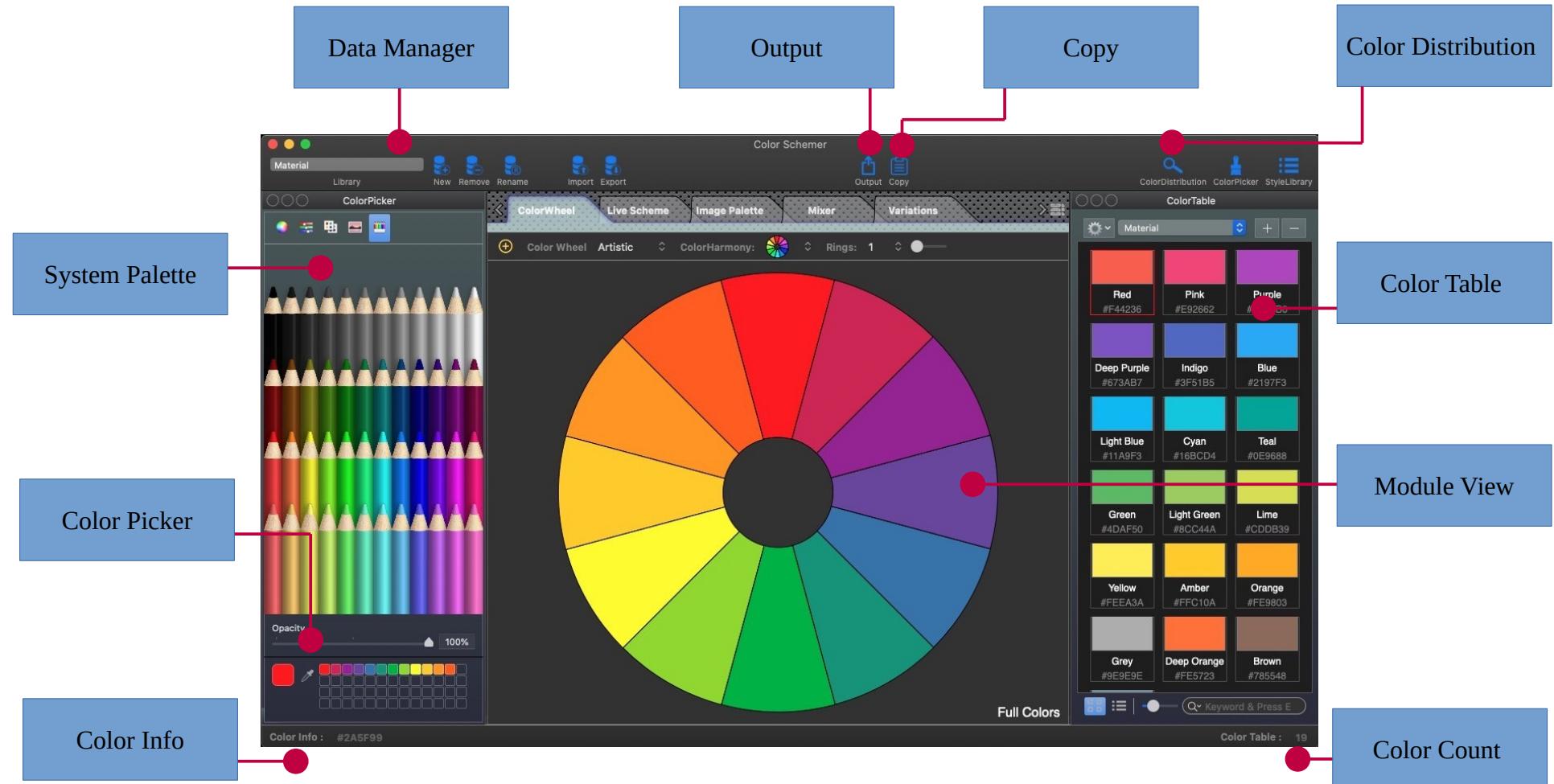
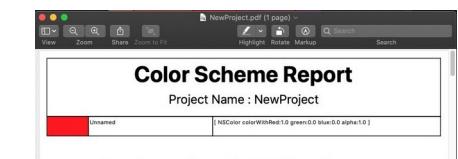
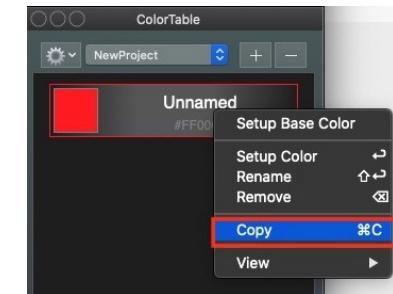
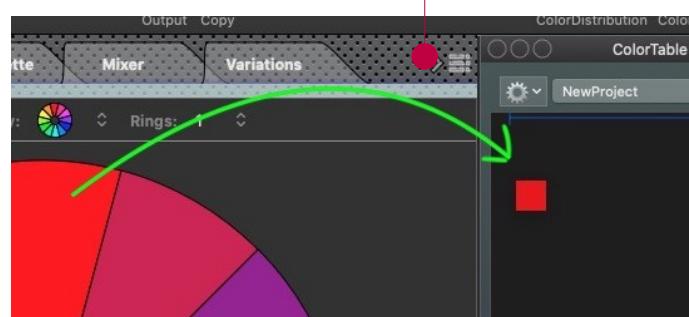
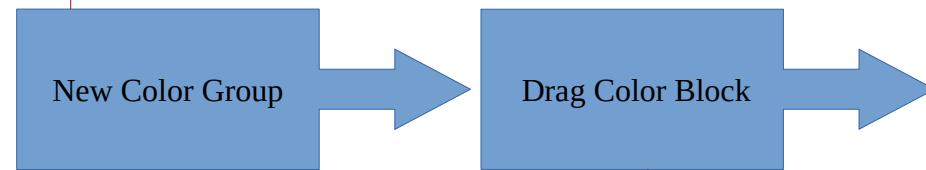
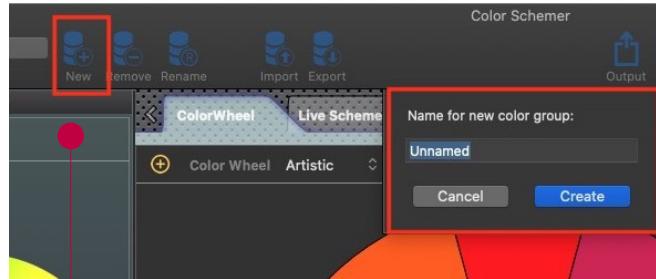


