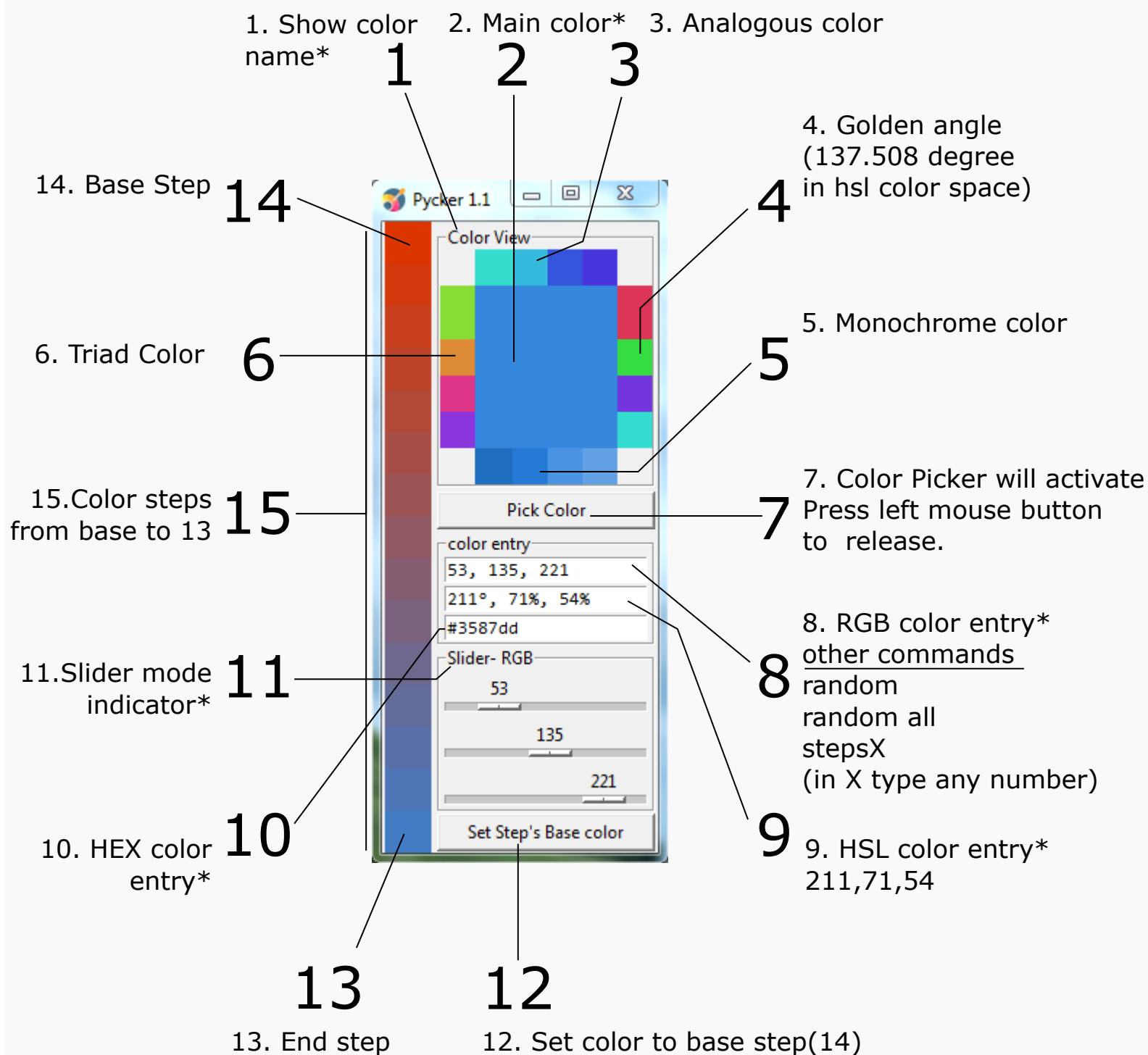




# Pycker 1.1 Manual



## Notes\*

If color name exists in database then it will appear in 'color view' (1)

Press Right mouse button (on entry-8,9,10 and 2) to copy the color code to clipboard

Press left mouse button on entry (8,9) to change slider mode (11). RGB or HSL

Press Enter key to activate colors (entry 8,9,10)

Pycker is a python tkinter based color picker tool. Tkinter has no mouse tracking system outside a widget. So in this software we use an invisible toplevel window to get the mouse coordination (x,y).

To get color value we used Pillow library to take a screenshot, and load that screenshot image to get pixel value from mouse coordination.

### Requirements

1. Python 3
2. Python Imaging Library – Pillow (PIL)
  - a. `pip install Pillow` (linux)
  - b. `py -m pip install Pillow` (for windows)

### User manual

1. the 'color view' frame will update with color name, if the color's hex value exists in database (dict)
2. It is the view of main color, either inputted manually or picked by "Pick Color" button. Right mouse button click will copy hex color value to clipboard.
3. Analogous colors of main color. Clicking any of this four colors will send it to the center, main color view.
4. 137 degree in HSL color space. Clicking any of this four colors will send it to the center, main color view.
5. Monochrome colors of main color. Clicking any of this four colors will send it to the center, main color view.
6. Triad color of main color. Clicking any of this four colors will send it to the center, main color view.
7. To pick color from window press "Pick Color" button, it will activate mouse tracking, to release tracking press left mouse button.
8. RGB color entry box. You can type your own RGB value, then press Enter key to activate. For example: insert 255, 99, 71 then press enter. The color view will update with that particular color, known as tomato color. You can type some other commands
  - a. `random` : to generate single random color
  - b. `random all` : to fill all color label to randomly generated color
  - c. `stepsX` : to change the color step's (15) step. Replace X to any number

Left mouse click on this entry will change Slider mode to RGB. Right click will copy the code to clipboard.

9. HSL color entry. Left mouse click on this entry will change slider mode HSL. Right click will copy the code to clipboard.
10. Hex color value entry. Right click to copy to clipboard.
11. Slider mode indicator. HSL and RGB two mode exist.
12. This button will change the base color (14) to currently selected color
13. end step of steps
14. Base step, from where color will stepping begins
15. All the steps required to travel base step to end step. Use stepsX (8.c) to change required steps