
ColorRampConverter

Release 1.2.0

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||| *Contact*

FEATURES

1.1 Convert Color Ramp

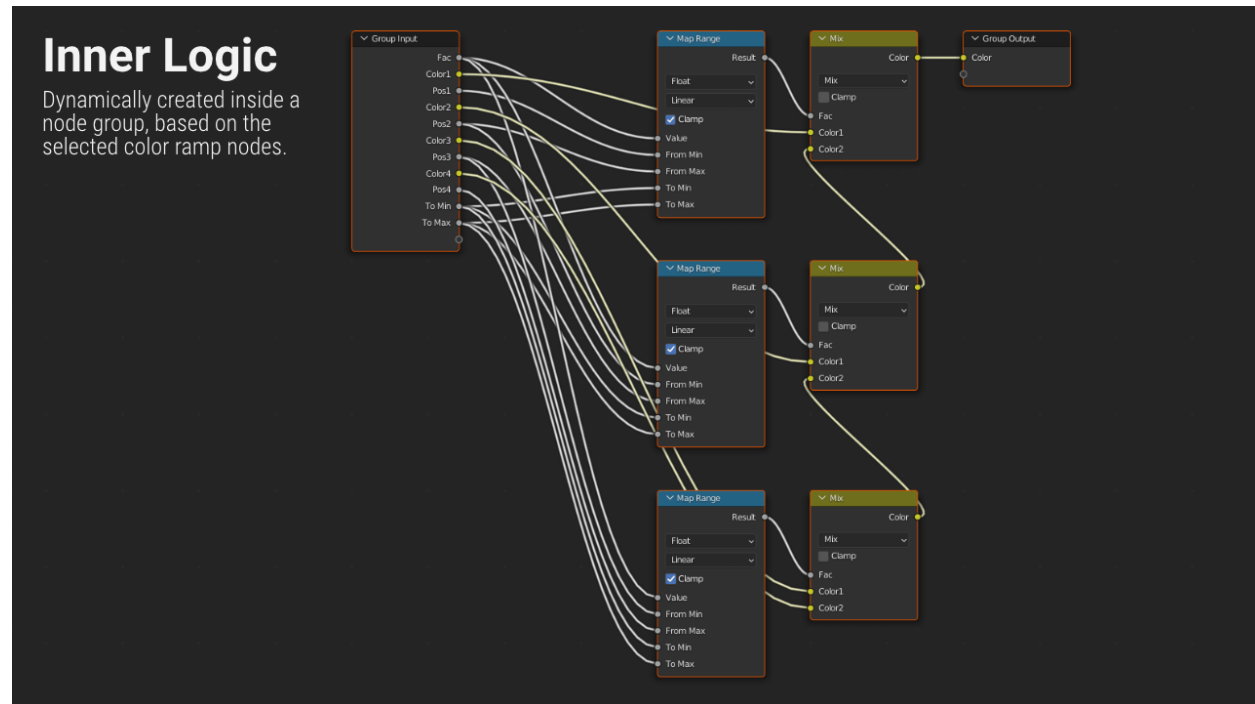
Quickly convert between custom node group solution and color ramp node.