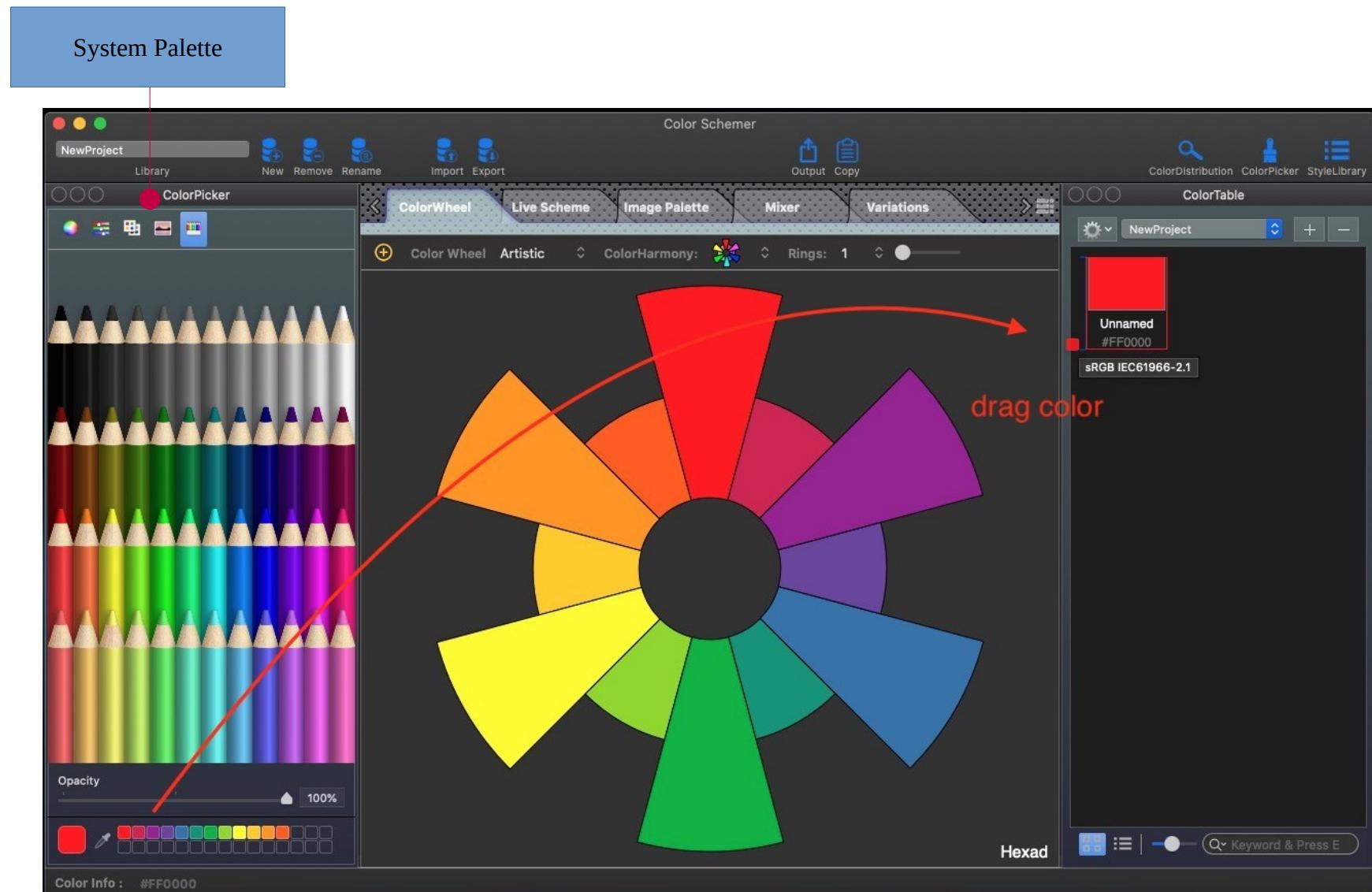
# Color Schemer - Quick Start Guide

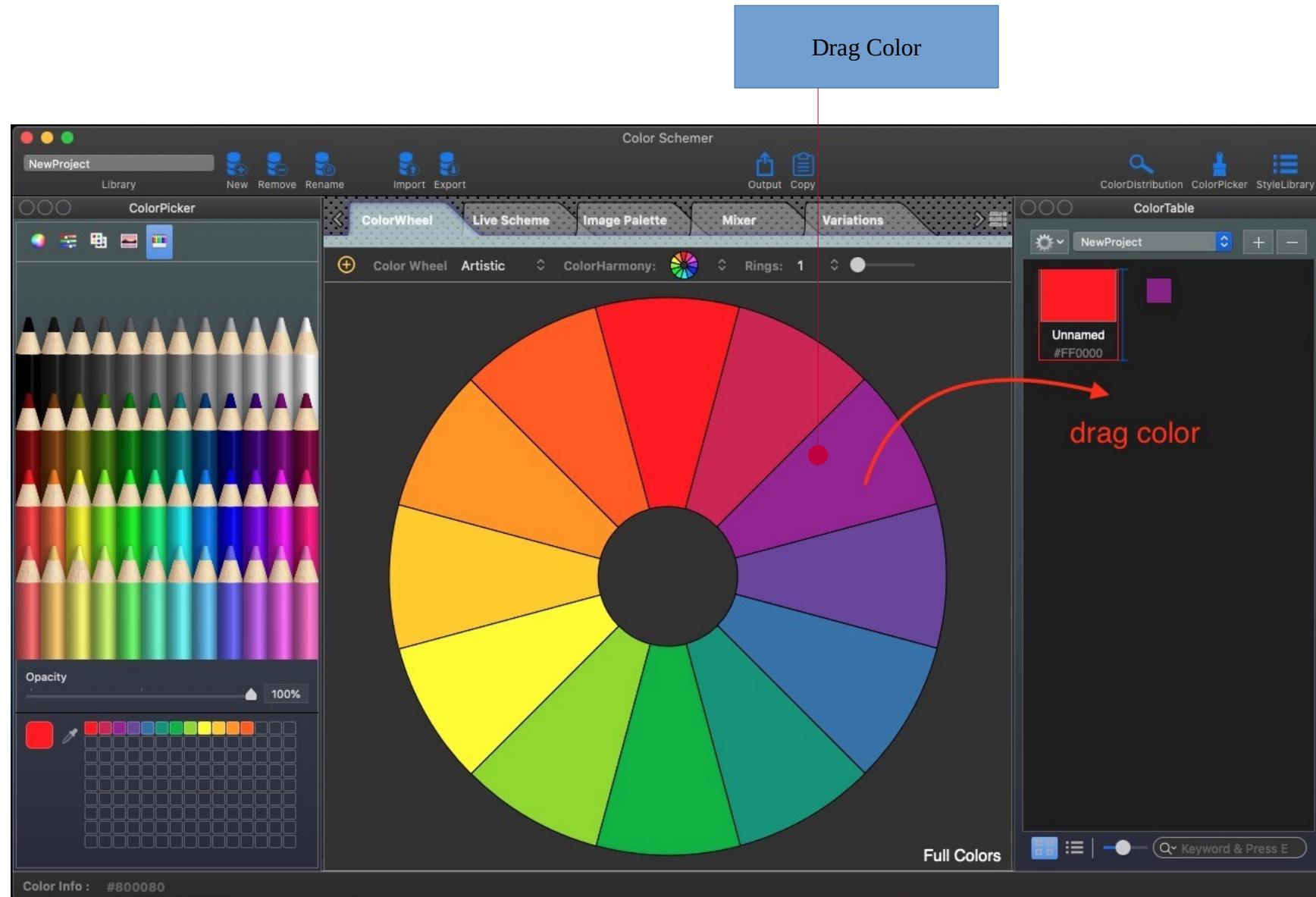


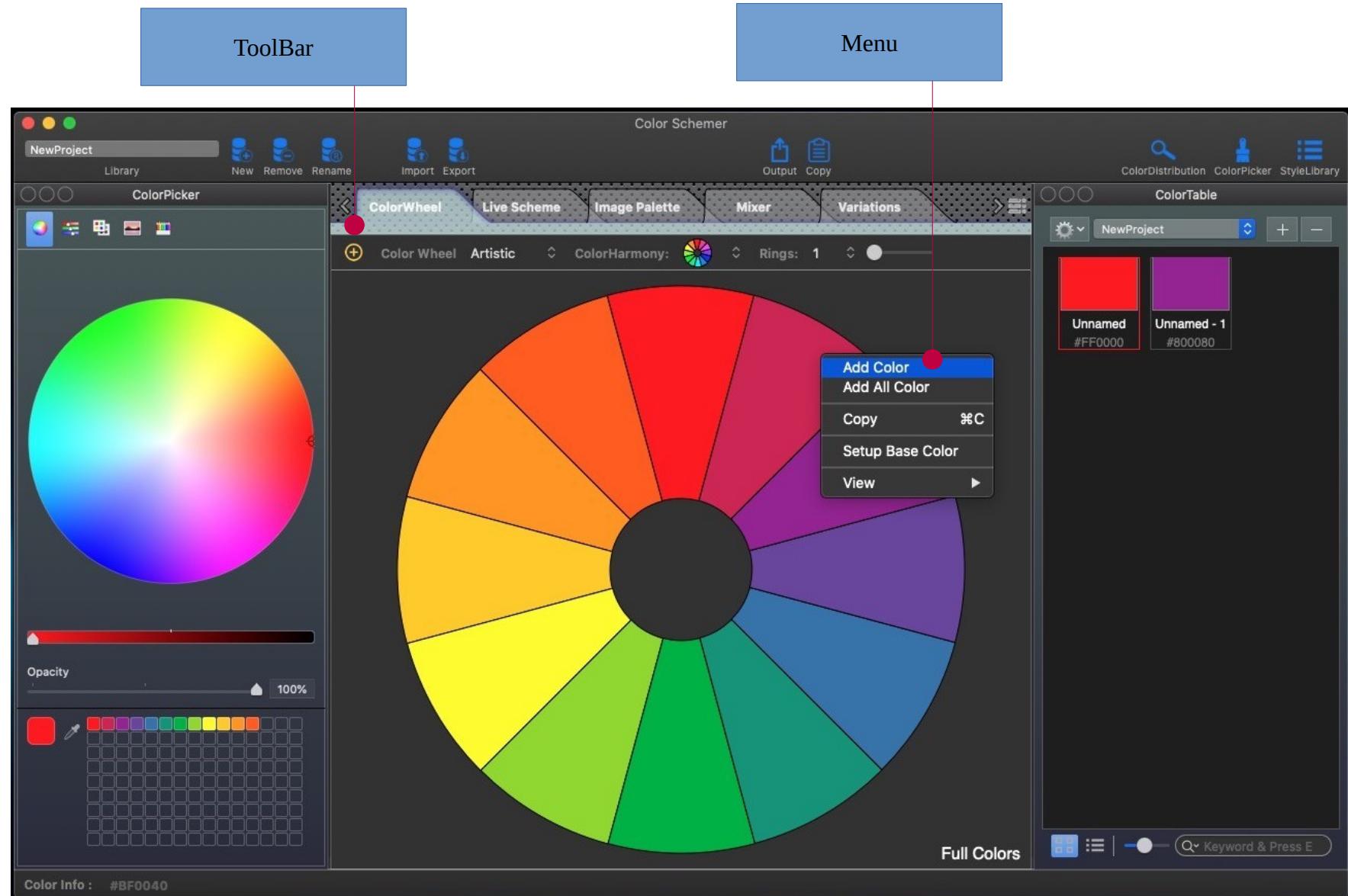
# Quick Start

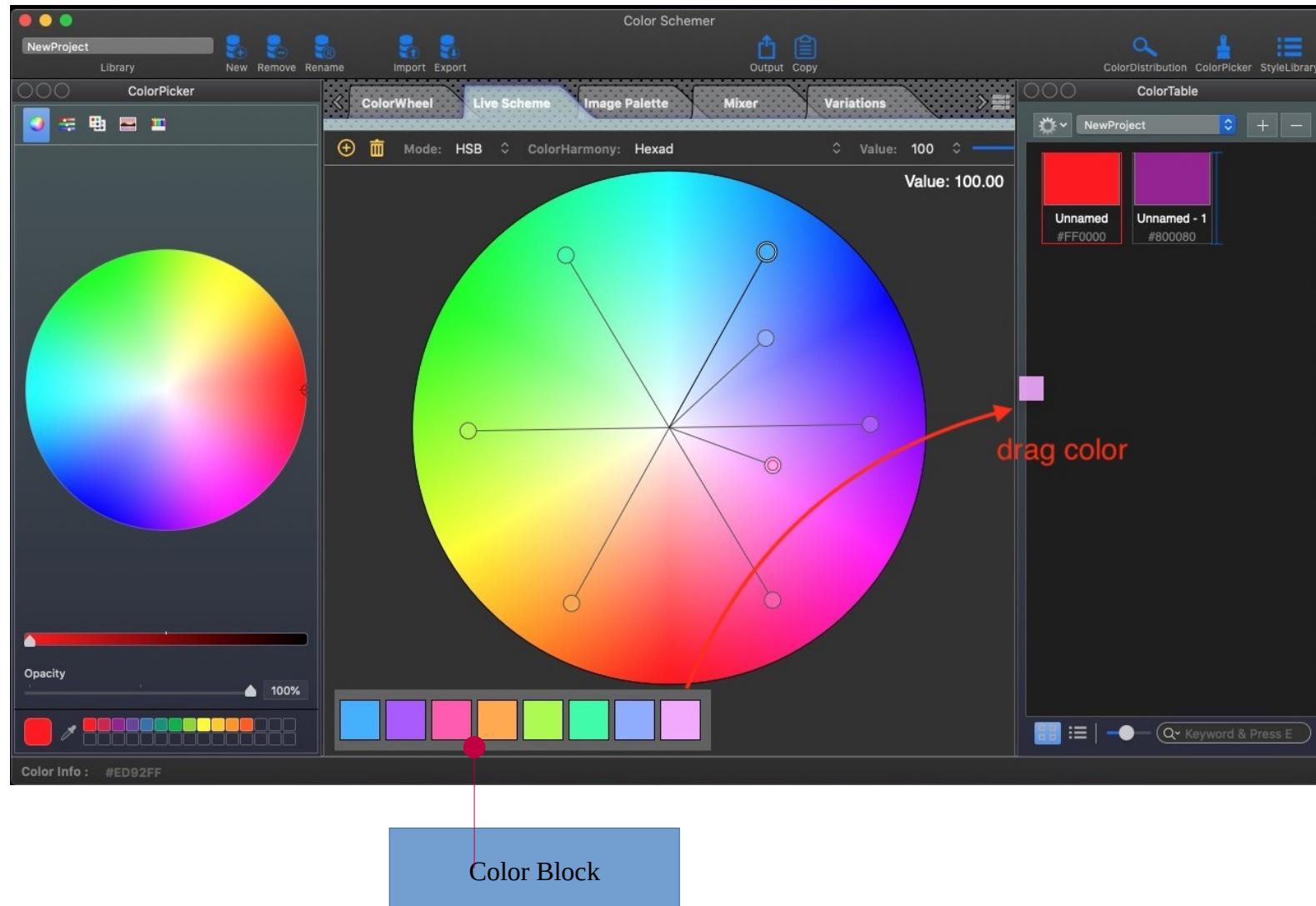


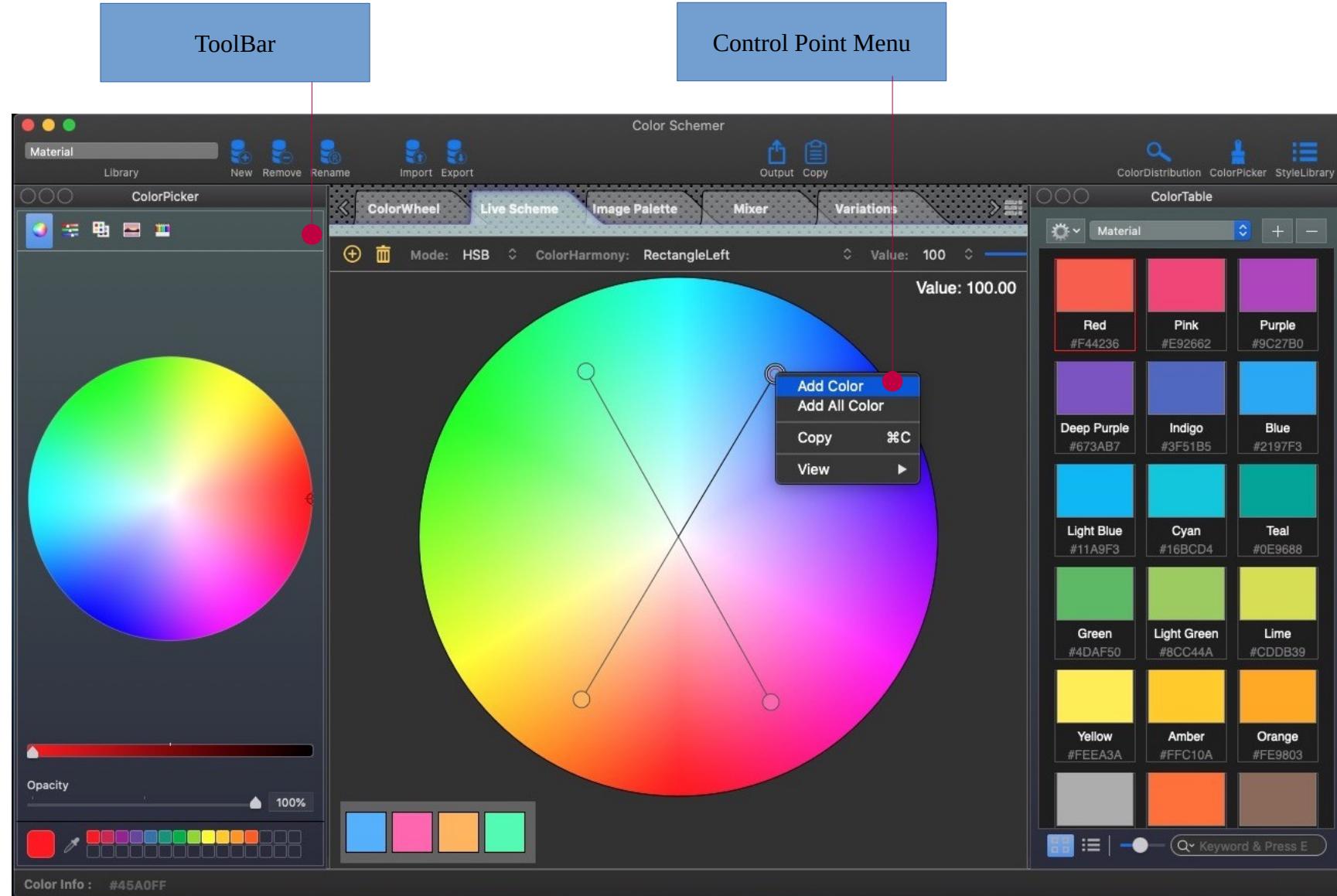
## How to add color block.

