

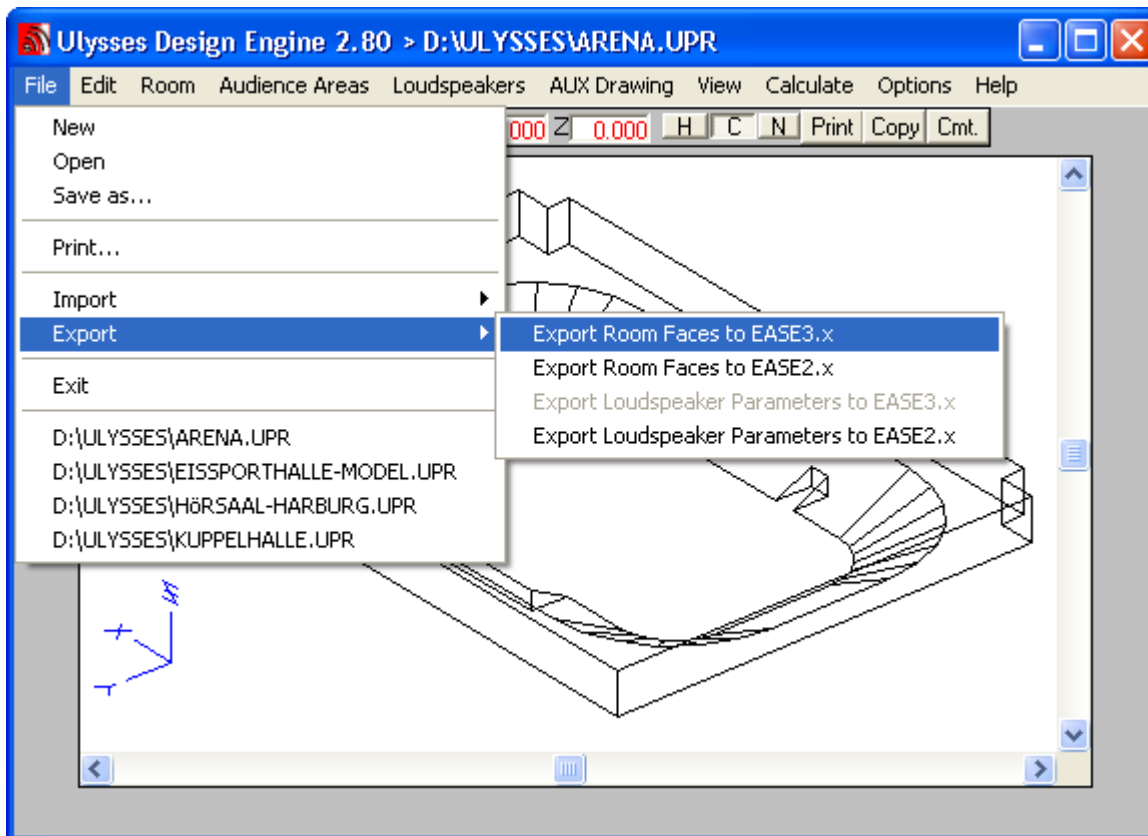
## Ulysses <> EASE

Ulysses provides a comfortable interface to EASE to exchange room and loudspeaker data. It is quite easy and fast to convert data in one direction and the other way round.

