

## Thermal Image Importing in Sherlock

- 1) Review the image of the thermal map and confirm that it has the same orientation as the board in Sherlock. If it doesn't, the image can be modified in any graphics-editing software.
- 2) In the Sherlock project, under the circuit card's name, right click on 'Files' and select 'Add file(s)'.
- 3) Browse to the image and import it in to Sherlock. Many thermal maps can be imported but it is recommended that you start with one at the beginning.
- 4) Select the newly-imported file, right click, and select 'View File'. Verify that the image orientation is correct. If the image looks skewed or off-scale, that is irrelevant at this point.
- 5) Again, right click on the file. Select 'Edit Properties' and subsequently, 'thermal map (image)'.
  - a. Set the max and min temperatures from the Legend (the color scale).
  - b. Determine if the Legend is horizontal or vertical.
  - c. Apply the thermal map to an event Max or Min.
- 6) If Sherlock correctly recognized the image, then you should see a tab on the bottom left of the image that says 'Mapping'.
- 7) Mapping
  - a. Select the thermal file and right-click, choose 'Edit Layer'. Click on 'Align Board' and move the blue box to the bounding rectangle of the board (this process may take multiple attempts to complete) – right click when you are satisfied with the alignment.

Note: The blue box starts at the default location of the maximum corners, so select the blue squares from the corners of the image.
  - b. Click the 'Align Legend' option and adjust the red rectangle on the legend. (It does not have to be perfect) – right click when the alignment is complete.
  - c. Click 'Save' and wait (This step take some time: 2-3 minutes in some cases).
- 8) Double-click the thermal file in the project menu to open the layer viewer with the temperature map and the outline of the board.
  - a. If they match: fantastic! Your mouse or pointer icon should work as a probe and display the temperature on the top left of the screen.
  - b. If the image does not look correct: you can redo the mapping or "Edit Layers" until it works.
- 9) The first time you do this: It may work. The second time: Better. The third time: You are a professional!