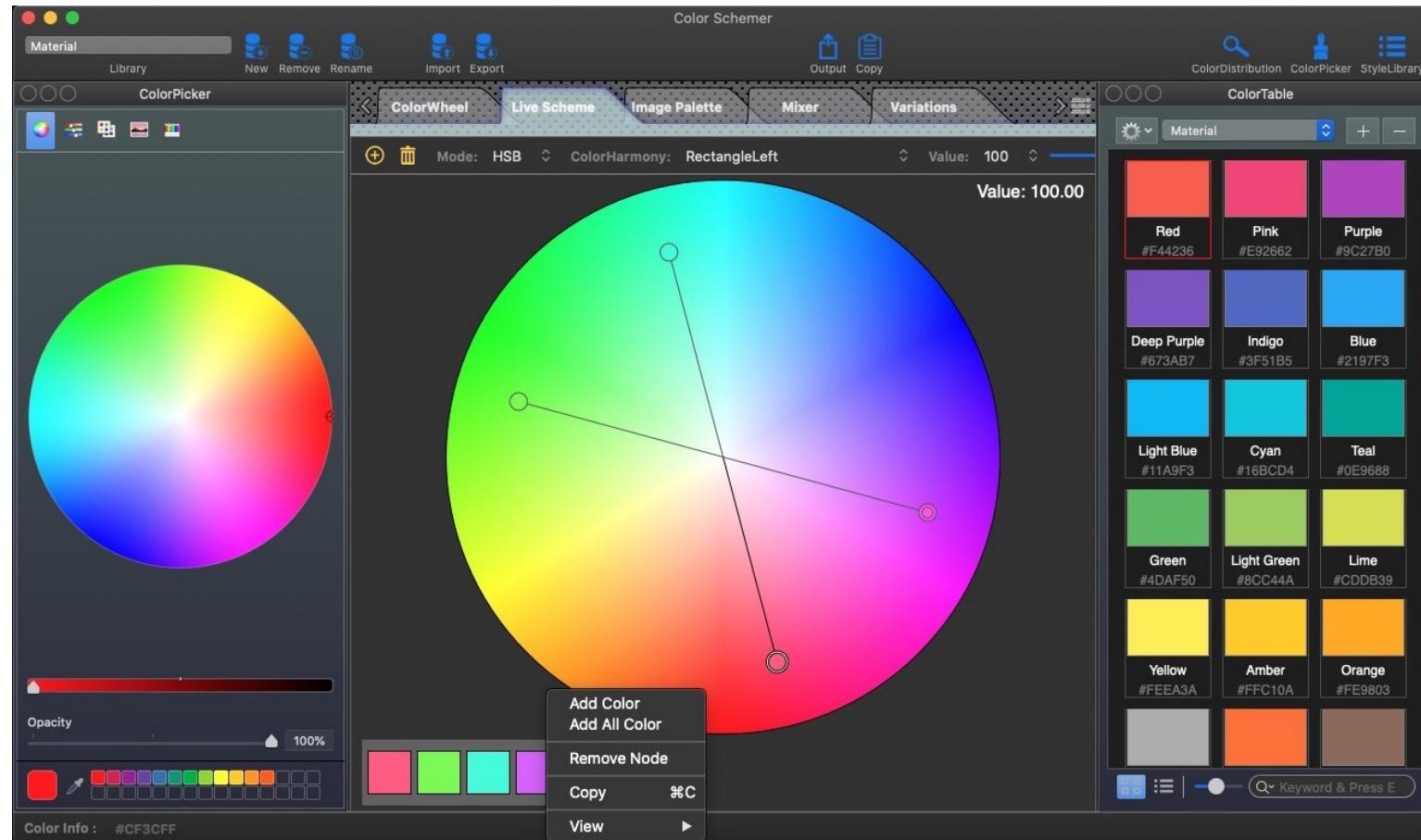






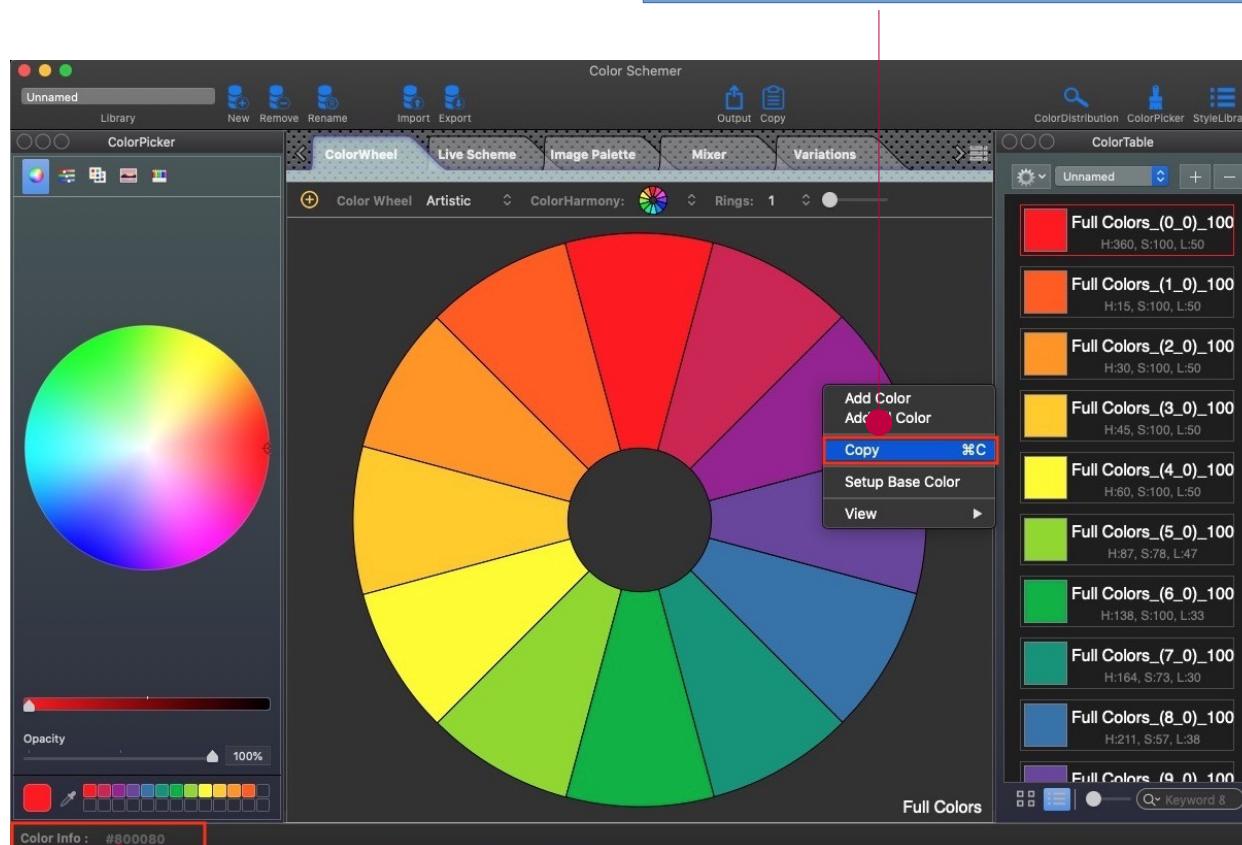






Color Block Menu

## How to copy color string.



right-click menu to copy color string

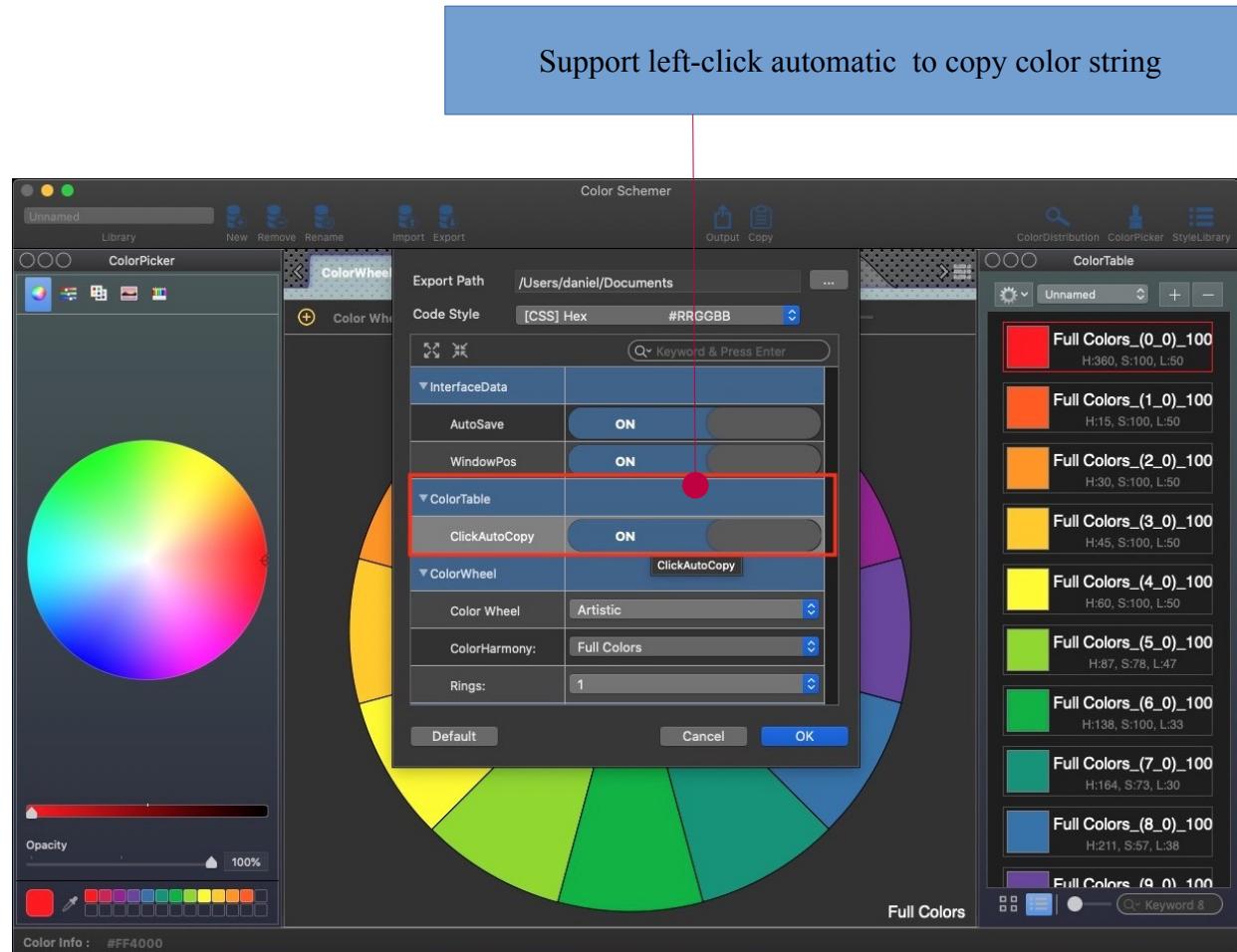
Color Info

Support mouse focus + shortcut key( ⌘+ C ) to copy color string



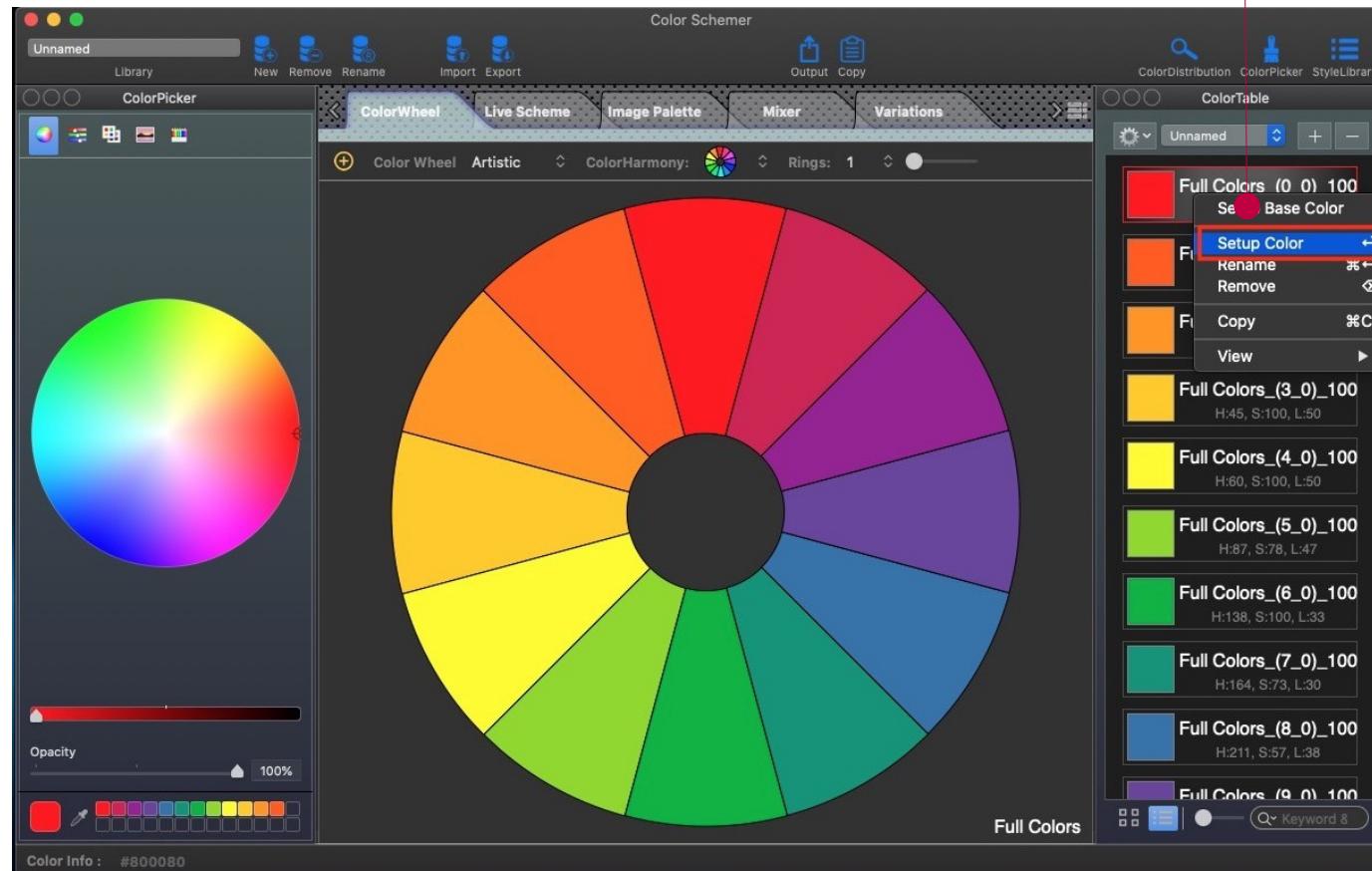
Color Info

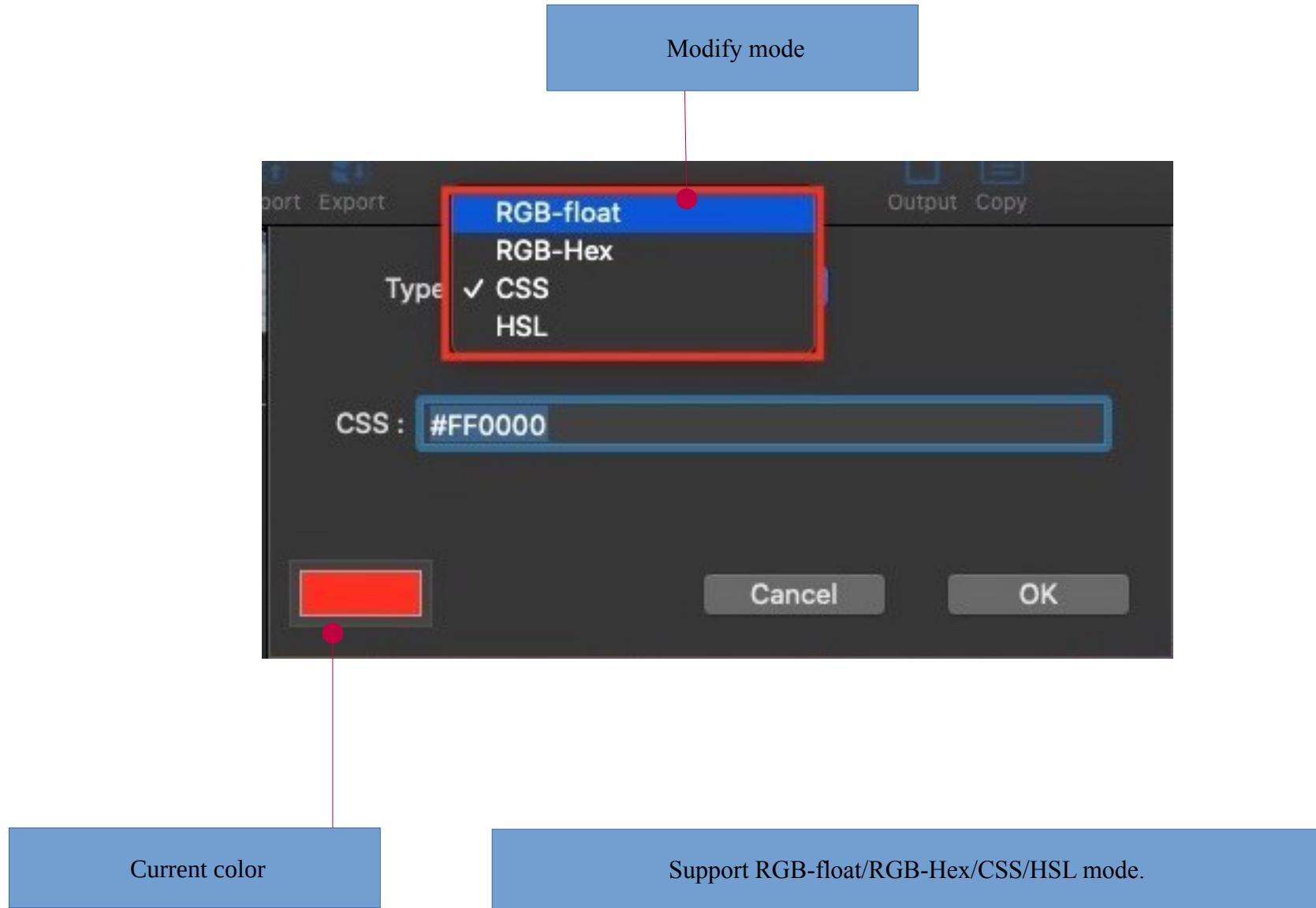
Support mouse selected + shortcut key( ⌘+ C ) to copy color string

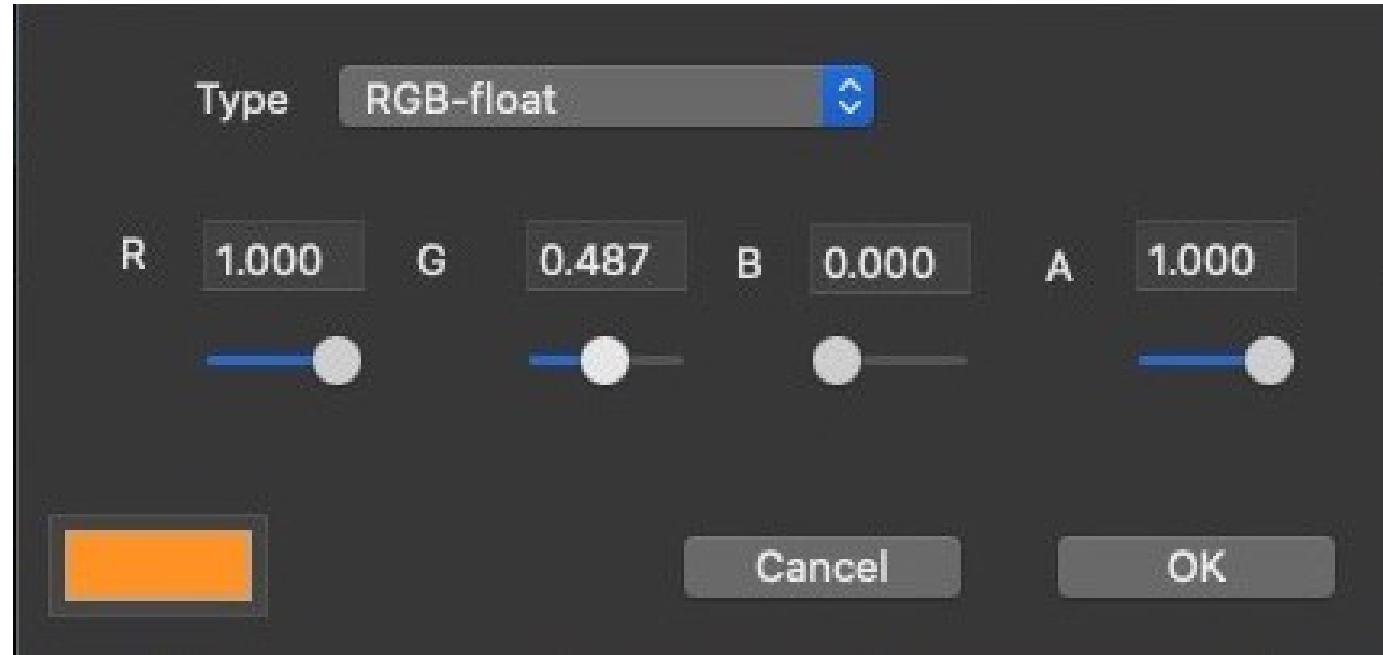


## How to modify color data

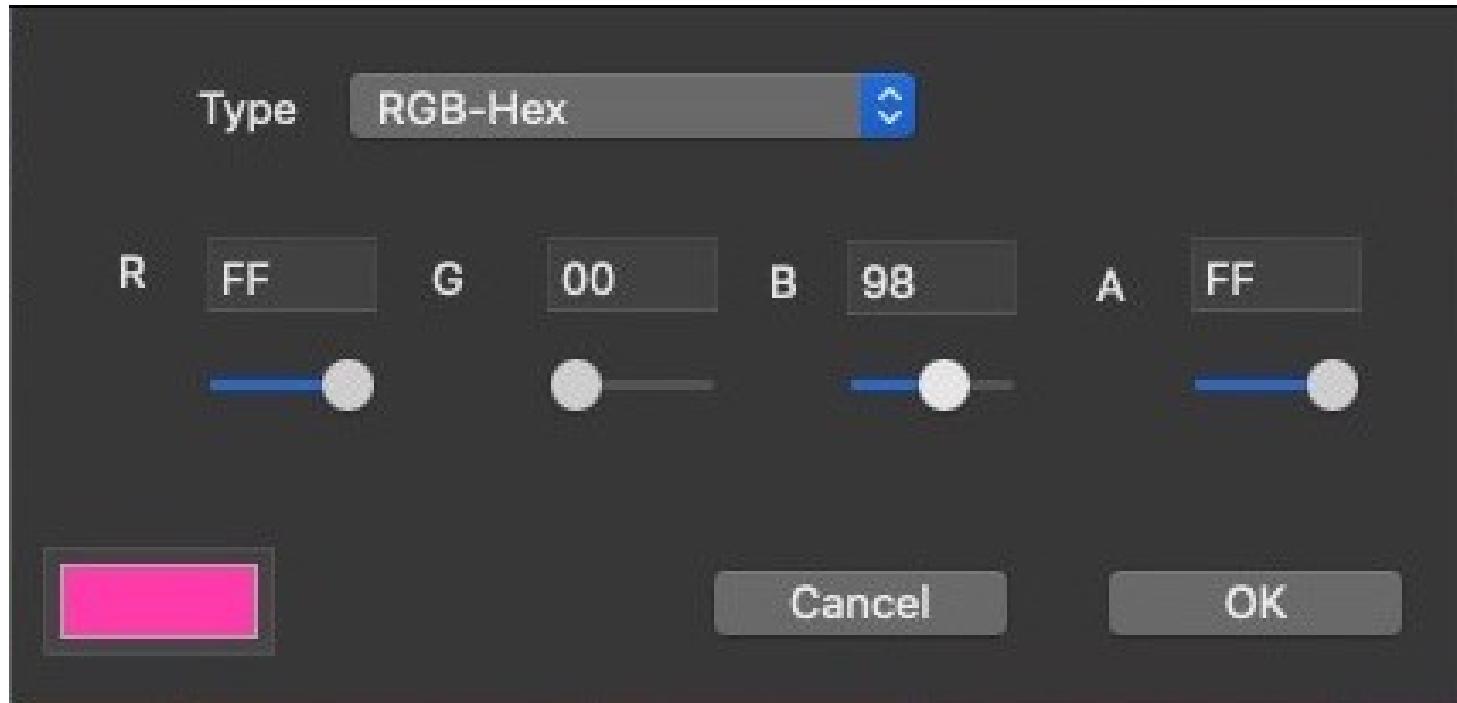
modify color (menu or shortcut key ↩ )



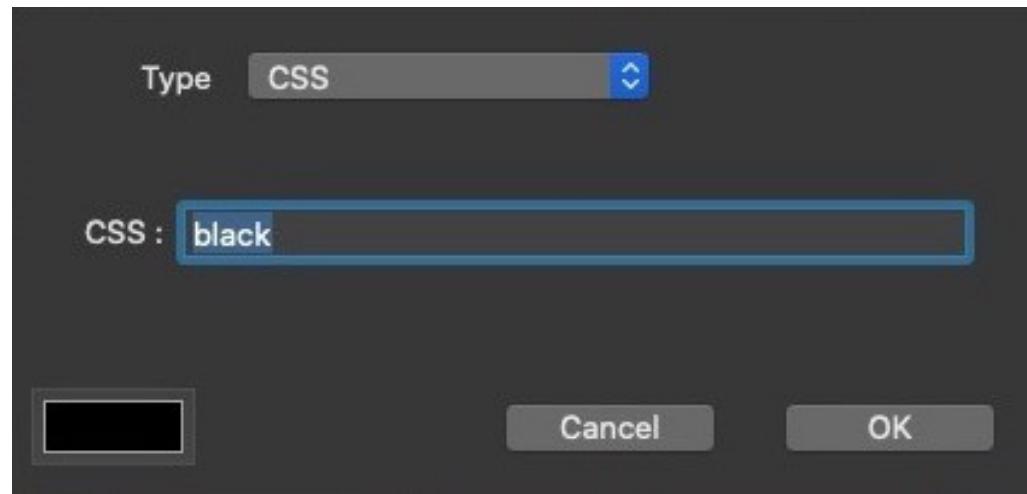




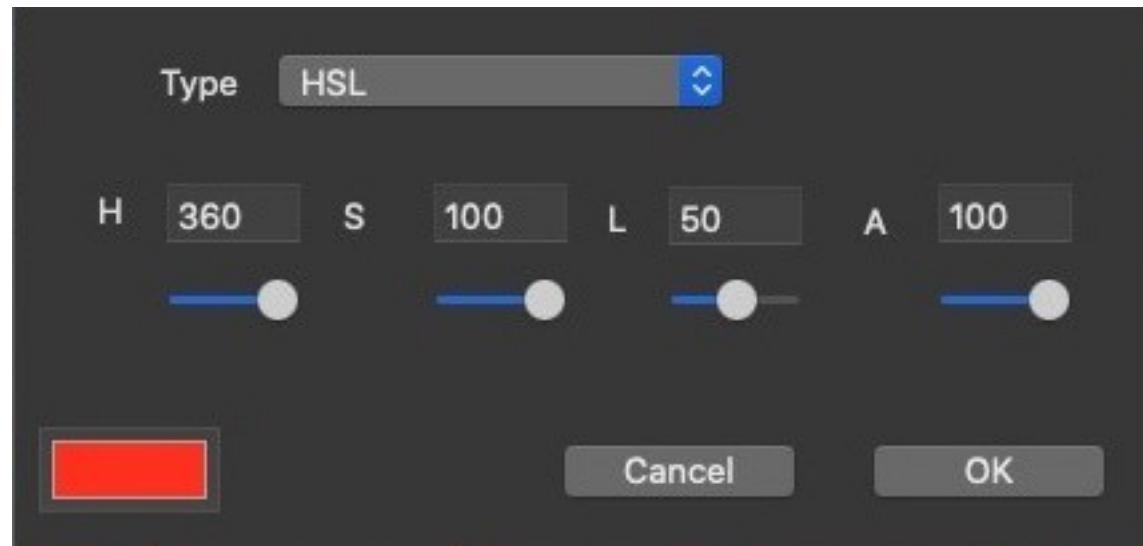
Format	Description
R	Red component of RGB color space. (0.0~1.0)
G	Green component of RGB color space. (0.0~1.0)
B	Blue component of RGB color space. (0.0~1.0)