### Convert Room Models from Ulysses to EASE

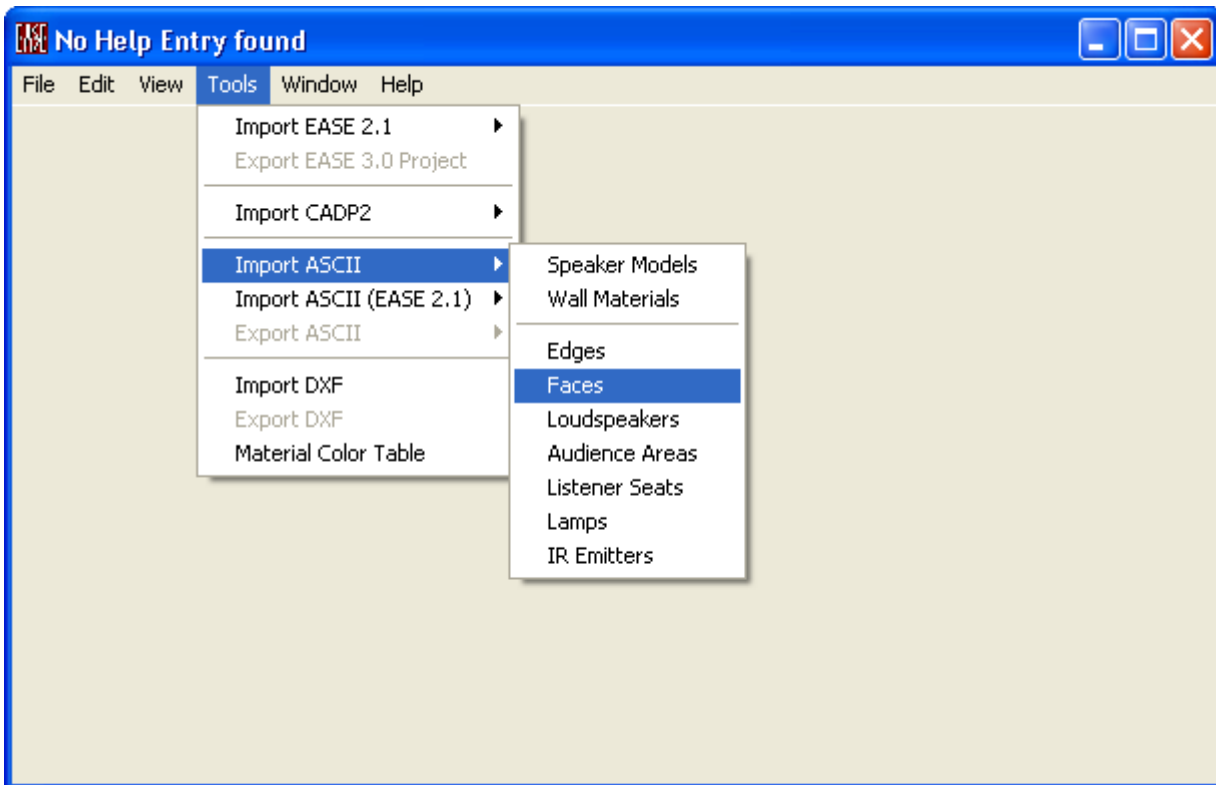
Room models which are designed in Ulysses can be easily exported to EASE. Therefore a file will be created in Ulysses which can be read as an ASCII-Import by EASE. Please note that only the room geometric is transmitted but not the absorption data.

Select at the menu »File« the function »Export« and »Export Room Faces to EASE3.x«.



Then select the object to be exported and save it as a **\*.xfc-file**.

Open in EASE »File« the **Import/Export-Tool »EASEIMEX«** (if necessary in the stand alone mode).



At the menu »**Tools**« select with »**Import ASCII**« the function »**Faces**«.

After entering a project name you have to open the **\*.xfc-File** which you have saved before and the model will be inserted.

*It is important that EASE expects no symmetric design. So be sure that the function »**Room symmetric**« in the register »Data« in the menu »Room Data« under »Edit« in the »Edit Project«-window is **not set**.*

## Convert room models from EASE to Ulysses

It is quite easy to export room models which are designed in EASE to Ulysses as well. Therefore in EASE will be created an ASCII-file which can be read by Ulysses. Please note that herein as well only the room geometric is transmitted but not the absorption data.

Open in EASE under »**File**« the **Import/Export-Tool** »EASEIMEX«.

In the menu »**Tools**« select under »**Export ASCII**« the function »**Faces**«, select the faces to be exported and save it as a **\*.xfc-file**.

Then select in Ulysses at the menu »**File**« the function »**Import**« and »**Import Room Faces from EASE3.x**«, open the **\*.xfc-file** which you have saved before and the model will be inserted.

## Convert speakers from Ulysses to EASE

There is the possibility to export speakers out of Ulysses projects to EASE. Thus only the position and aiming and the speaker name will be exported – level, polarity and delay as well as the original balloon data will not be transmitted!

Therefore select in the menu »**File**« the function »**Export**« and »**Export Loudspeakers Parameters to EASE3.x**«.

Then select the loudspeakers to be exported and save it as a **\*.xld-file** (*This extension is no default!*).

In the menu »**Tools**« select under »**Import ASCII**« the function »**Loudspeakers**« and open the **\*.xld-file** which you have saved before and the speakers will be inserted.

## Convert speakers from EASE to Ulysses

There is the possibility to export speakers out of EASE projects to Ulysses. Thus only the position and aiming and the speaker name will be exported – level, polarity and delay as well as the original balloon data will not be transmitted!

Open in EASE under »**File**« the **Import/Export-Tool** »EASEIMEX«.

At the menu »**Tools**« select under »**Export ASCII**« the function »**Loudspeakers**«, select the speakers to be exported and save it as a **\*.xfc-file**.

Then select in Ulysses at the menu »**File**« the function »**Import**« and »**Import Loudspeaker Parameters from EASE3.x**«, open the **\*.xfc-file** which you have saved before and the speakers will be inserted.

One by one the speaker types can be assigned very comfortably. To support that the original speaker name will be displayed as the group name.