Note: Connected links are managed automatically by the addon

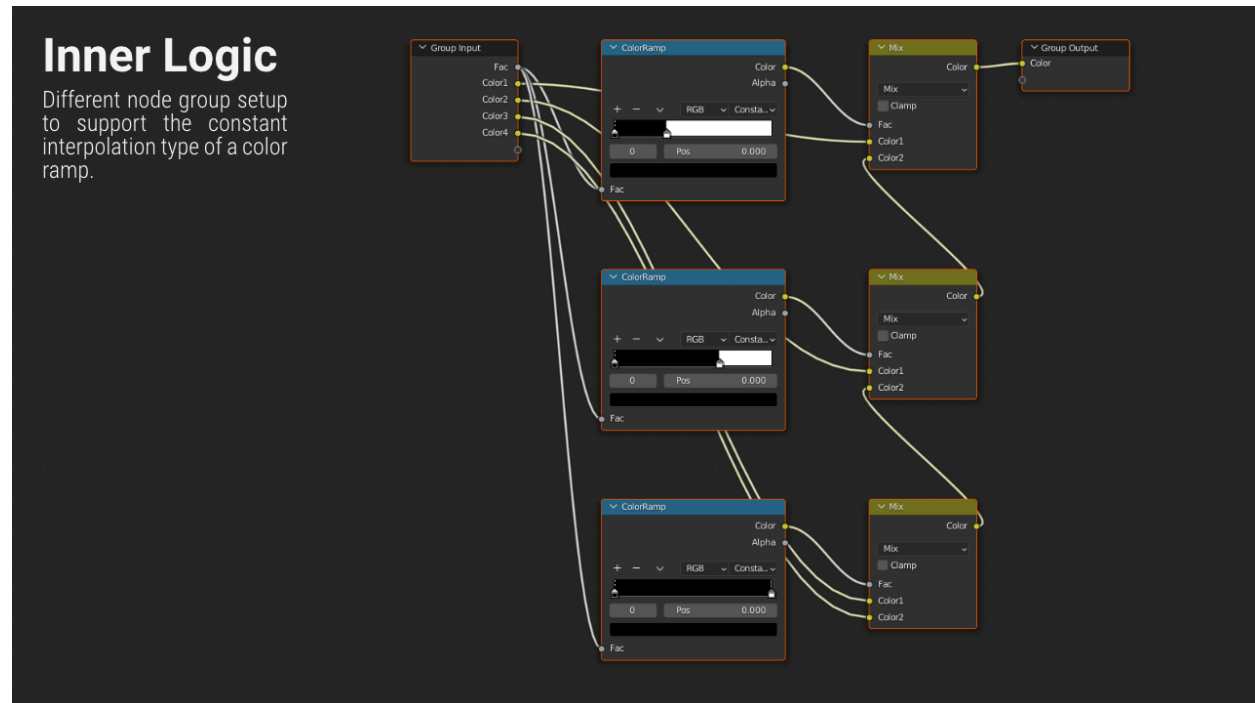
1.2 Addon Independent Node Groups

The created node group is NOT dependent on the addon. Additional features like that may be added as experimental options.

1.3 Node Group Logic



Map range node based node group setup.



Constant interpolation type support with a different node group setup.

1.4 Add Extra Nodes

Automatically add extra nodes of chosen type to the color inputs of custom node groups.

Note: Remove extra nodes when converting back to color ramp node (optional)

1.5 Any Color Input

The custom node group can accept any color input, not just color nodes specifically.

1.6 Panel Settings / Addon Preferences

Settings to adjust a few aspects of the addon.

1.7 Shader editor support

Color Ramp Converter is designed for the shader editor.

1.8 Compositor editor support

Although the color ramp converter is designed for the shader editor, it can be used in the compositor editor as well.

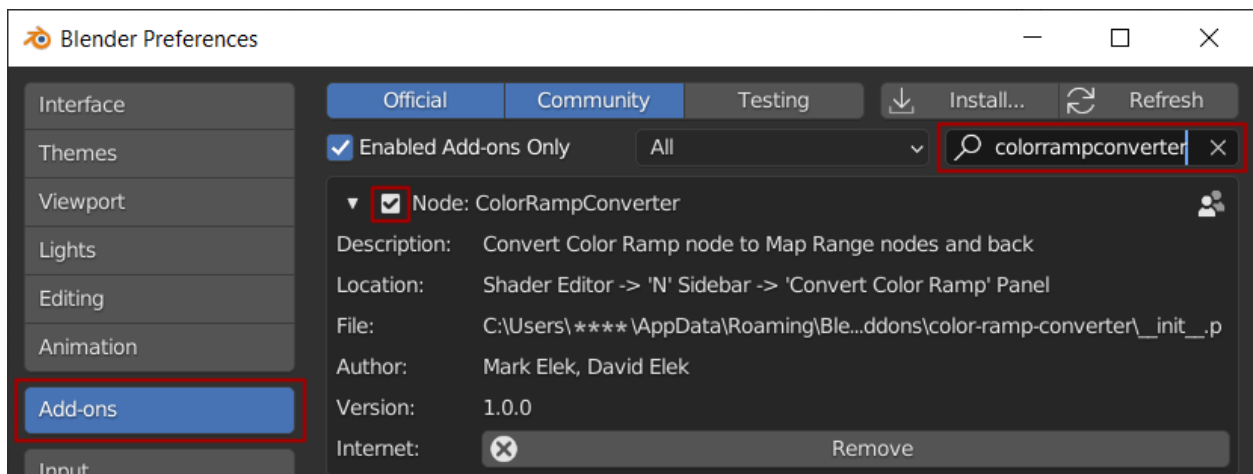
1.9 Geometry node editor support

Although the color ramp converter is designed for the shader editor, it can be used in the geometry node editor as well.