Format	Description
R	Red component of RGB color space. (0x00~0xFF)
G	Green component of RGB color space. (0x00~0xFF)
B	Blue component of RGB color space. (0x00~0xFF)



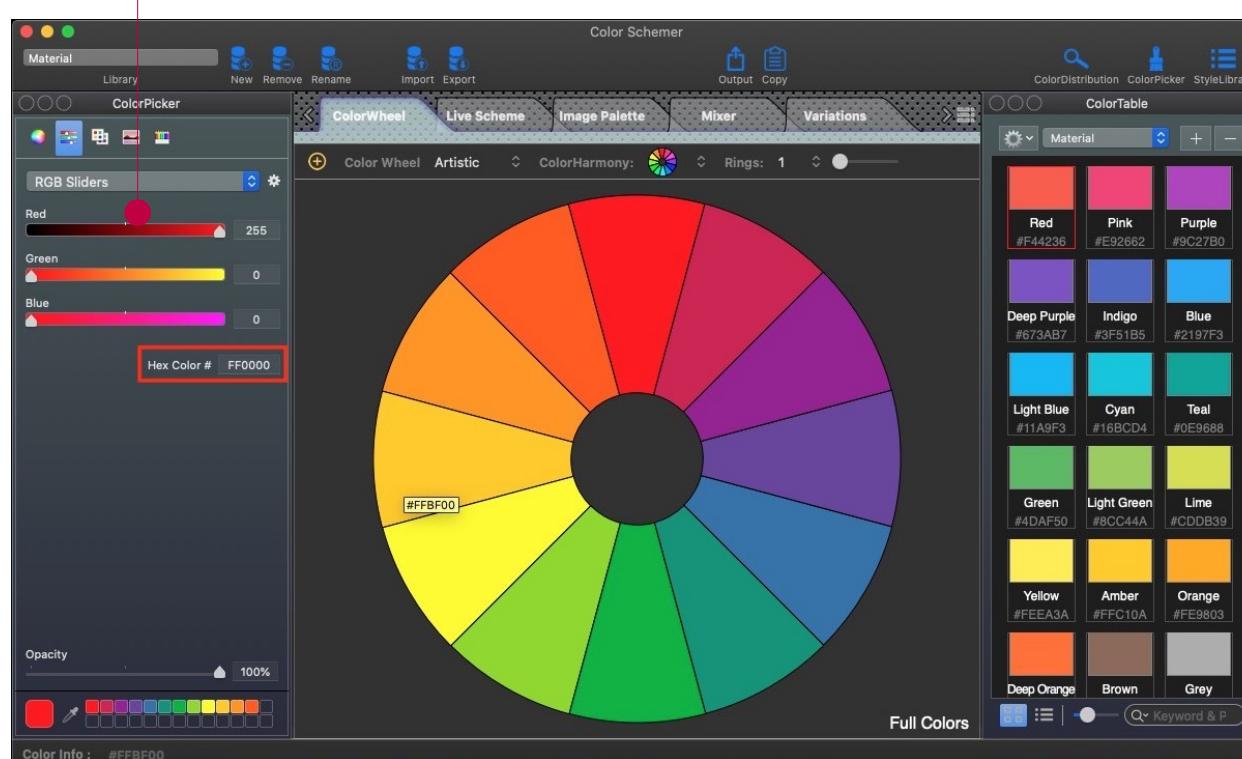
Format	Description
Hex	Support 6-digit hexadecimal color code (#FFFFFF)
ShortHex	Support 3-digit hexadecimal color code (#FFF)
CSS Keyword	Support CSS style color code with keyword (Black)
RGB	Support RGB colorspace . rgb(255,255,255)
RGBA	Support RGB colorspace with alpha channel. rgba(255,255,255,1)
HSL	Support HSL colorspace. hsl(360,100%,50%)
HSLA	Support HSL colorspace with alpha channel. hsla(360,100%,50%,1)

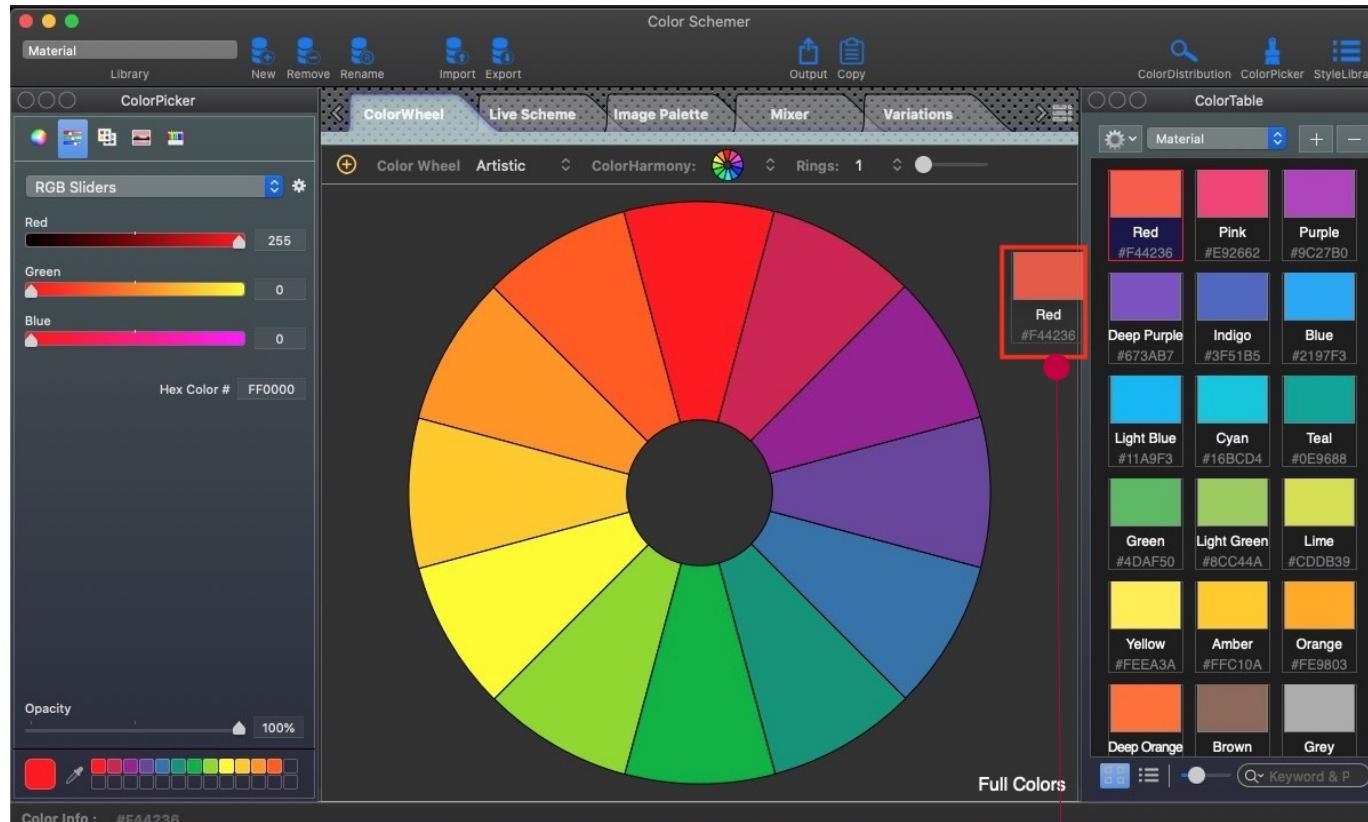


Format	Description
H	Hue component of HSL color space. (0x00~0xFF)
S	Saturation component of HSL color space. (0x00~0xFF)
L	Lightness component of HSL color space. (0x00~0xFF)

