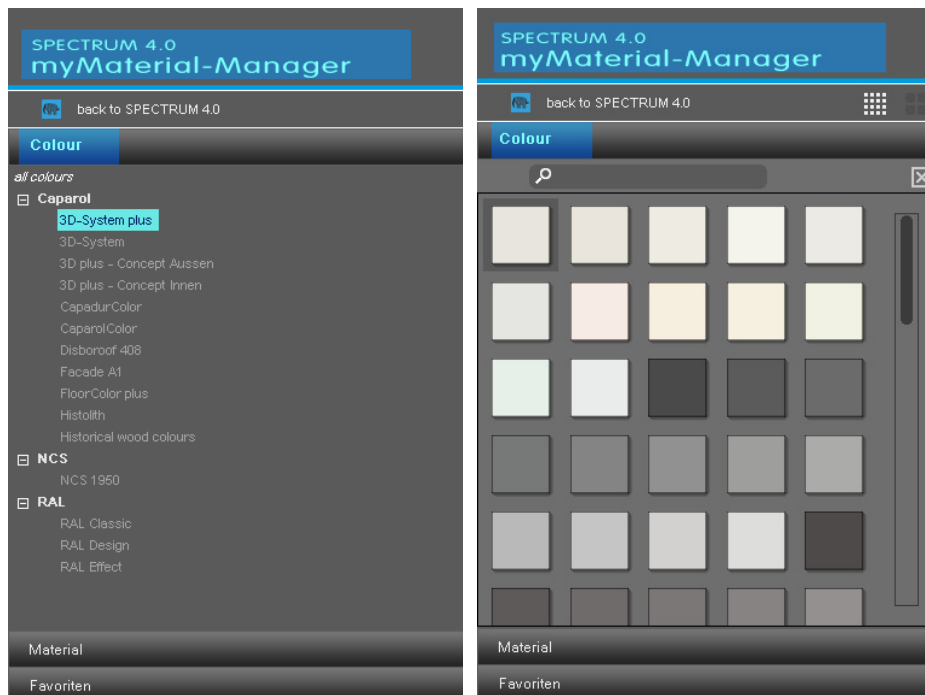
### 10.1.11 Select colour, material and favourites

Almost identically to the EXPLORER tabs, “myMaterial-Manager” gives you access to the database with all the respective colours and materials (see chapter 4.3 “Favourites” on how to create favourites).

To choose a colour or material, first select the respective tab (“Colour”, “Material”, “Favourites”). You can refine your selection according to manufacturer or manufacturer’s collection in the respective tabs (further information on the tabs can be found in the chapters 4.2.2 “Colour”, 4.2.3 “Material” and 4.3 “Favourites”).

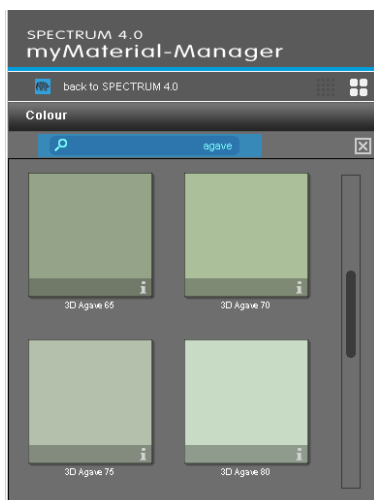
When you click on a collection, the view changes to a visual representation of the contents.

You can use the scroll bar on the right edge of the window to browse the collection.