INSTALLATION

2.1 First Installation

1. Go to *Edit -> Preferences*.
2. Select the *Add-ons* tab on the left if it is not already.
3. Select the *Install...* button along the top. This will open a file dialog.
4. Go to where you have downloaded **ColorRampConverter_version.zip** file.
5. Then, click the *Install add-on from file* button.
6. Search for the add-on by typing *colorrampconverter* in the search box.
7. Make sure the checkbox next to this Add-on is ticked:

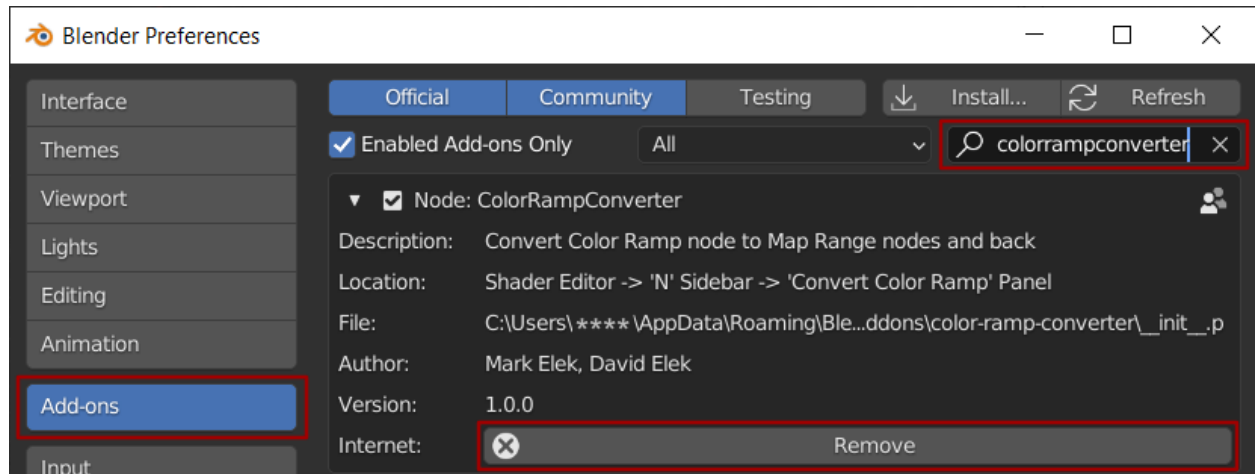


2.2 Upgrade

If you have previously installed the add-on:

1. Go to *Edit -> Preferences*.
2. Select the *Add-ons* tab on the left if it is not already.
3. Search for the add-on by typing *colorrampconverter* in the search box.
4. Select the *Remove* button for this add-on.
5. Restart Blender

6. Follow steps in Clean Installation.



2.3 Installation Issues

Find the folder where Blender places the addon files, something like:

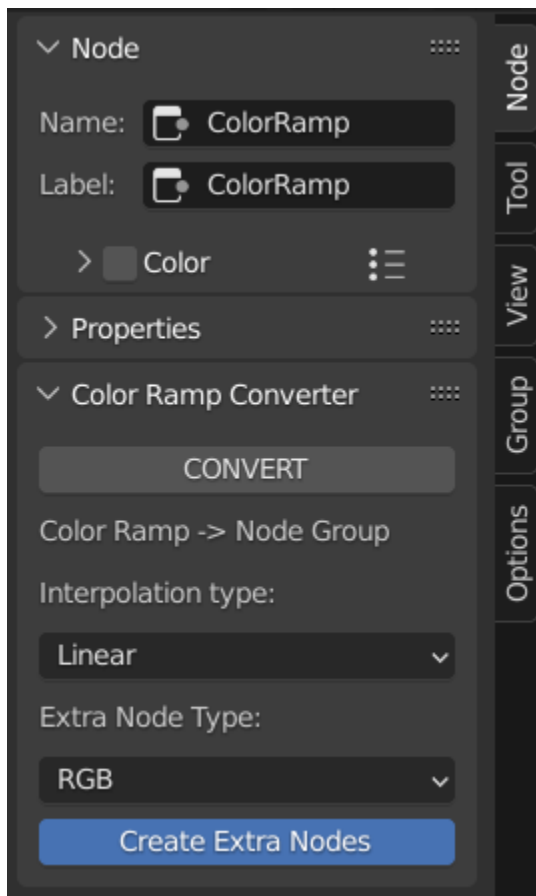
“C:\Users\[YOURUSERNAME]\AppData\Roaming\Blender Foundation\Blender\[YOURBLENDERVERSION]\scripts\addons”

Make sure this addon’s folder has this exact name: color-ramp-converter

QUICKSTART

1. Open and *Installation* the addon if you haven't already.
2. Switch to any supported editor e.g. the shader editor
3. Create a new material
4. Press the 'n' key to open the editor's sidebar if it's not visible already.
5. Use color ramp nodes initially due to their intuitive controls.
6. Convert to a custom node group by pressing 'Convert' on the sidebar.
7. Effortlessly convert back from node group to color ramp node if necessary.