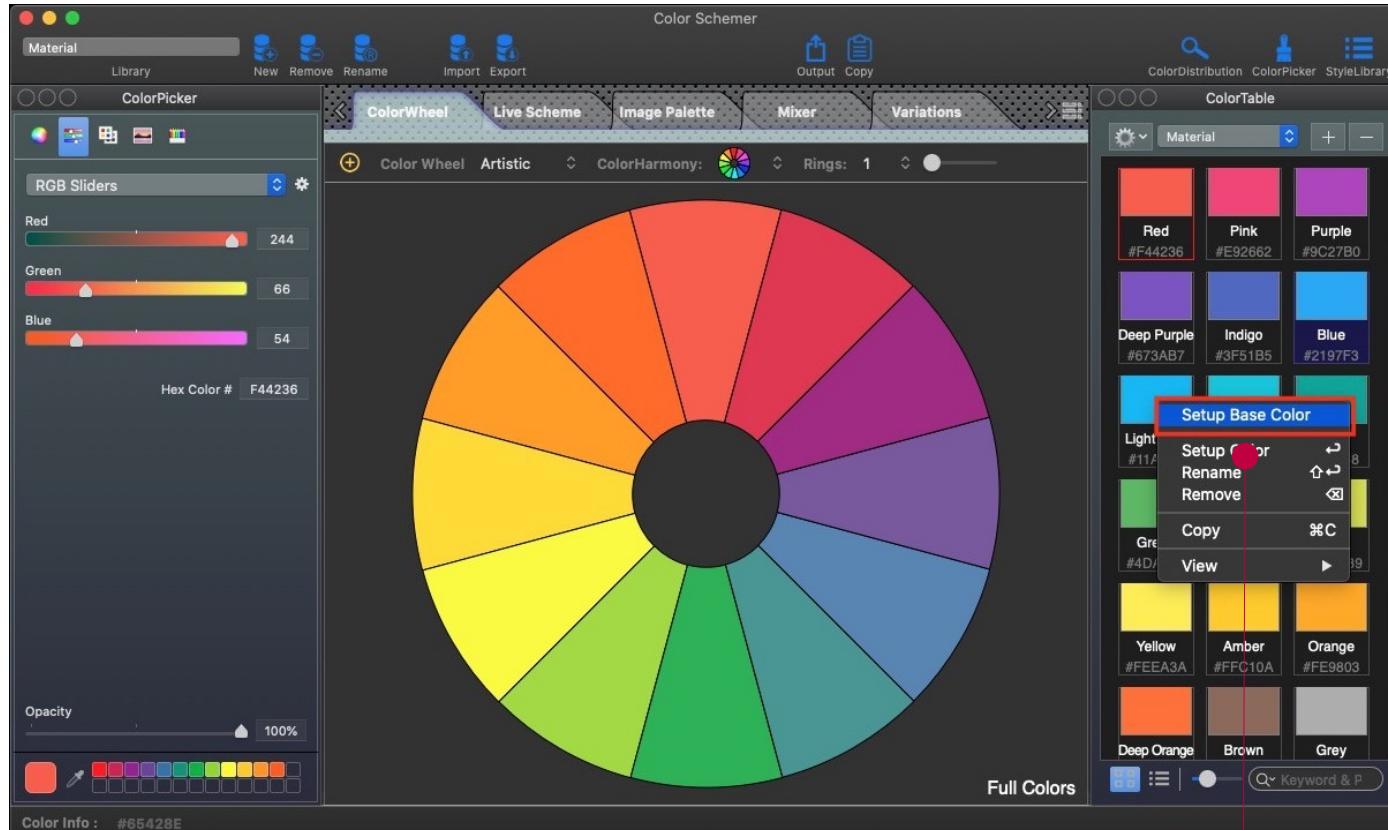
## How to set the base color

Use the system palette to inputting RGB or HEX values



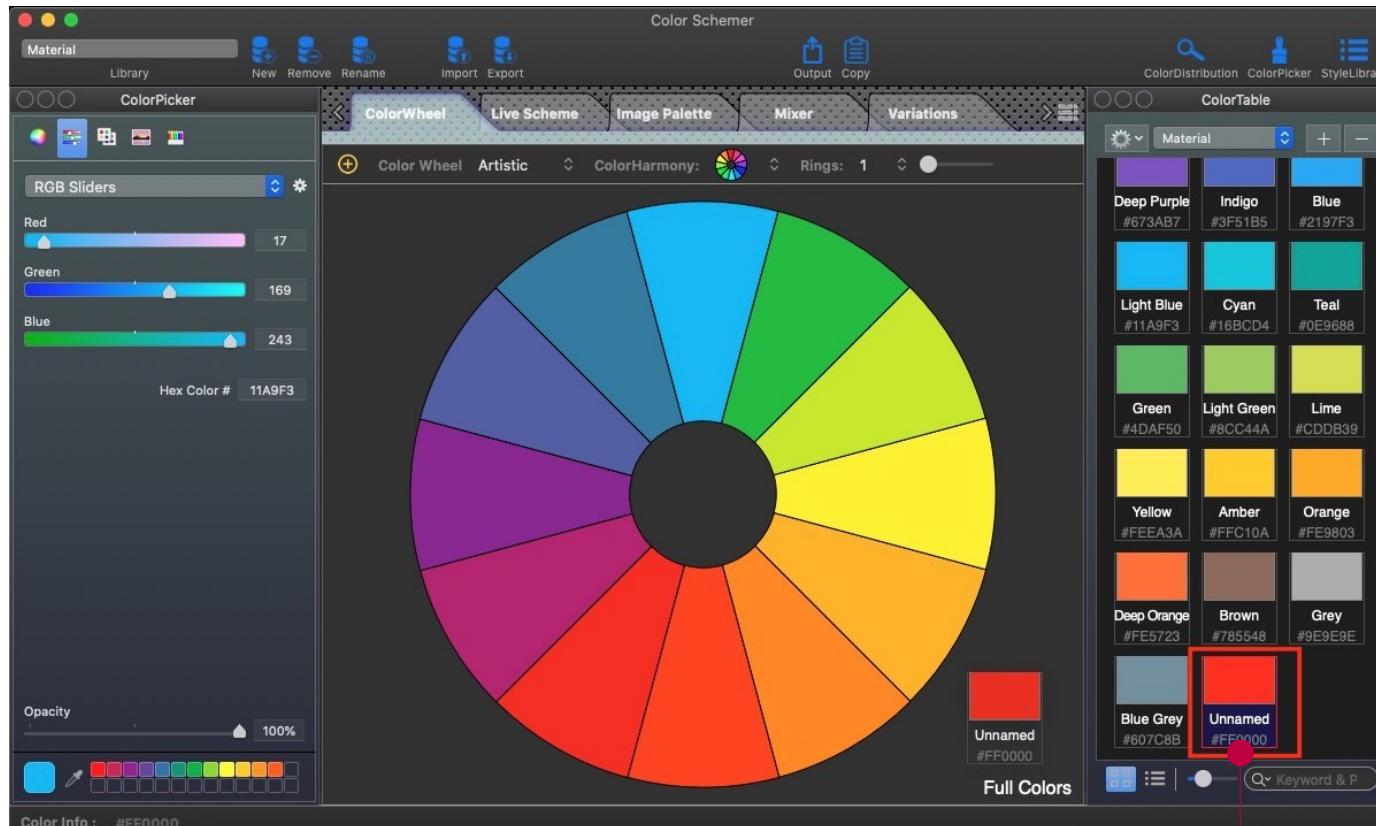


Drag the color to set the base color



Use the menu to set the base color

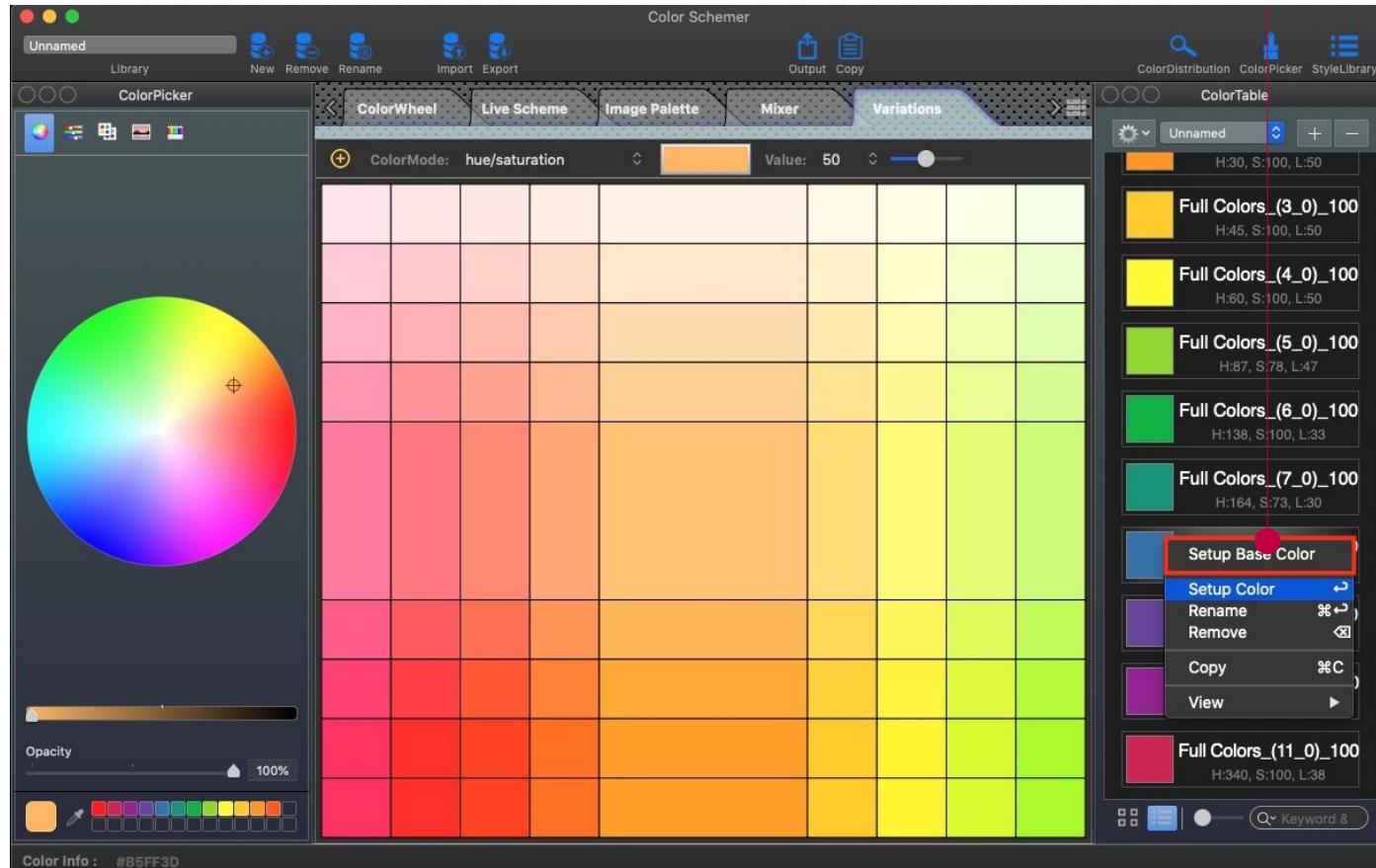


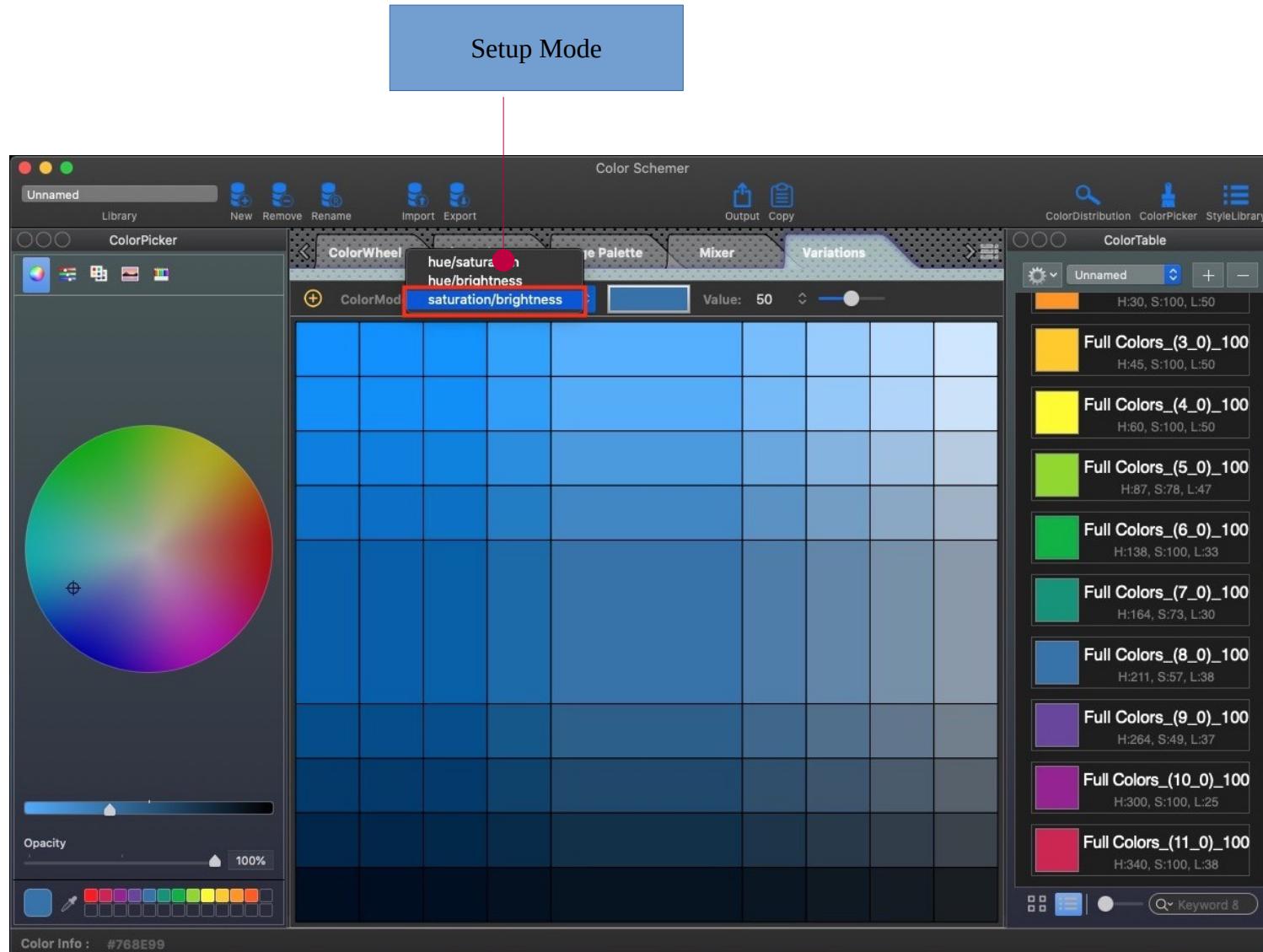


Drag the color to set the base color

## How to generate lighten/darken colors

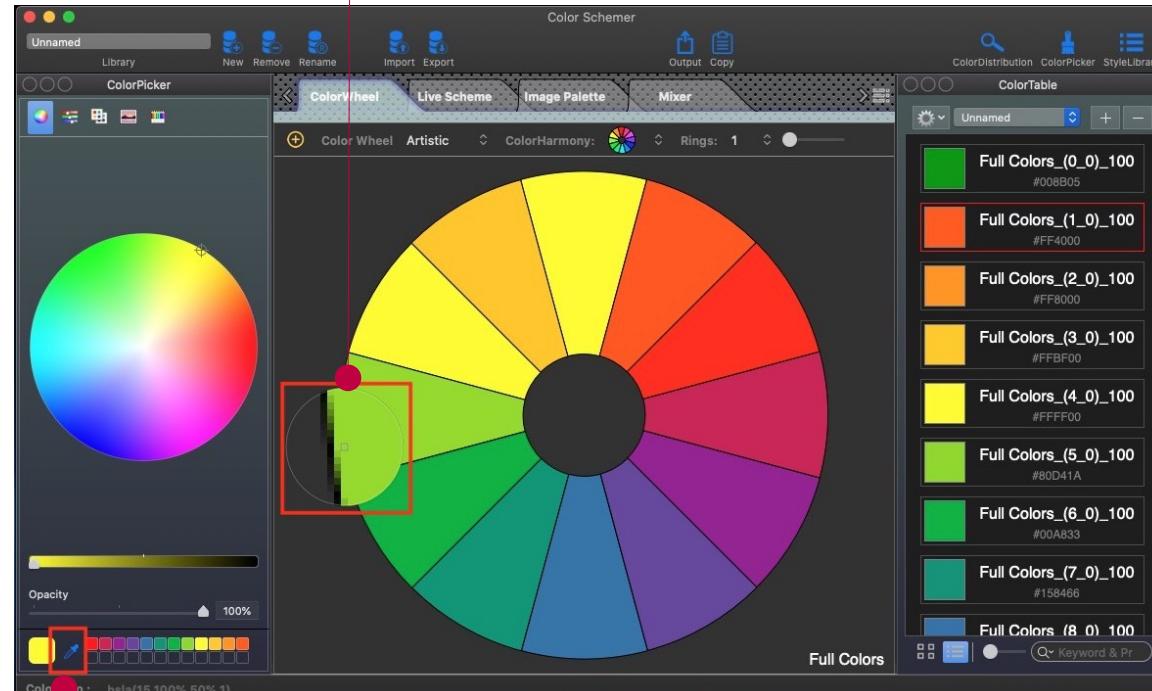
Setup base color





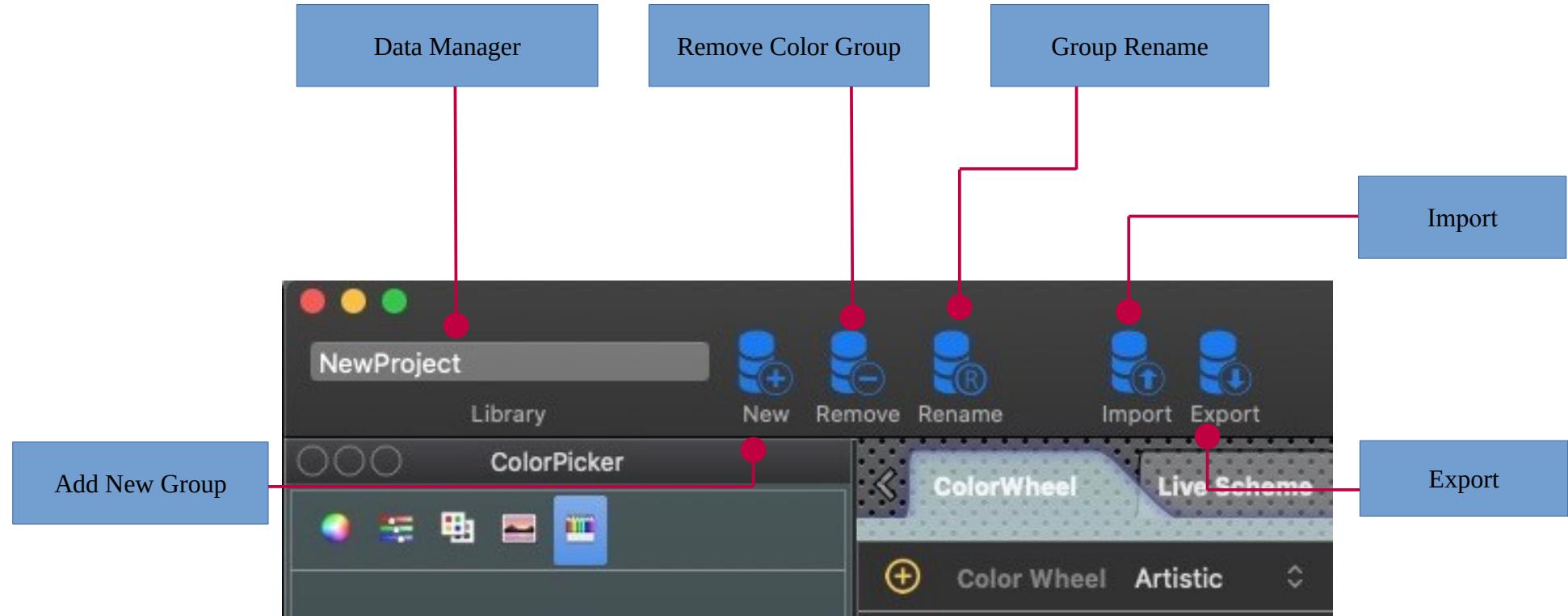
## How to use the color picker

Color picker focus



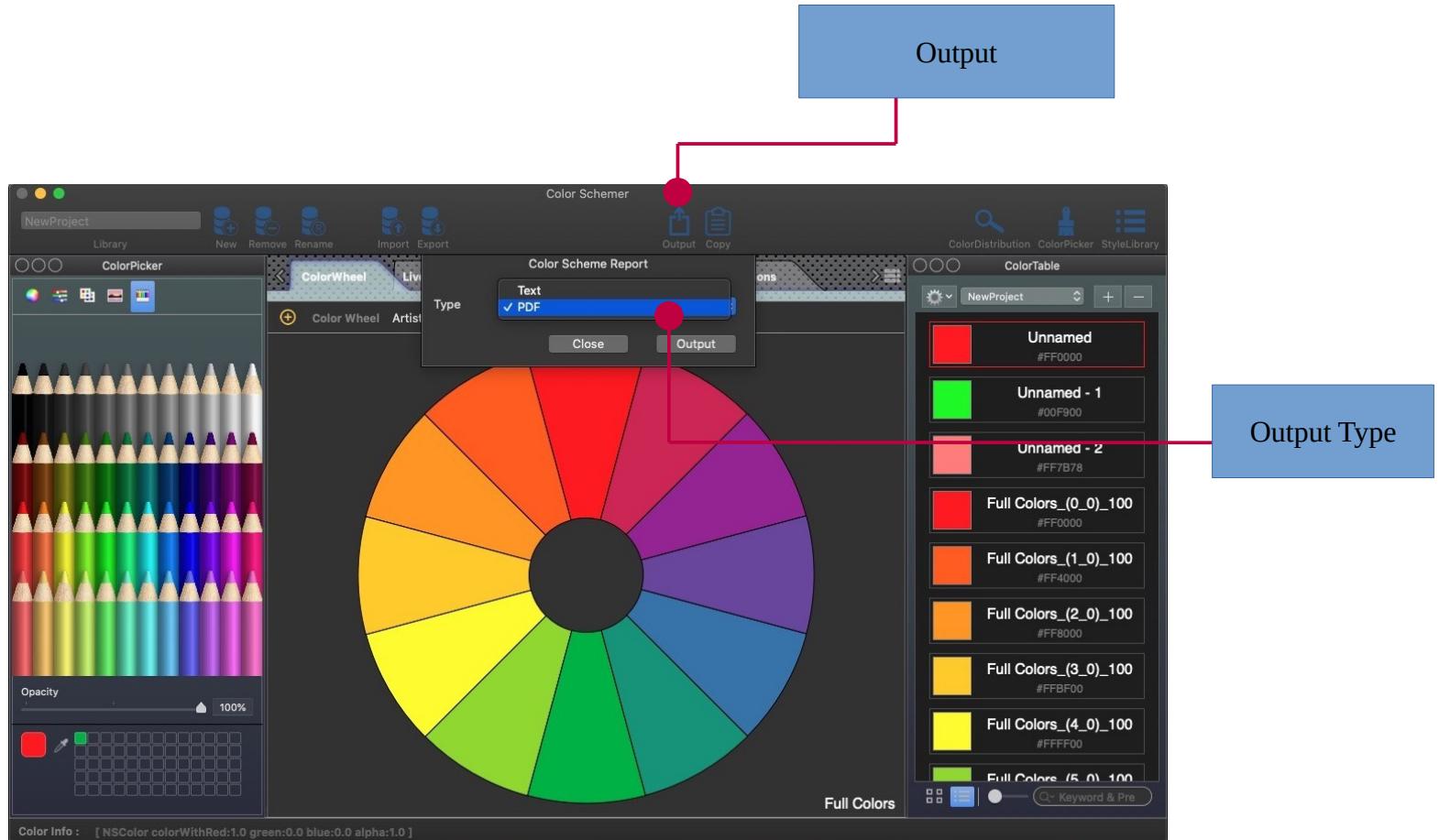
Color picker button

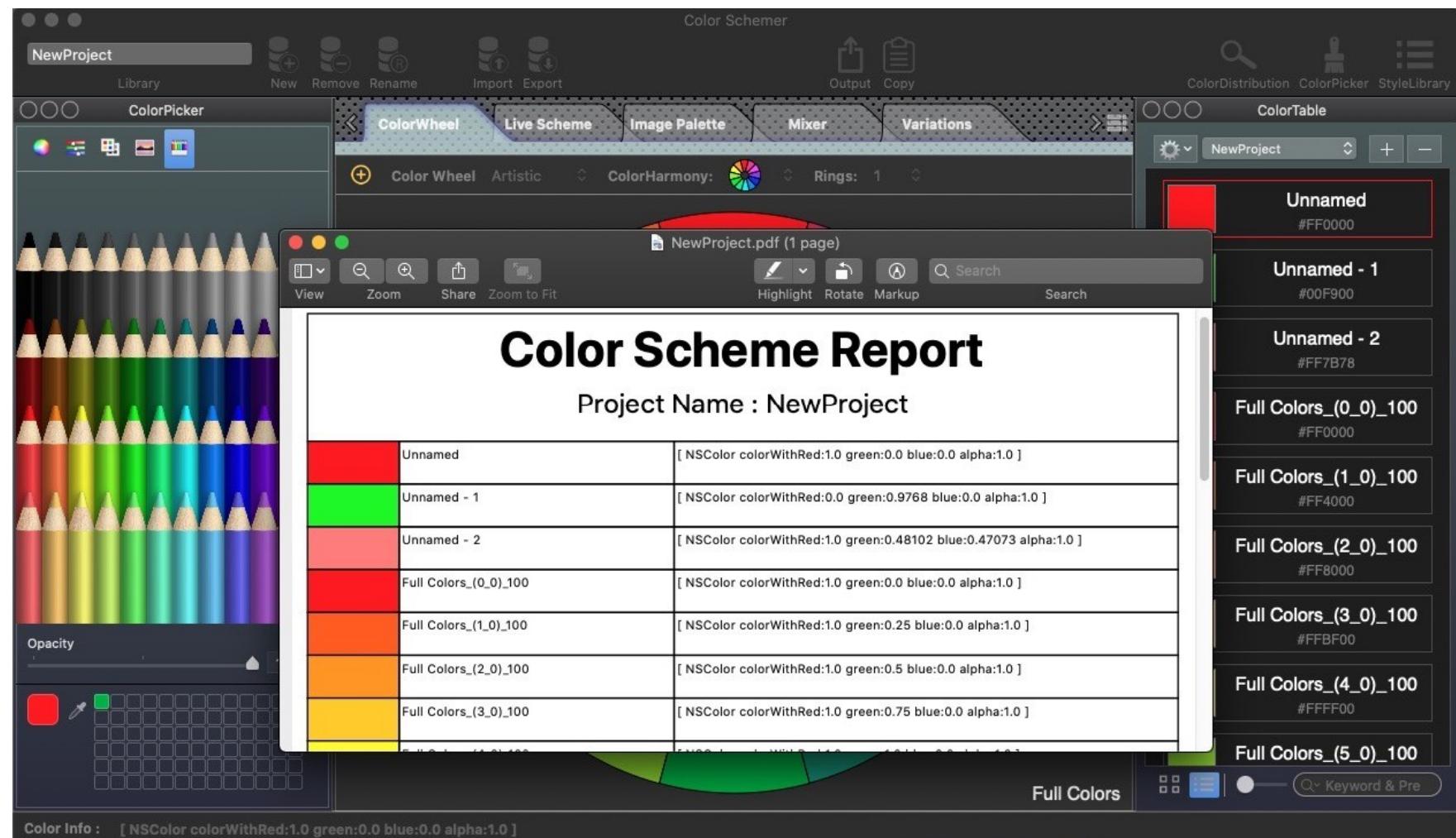
# Data Management



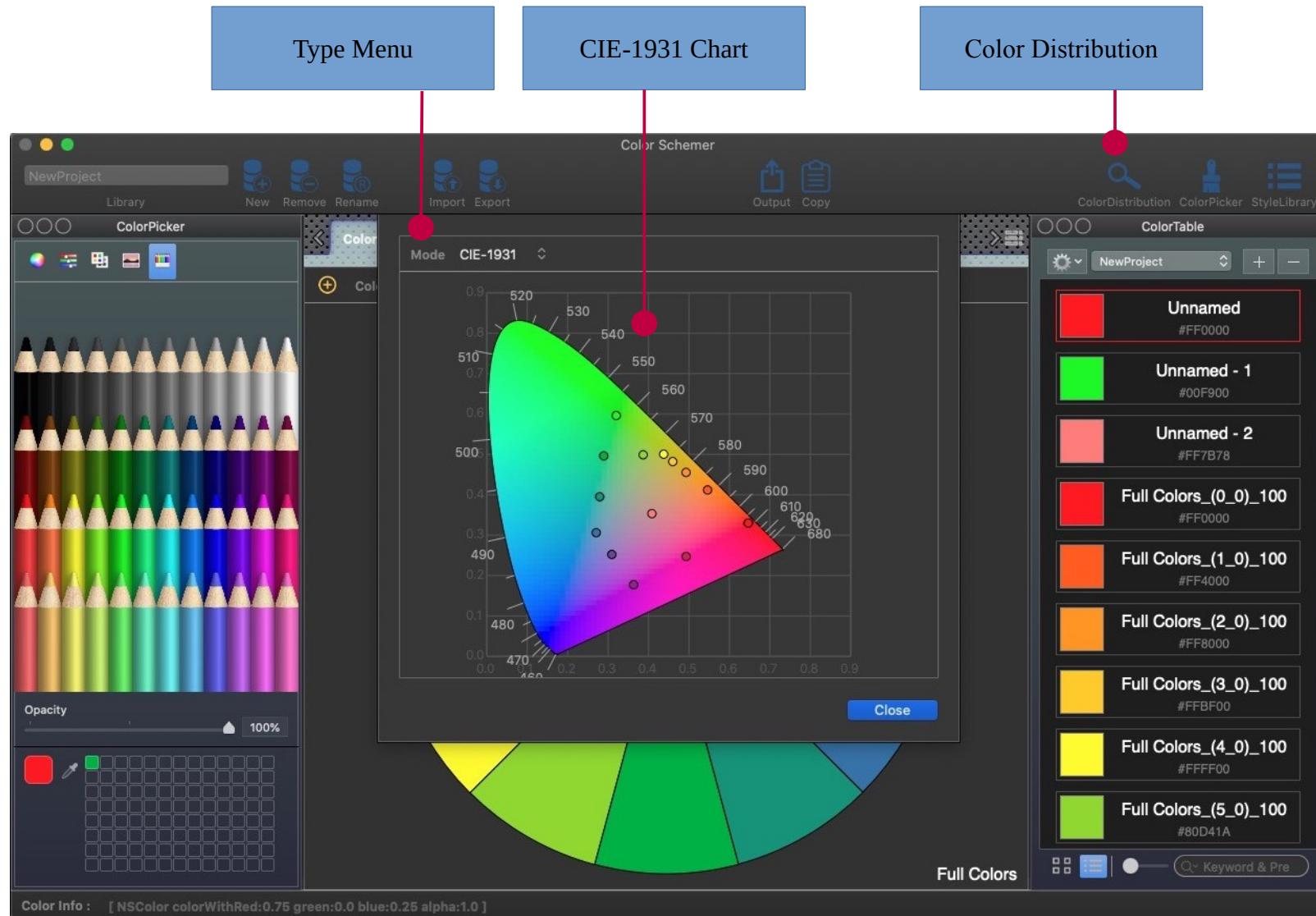
Import / Export Color File Format		
format	import	export
Apple Color Picker Palette (.clr)	✓	✓
ColorSchemer Custom Palette (.json)	✓	✓
Adobe Swatch Exchange (.ase)	✓	✓
Photoshop Color Palettes (.aco)	✓	✓
Sketch Palettes (.sketchpalette)	✓	✓