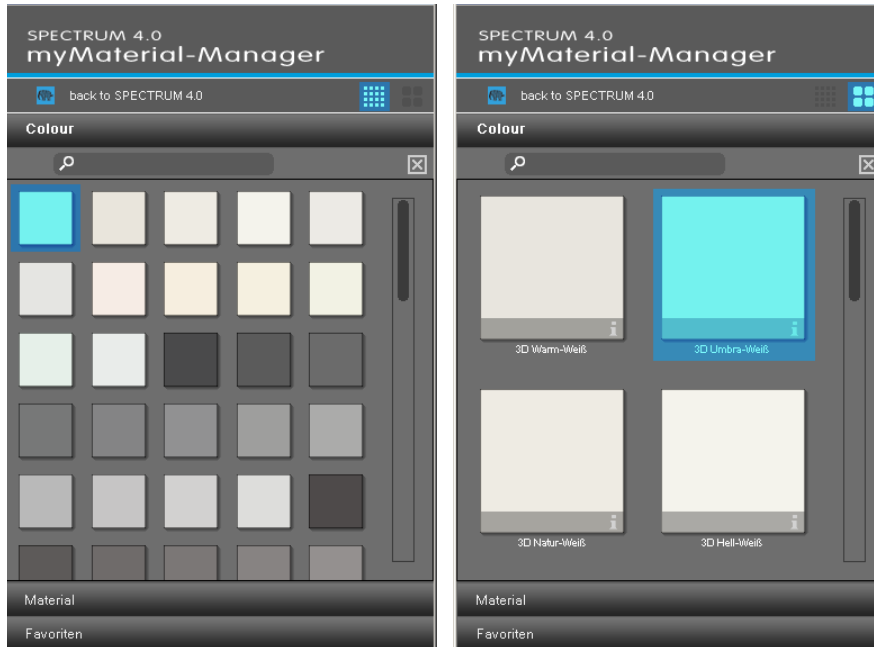


In addition, you have the possibility of search the text field for name or code for a certain colour or material using the magnifying glass like in the EXPLORER.

**Note:** The search for a colour or material is only carried out in the collection selected at the time the search is started. Capitals and lower case letters can be disregarded for the search.



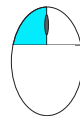
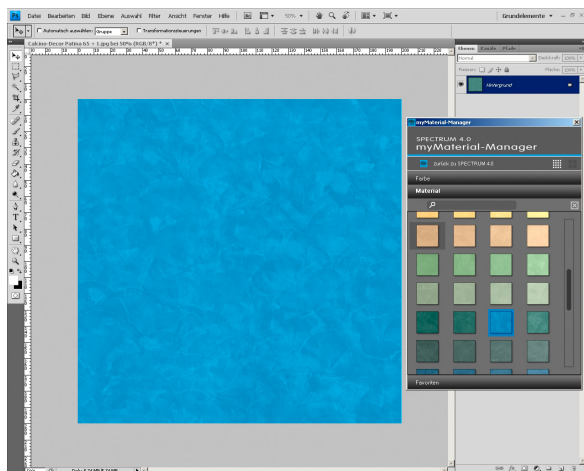
In addition, you can choose between the “small” and “medium” views of samples of colour and materials. The “medium sample view” is the default setting. In this view, you also have the possibility of viewing detailed information about the respective products by clicking the “i” at the bottom edge of a colour/material field (for colour details see chapter 4.2.2 “Colour”, for material details see chapter 4.2.3 “Material”).



To close the collection and return to the dropdown menus for “Colour”, “Material” and “Favourites” tabs click the “X” above the scroll bar.

### 10.1.2 Export colour, material and favourites

After selection of a colour/material (dark-grey frame visible) you can load this in another program by “drag'n'drop”. Select the sample by clicking the left mouse button, then keep the button pressed and drag the mouse into the workspace of the program the colour or material is to be exported to. When you release the mouse button, the sample is exported to the other program.



Depending on whether you export colour or material to the other program, the data will be available in different resolutions:

Colours: 256x256 pixel, 72dpi  
Materials: 1417x1417 pixel, 18dpi

### 10.1.3 Return to SPECTRUM 4.0

If you would like to return to the full screen view of SPECTRUM 4.0, click the “Return to SPECTRUM 4.0” button in the top area of the myMaterial-Manager. The myMaterial-Manager is closed and SPECTRUM 4.0 is opened in the EXPLORER module.