SETTINGS



4.1 Convert

Button to convert selected color ramps to custom node groups and vice versa.

Note: Add this to quick favorites for easy access by right clicking on the button and selecting 'Add to Quick Favorites'.

Note: Press 'Q' to open the quick favorites menu, select 'CONVERT'.

Warning: Select nodes to convert!

4.2 Interpolation Type

Set the map range node interpolation type inside converted color ramp node groups.

4.3 Extra Node Type

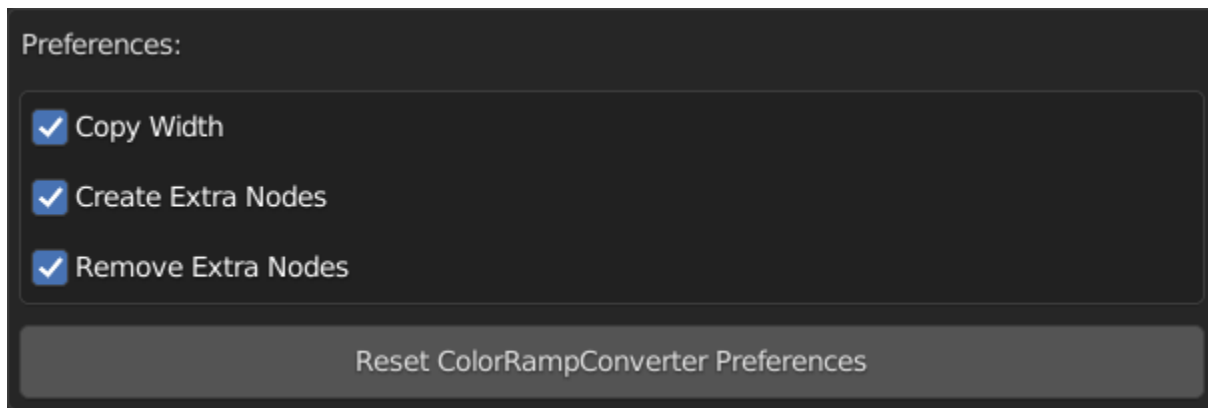
Chose the type of extra nodes.

4.4 Create Extra Nodes (AddonPref)

Create extra nodes for the converted node group's inputs.

Note: This option is an addon preference, exposed here for convenience.

ADDON PREFERENCES



You can adjust a few aspects of the addon by going to:
Edit -> Preferences -> Add-ons -> expand ColorRampConverter entry.

5.1 Copy Width

Copy the width of initial node or node group.

5.2 Create Extra Nodes

Create extra nodes for the converted node group's inputs.

5.3 Remove Extra Nodes

Remove extra nodes when converting back to color ramp.

5.4 Reset Preferences

Reset ColorRampConverter's preferences to default values.

CHANGELOG

6.1 1.2.0

August 19, 2023

- Change: The new Mix node is used by default in Blender 3.6 and above
- Support: Convert a node group back to a color ramp, even with the old types of mix nodes in it
- Tested on **Blender** versions: **3.5.1, and 3.6.1** for compatibility

6.2 1.1.1

January 13, 2023

- Fix: node tree creation
- Tested on **Blender** versions: **3.4.1** for compatibility

6.3 1.1.0

January 11, 2023

- Support: constant interpolation
- Fix: Converting back to color ramps sets the correct values
- Fix: Existing node trees won't be reused anymore to avoid potential issues
- Tested on **Blender** versions: **3.4.1** for compatibility

6.4 1.0.1

October 04, 2022

- Hotfix changes
- Docs changes
- Readme changes
- Tested on **Blender** versions: **3.3, and 3.2.2** for compatibility

6.5 1.0.0

October 04, 2022

- Initial release
- Tested on **Blender** versions: **3.3**, and **3.2.2** for compatibility

CONTACT

- > Need to contact one of the creators?
- > You've come to the right place.

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FUNCTIONS MODULE

OPERATORS MODULE

PROPERTIES MODULE

PANELS MODULE

PREFERENCES MODULE