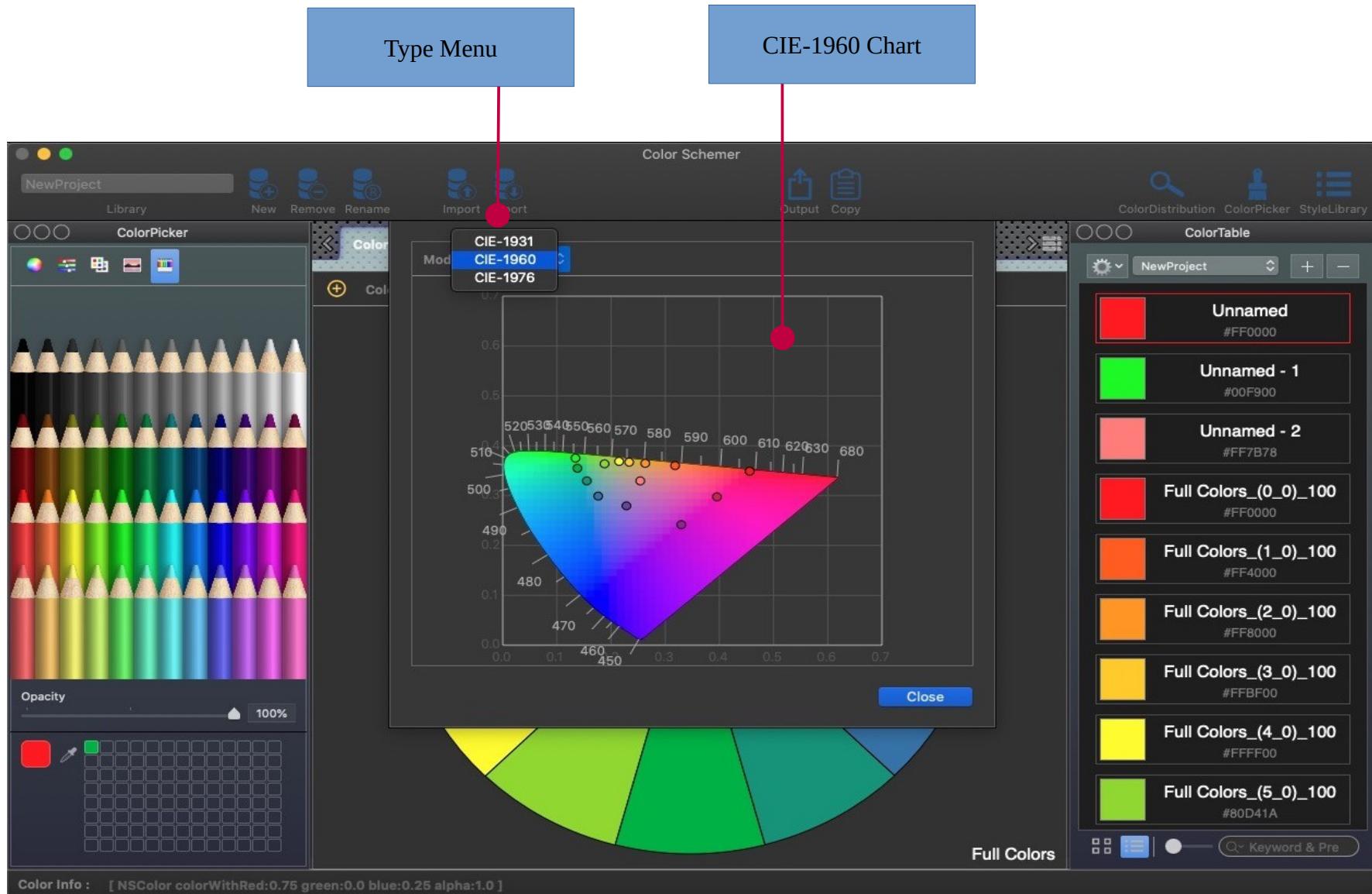
# Output Module

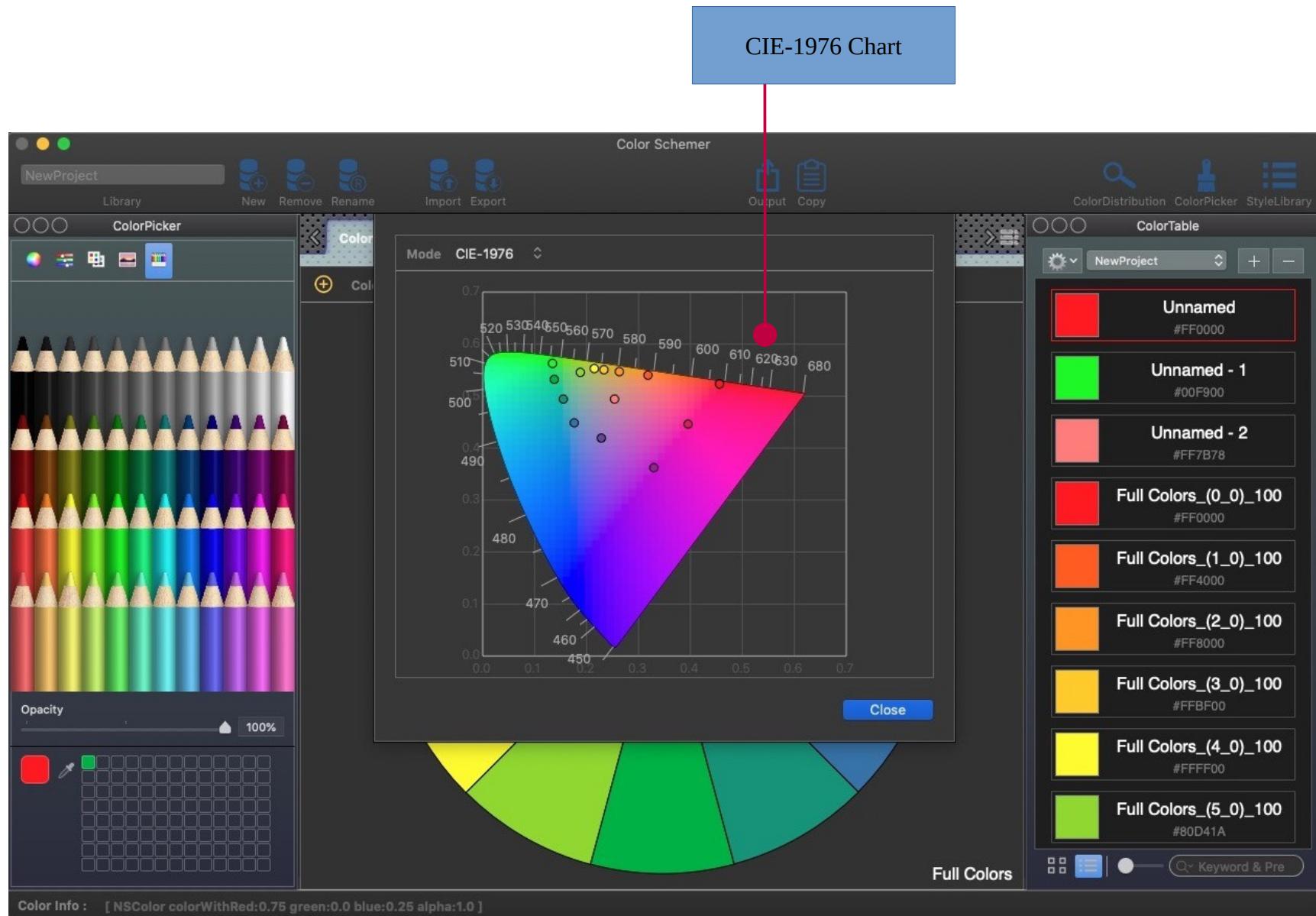




# Color Distribution Module

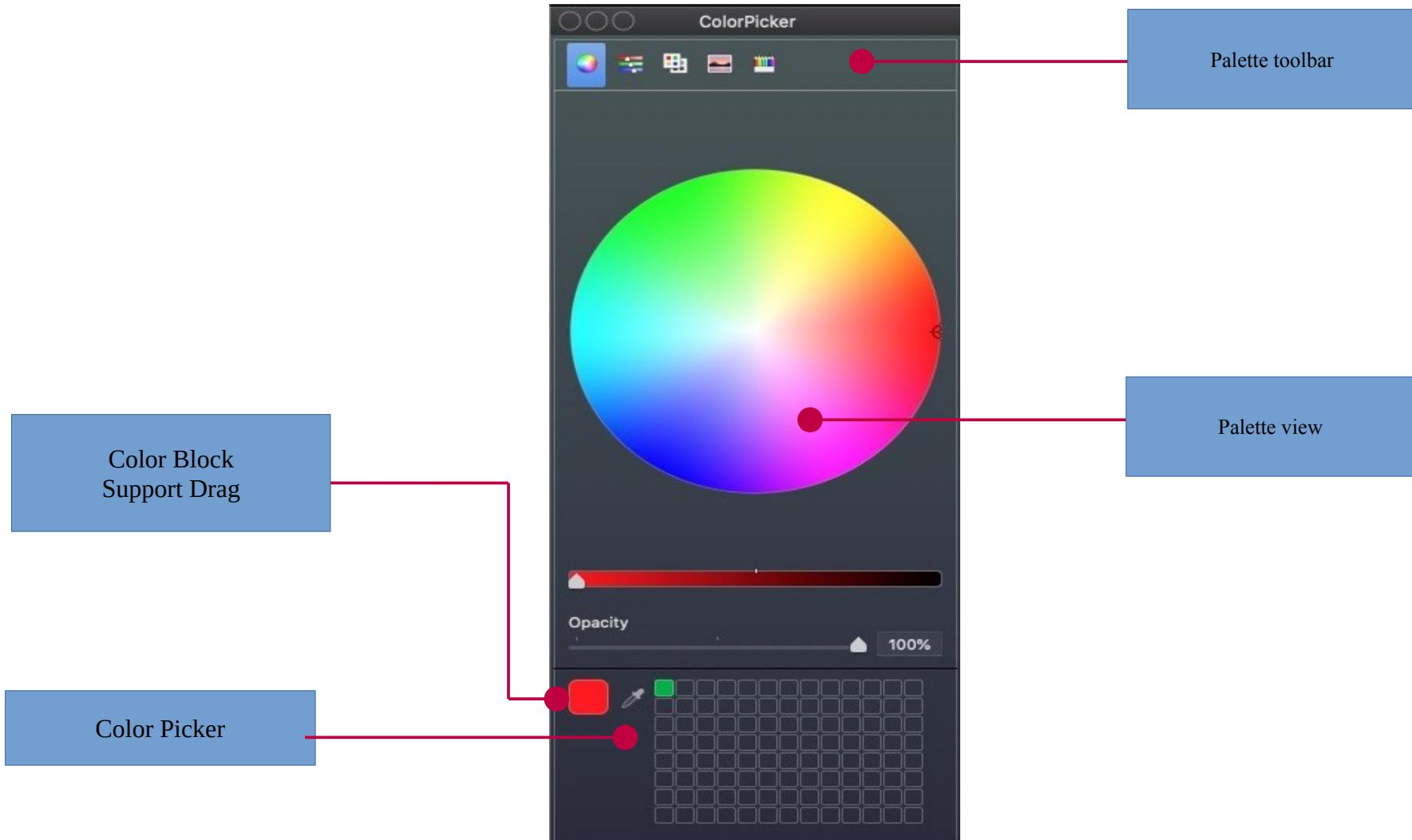




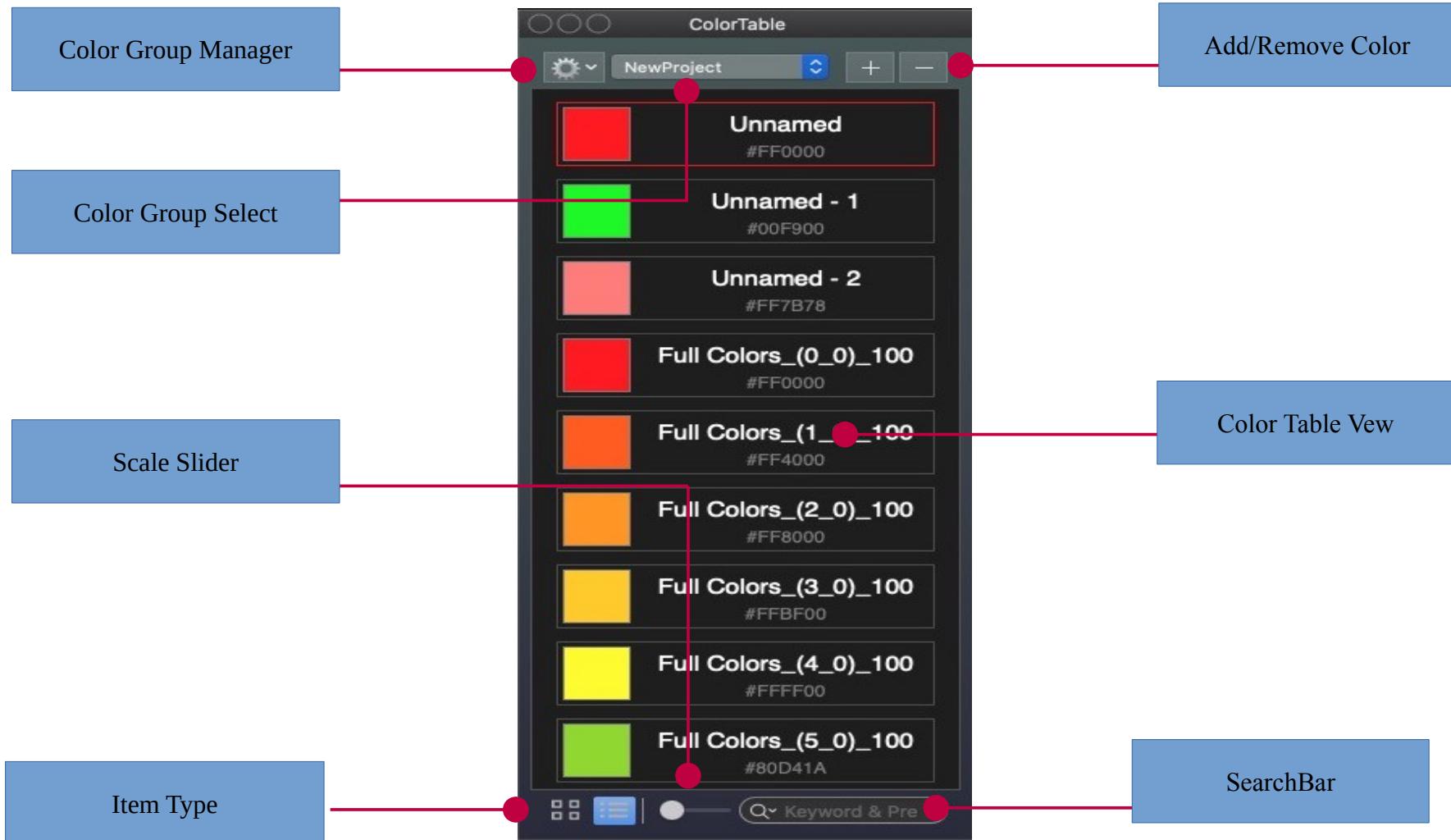


Color Space	
<b>CIE-1931</b>	<p>CIE 1931 color spaces were the first defined quantitative links between distributions of wavelengths in the electromagnetic visible spectrum, and physiologically perceived colors in human color vision. The mathematical relationships that define these color spaces are essential tools for color management, important when dealing with color inks, illuminated displays, and recording devices such as digital cameras.</p> <p>The CIE 1931 RGB color space and CIE 1931 XYZ color space were created by the International Commission on Illumination (CIE) in 1931. They resulted from a series of experiments done in the late 1920s by William David Wright using ten observers and John Guild using seven observers. The experimental results were combined into the specification of the CIE RGB color space, from which the CIE XYZ color space was derived.</p>
<b>CIE-1960</b>	<p>The CIE 1960 color space ("CIE 1960 UCS", variously expanded Uniform Color Space, Uniform Color Scale, Uniform Chromaticity Scale, Uniform Chromaticity Space) is another name for the (u, v) chromaticity space devised by David MacAdam.</p> <p>The CIE 1960 UCS does not define a luminance or lightness component, but the Y tristimulus value of the XYZ color space or a lightness index similar to W* of the CIE 1964 color space are sometimes used.</p> <p>Today, the CIE 1960 UCS is mostly used to calculate correlated color temperature, where the isothermal lines are perpendicular to the Planckian locus. As a uniform chromaticity space, it has been superseded by the CIE 1976 UCS.</p>
<b>CIE-1976</b>	<p>In colorimetry, the CIE 1976 L*, u*, v* color space, commonly known by its abbreviation CIELUV, is a color space adopted by the International Commission on Illumination (CIE) in 1976, as a simple-to-compute transformation of the 1931 CIE XYZ color space, but which attempted perceptual uniformity.</p>

