



RAMPING:

$$UP=InOutQuart = IF (t/(d/2)) \leq 1 \{ c/2 * (t/(d/2)) * (t/(d/2)) + b \} \text{ else } \{ -c/2 * (((2 - (t/(d/2)) - 1)) / 2) * ((2 - (t/(d/2)) - 1)) / 2) * ((2 - (t/(d/2)) - 1)) / 2 * ((2 - (t/(d/2)) - 1)) / 2 * ((2 - (t/(d/2)) - 1)) / 2 * ((2 - (t/(d/2)) - 1)) / 2 + b \}$$

$$Down=OutInQuart = \text{invers of } IF (t/(d/2)) \leq 1 \{ c/2 * (t/(d/2)) * (t/(d/2)) - b \} \text{ else } \{ -c/2 * (((2 - (t/(d/2)) - 1)) / 2) * ((2 - (t/(d/2)) - 1)) / 2) * ((2 - (t/(d/2)) - 1)) / 2 * ((2 - (t/(d/2)) - 1)) / 2 * ((2 - (t/(d/2)) - 1)) / 2 * ((2 - (t/(d/2)) - 1)) / 2 - b \}$$

t Up = imageCount variable

t Down = endPos - d (The last 10% frames counted one to ...)

d = 10 % of frame qty

c = endPos / long maxNoOfShots

b up = 0

b down = c