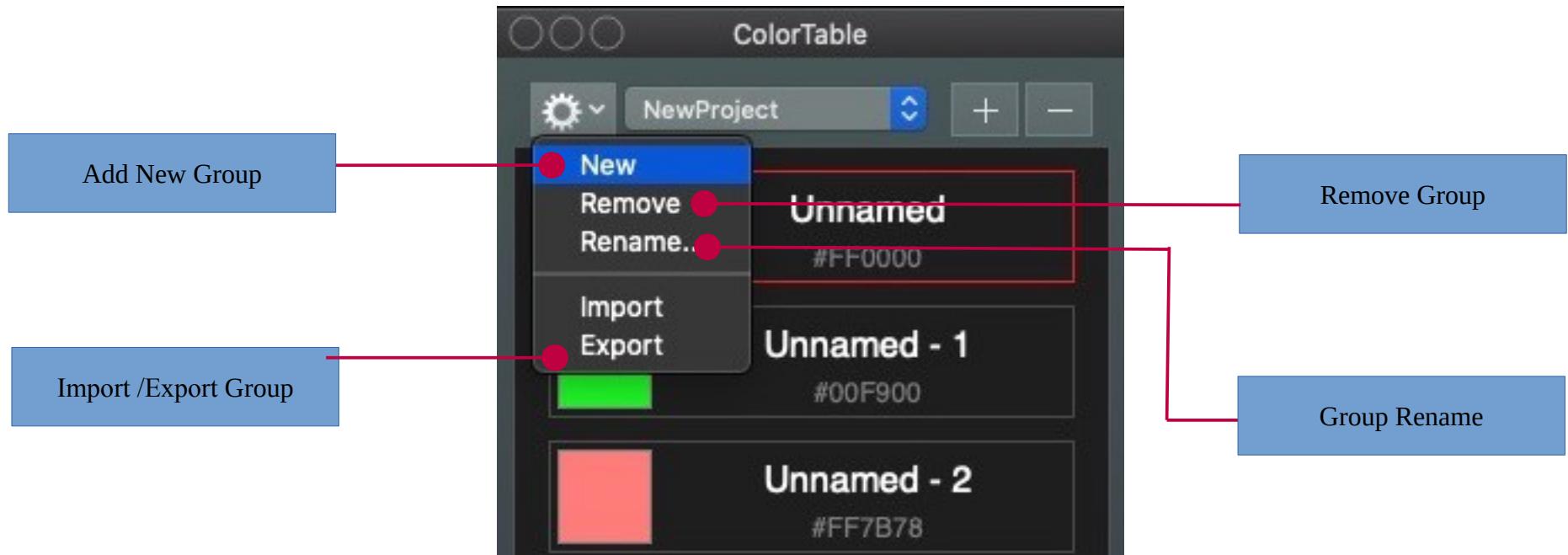
# System Palette Module



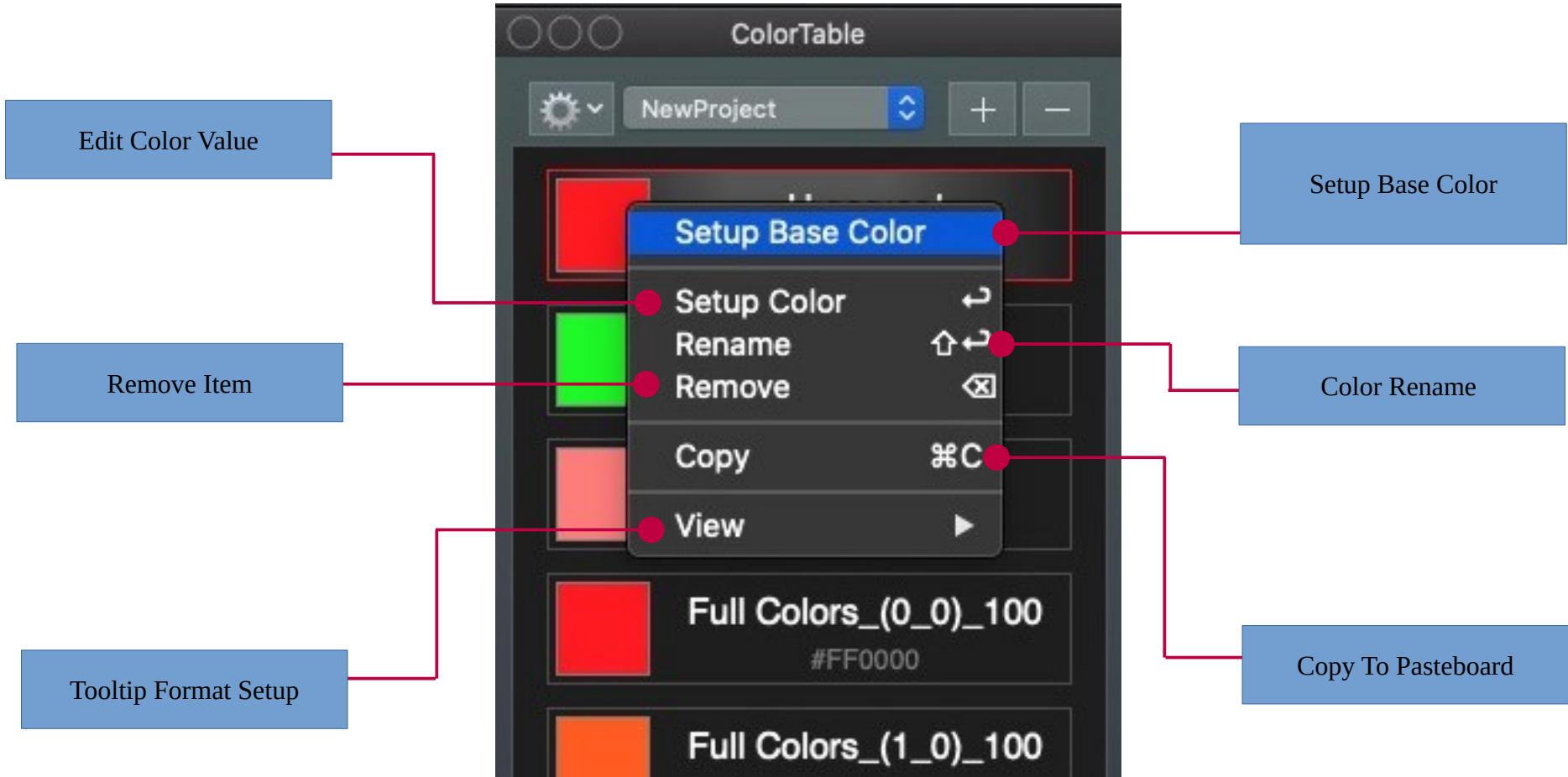
# Color Table Module

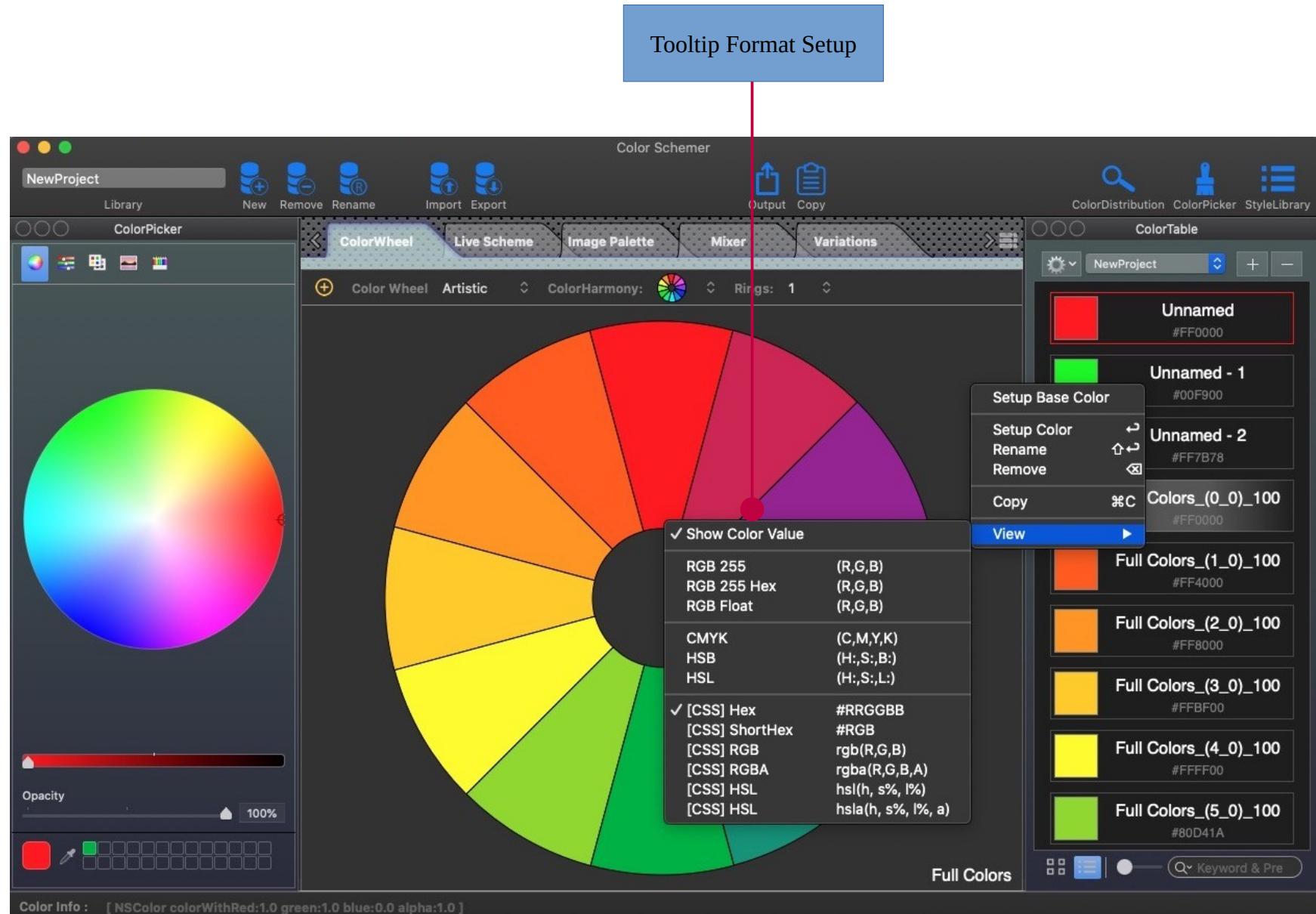


## Group Management

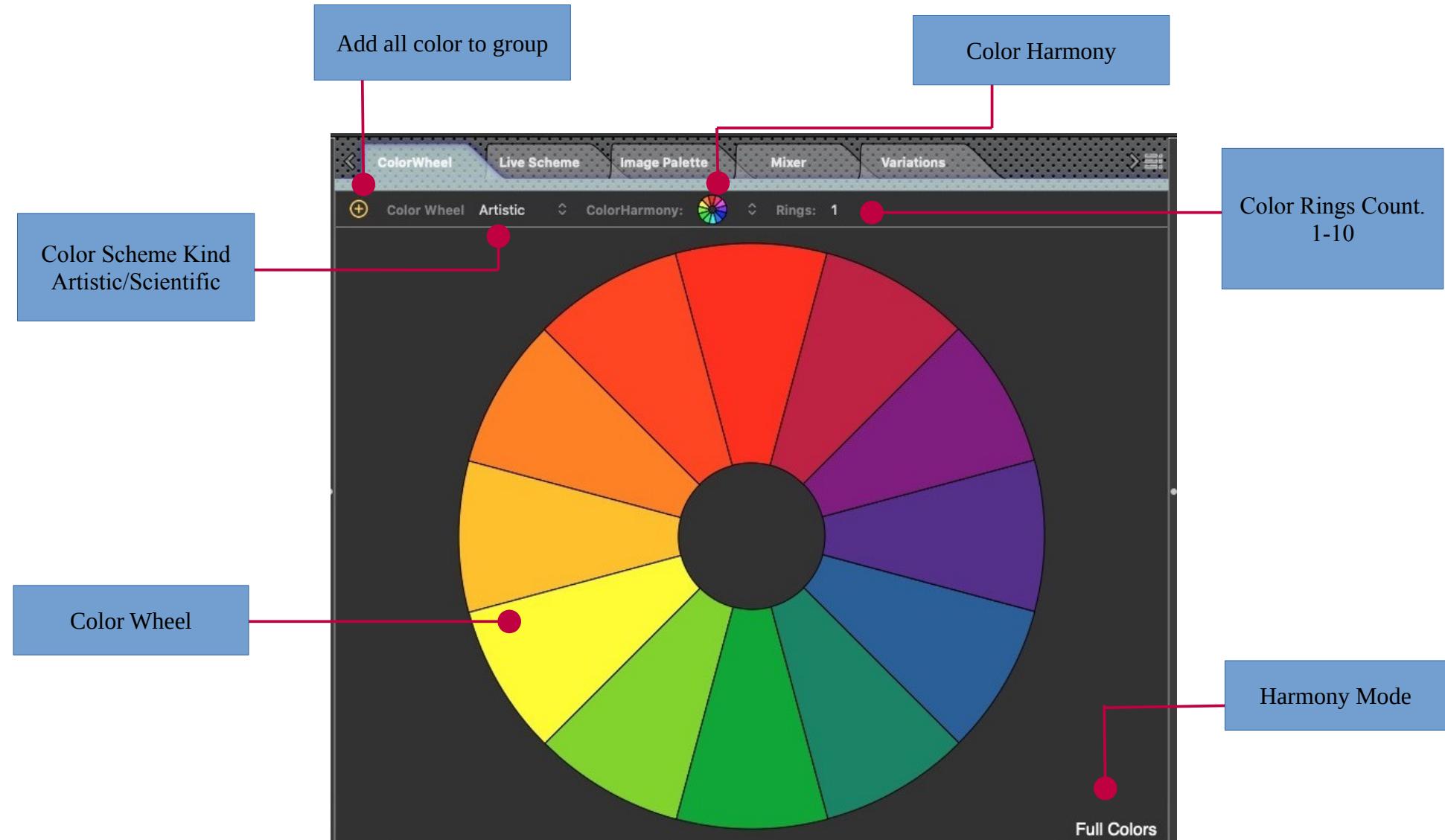


## Item Menu

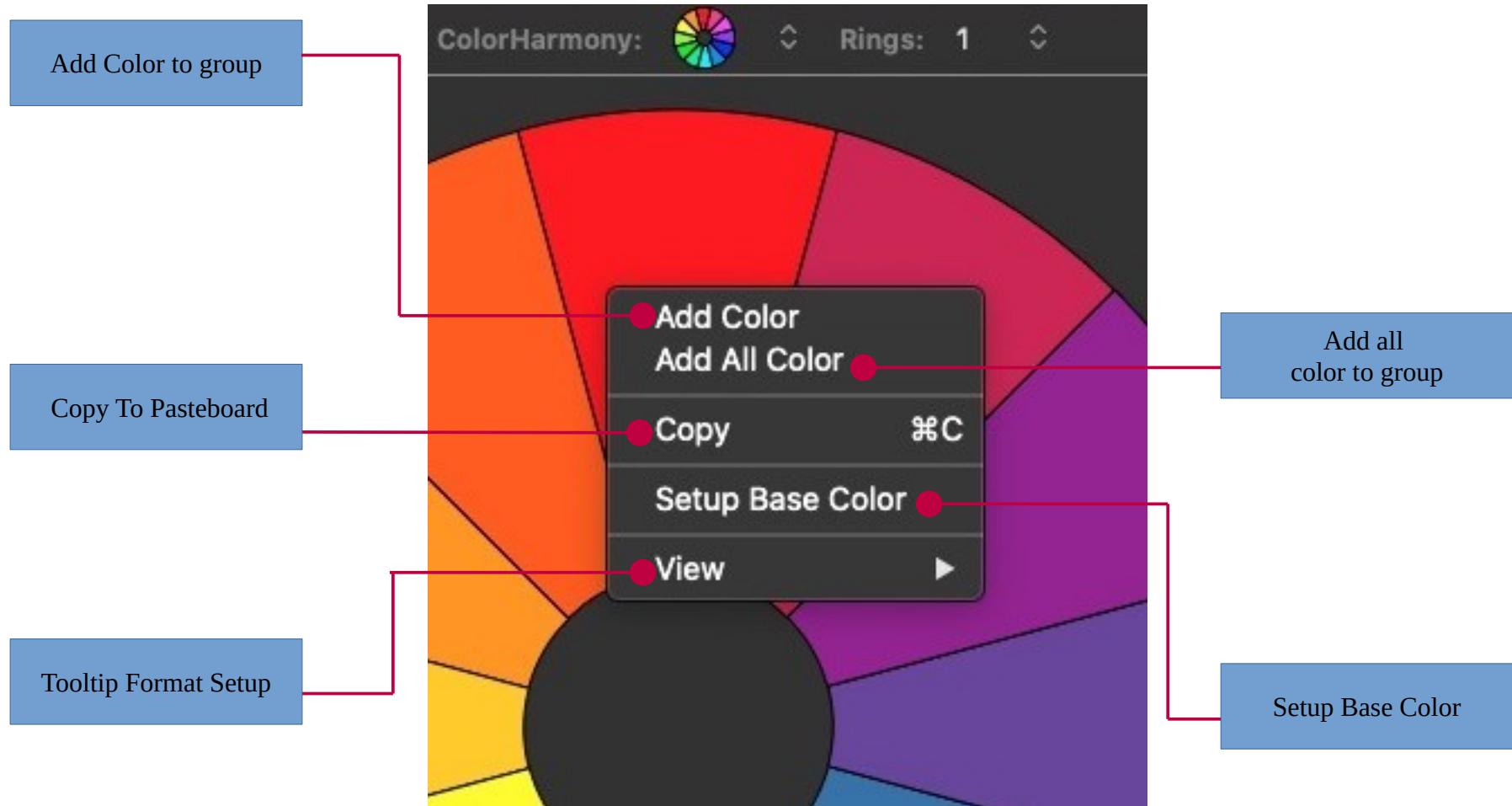




# Module: Color Wheel

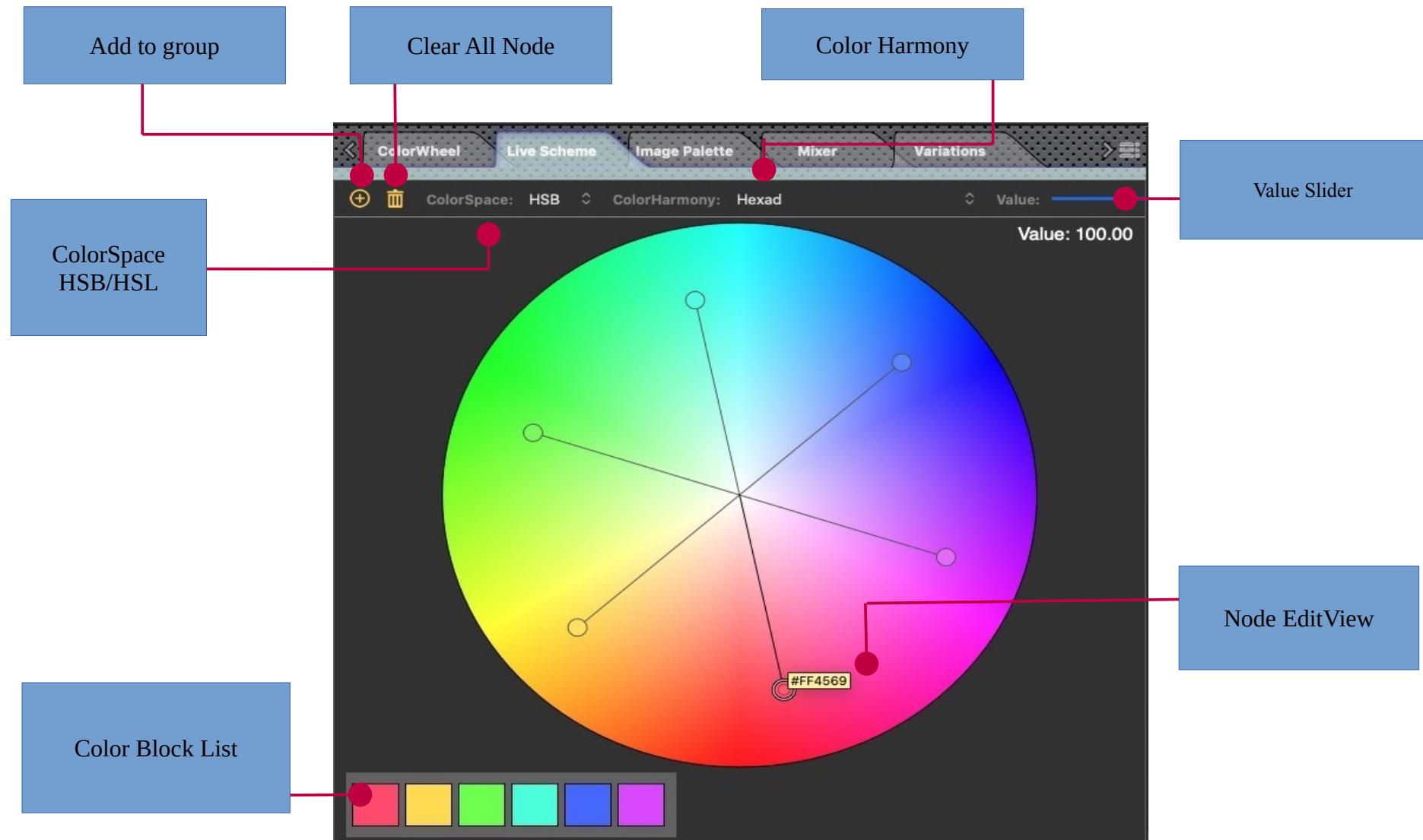


## Menu

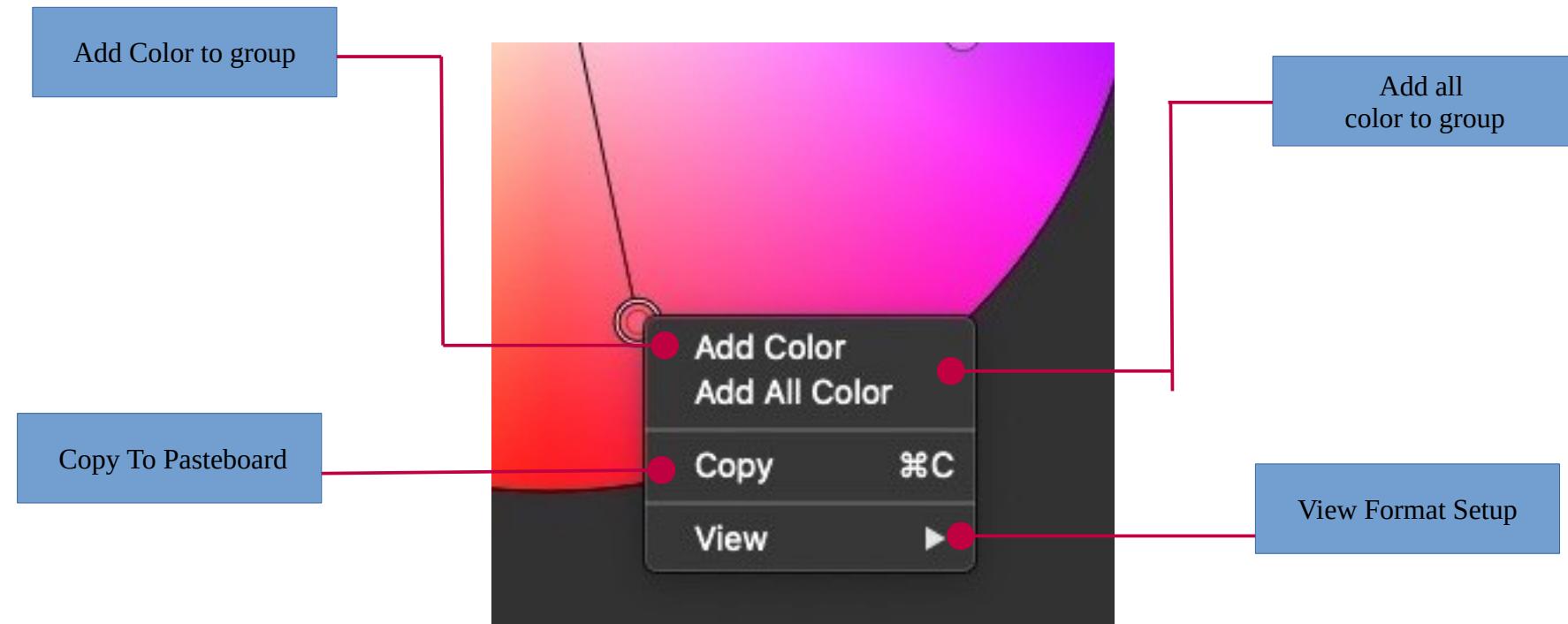


<b>Color Scheme Kind</b>	
Artistic	RYB color wheel.
Scientific	RGB color wheel
<b>Color Harmony Mode</b>	
<b>Full</b>	Full color wheel
<b>Monochromatic</b>	Only one color, but changes in lightness and chroma
<b>Complementary</b>	Two colors separated by 180 degrees on the color wheel, such as red with green. This color matching method emphasizes contrast
<b>Analogous</b>	Three adjacent colors on the color wheel, such as yellow, yellow-green, and green
<b>Triad</b>	Three colors separated by 120 degrees on the color wheel, such as red, blue, and yellow. This color matching method takes into account the contrast and balance between colors, and has rich colors.
<b>Split-Complementary</b>	A color and the colors on its sides, such as red, yellow-green, and blue-green. This color matching method also emphasizes contrast, but not as tight as complementary colors.
<b>Rectangle (tetradic)</b>	Two sets of complementary colors, such as red, green and yellow and purple.
<b>Square (Clash)</b>	Consisting of a color and colors 90 degrees next to each other, it brings a sense of vitality, originality, and urgency.
<b>Analogous+Complementary</b>	Analogous+Complementary mode mixing.
<b>RectangleLeft</b>	Two sets of complementary colors, such as red, green and yellow and purple.(Left)
<b>Hexad</b>	Six colors in which the color wheel is divided into regular hexagons.

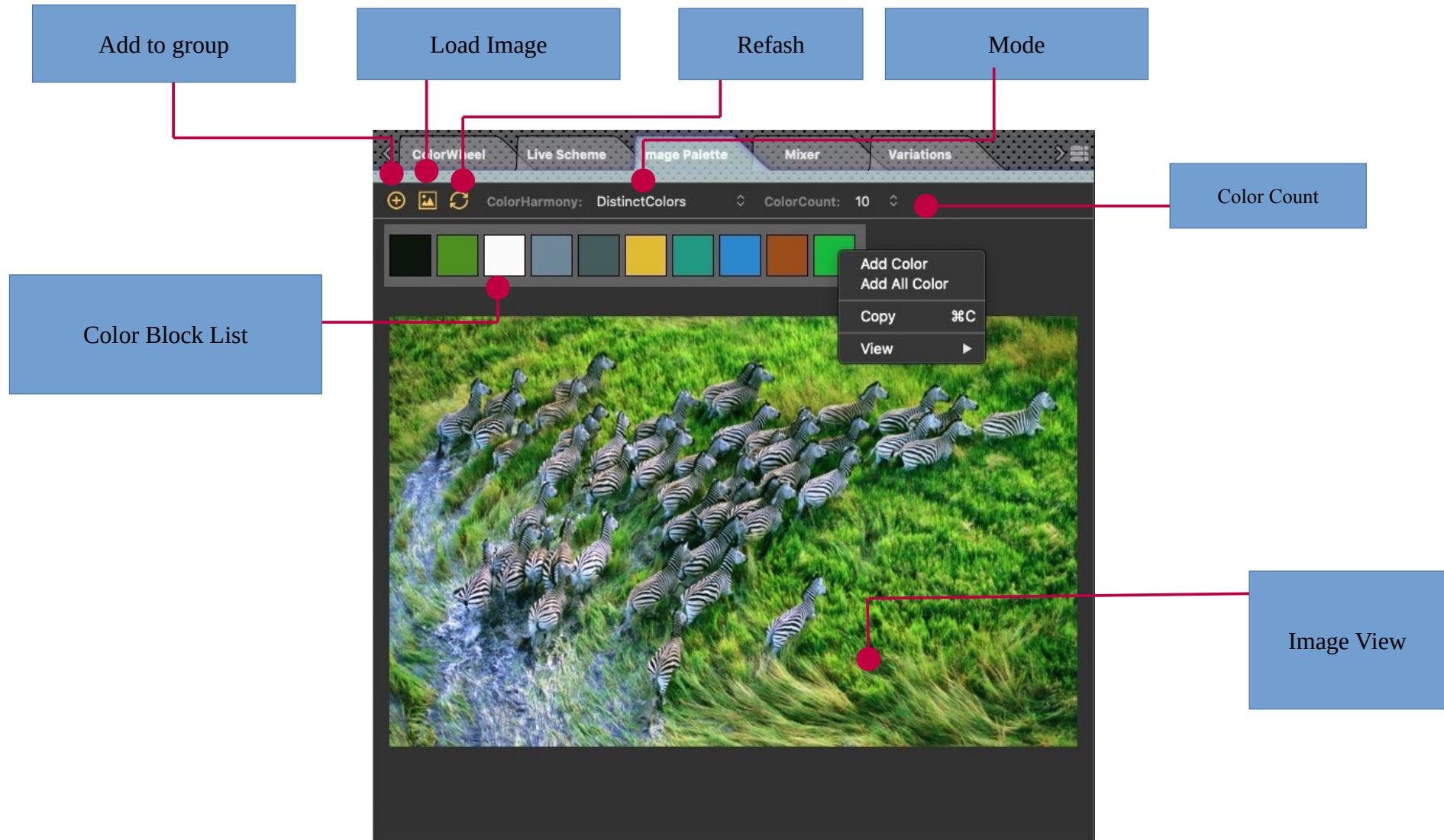
# Module: Live Scheme Module



## Node Menu

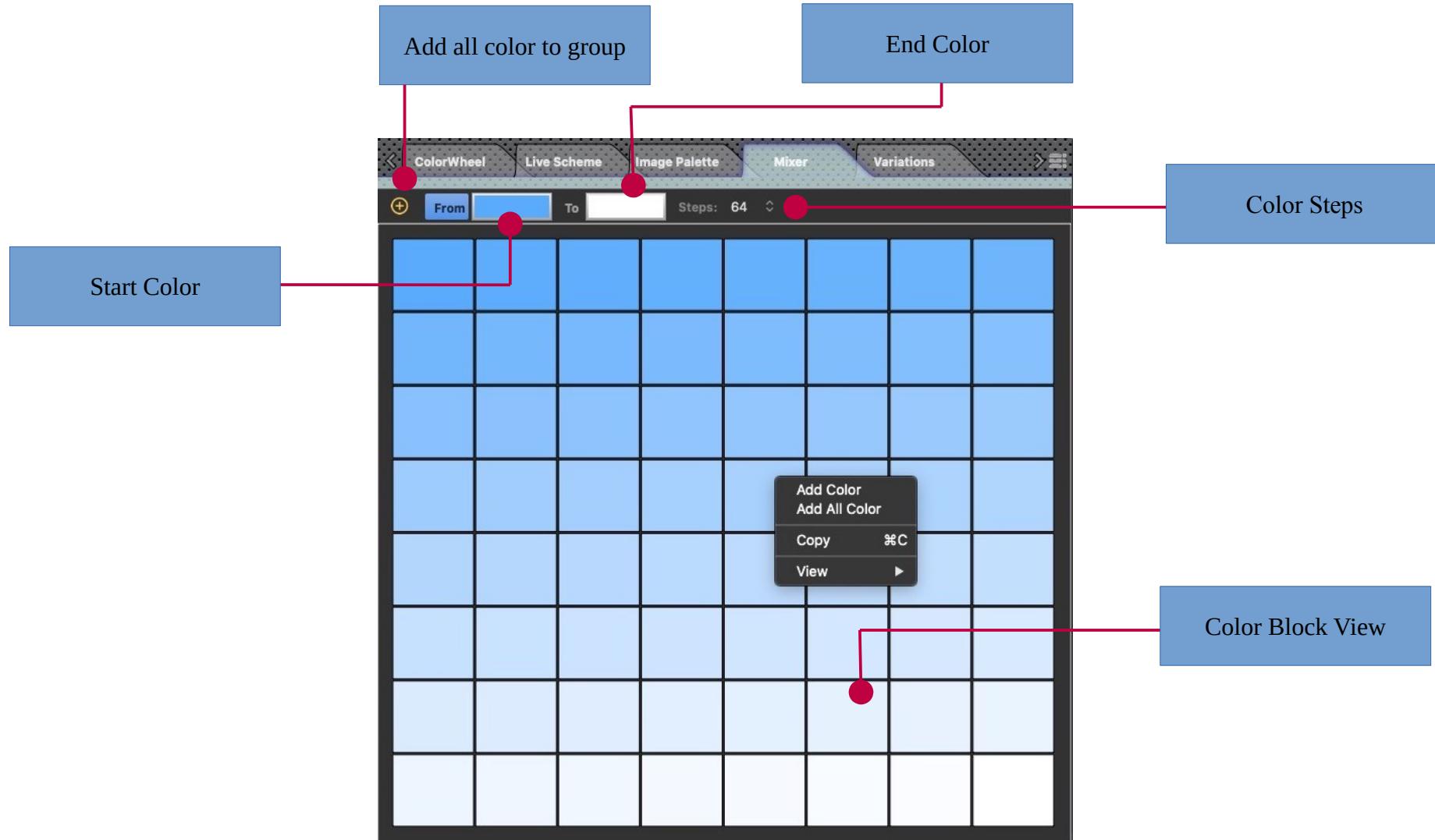


# Module: Image Palette Module

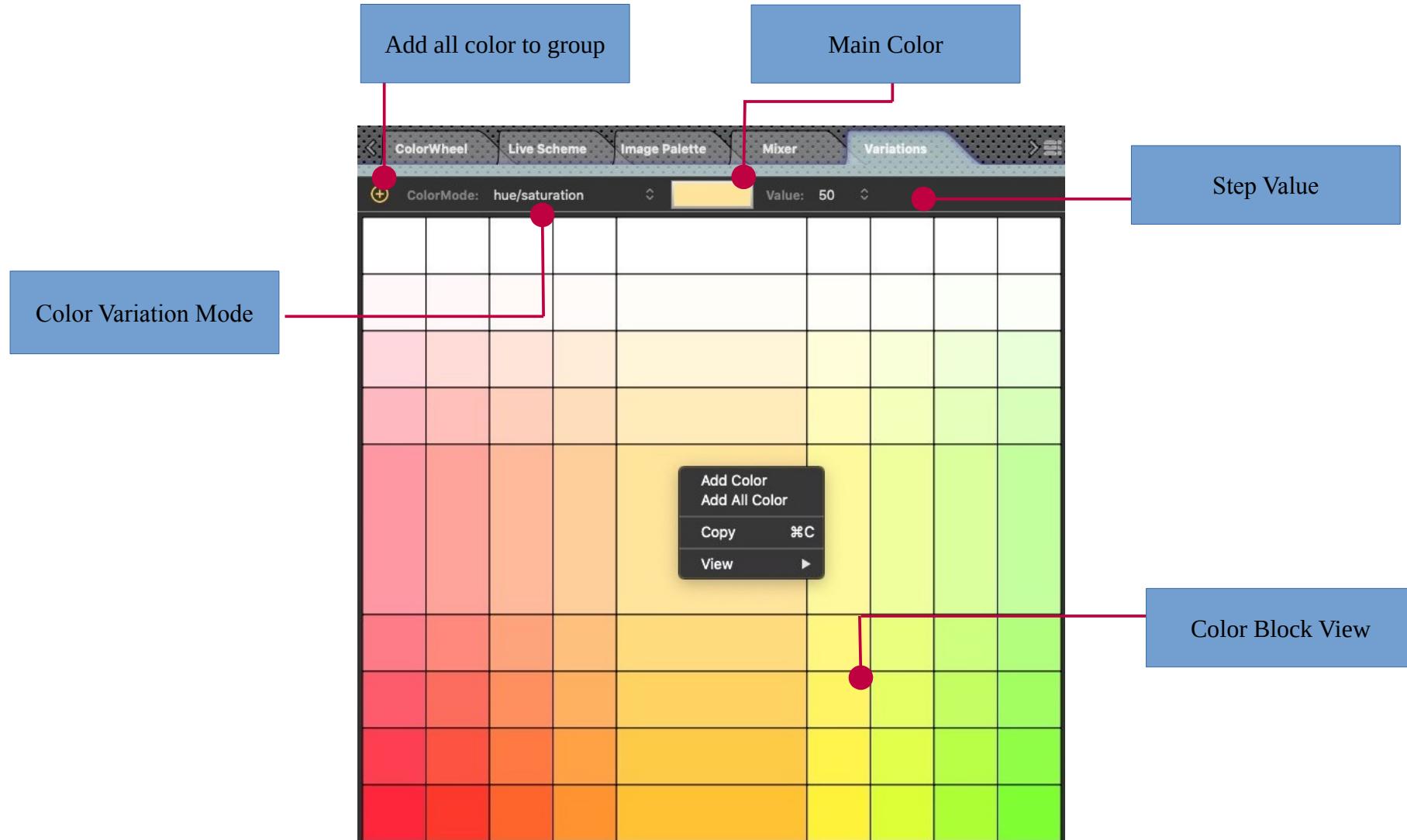


Algorithm Mode	
<b>BrightColors</b>	This ignores all pixels that are darker than a threshold
<b>DarkColors</b>	This ignores all pixels that are brighter than a threshold
<b>DistinctColors</b>	This filters the result array so that only distinct colors are returned
<b>OrderByBrightness</b>	This orders the result array by color brightness (first color has highest brightness). If not set, colors are ordered by frequency (first color is "most frequent").
<b>OrderByDarkness</b>	This orders the result array by color darkness (first color has lowest brightness). If not set, colors are ordered by frequency (first color is "most frequent").
<b>AvoidWhite</b>	Removes colors from the result if they are too close to white
<b>AvoidBlack</b>	Removes colors from the result if they are too close to black

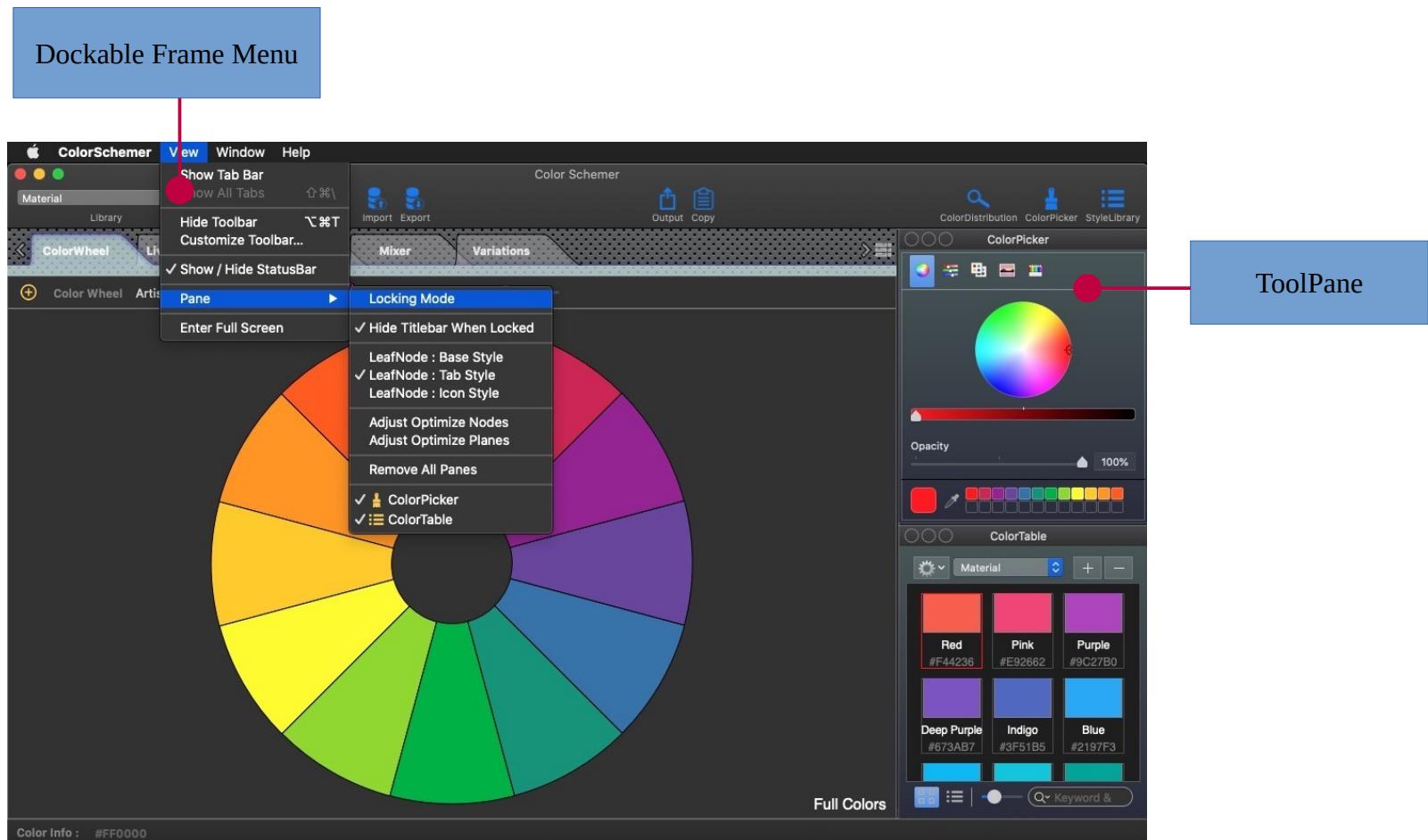
# Module: Mixer Module

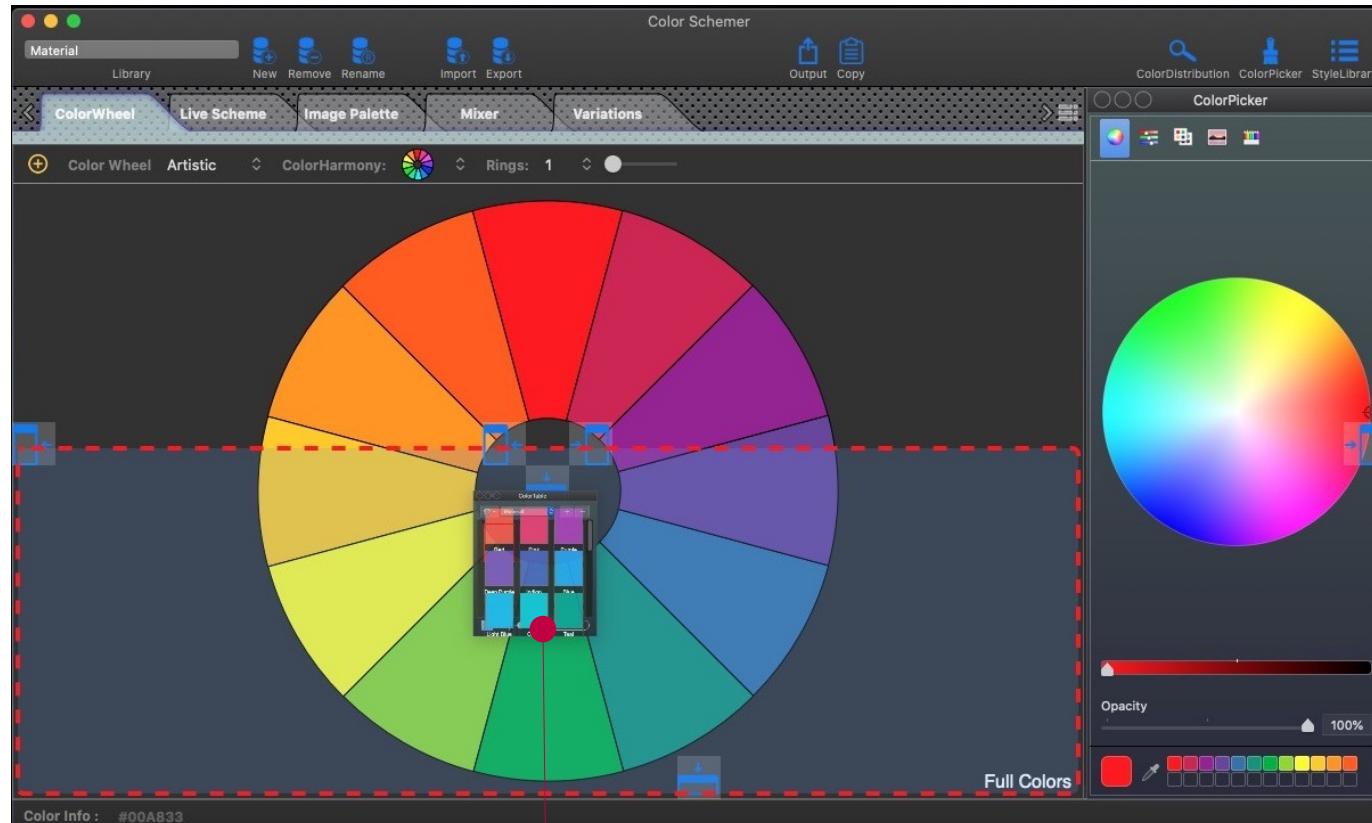


# Module: Variations Module



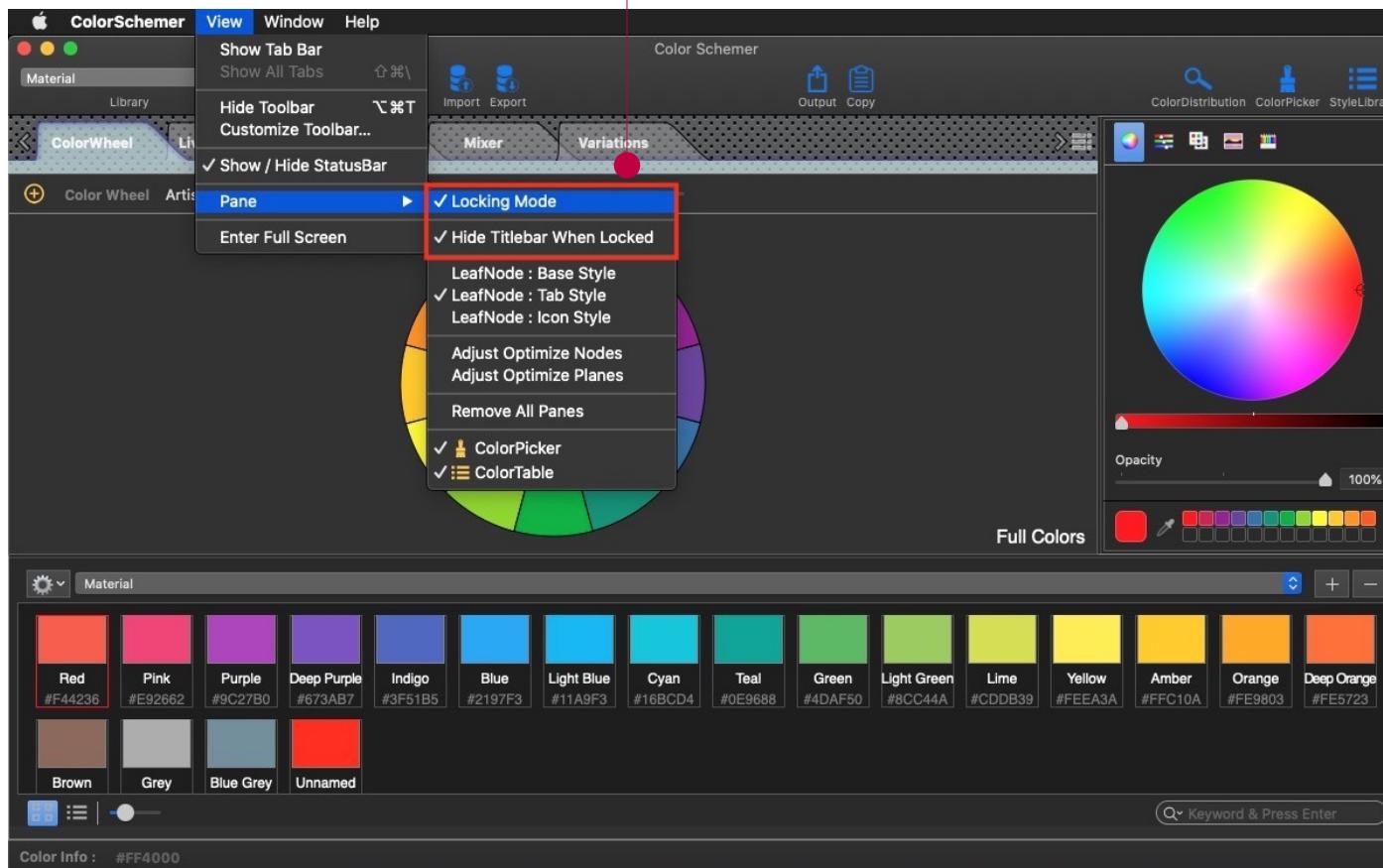
# Dockable Frame Module

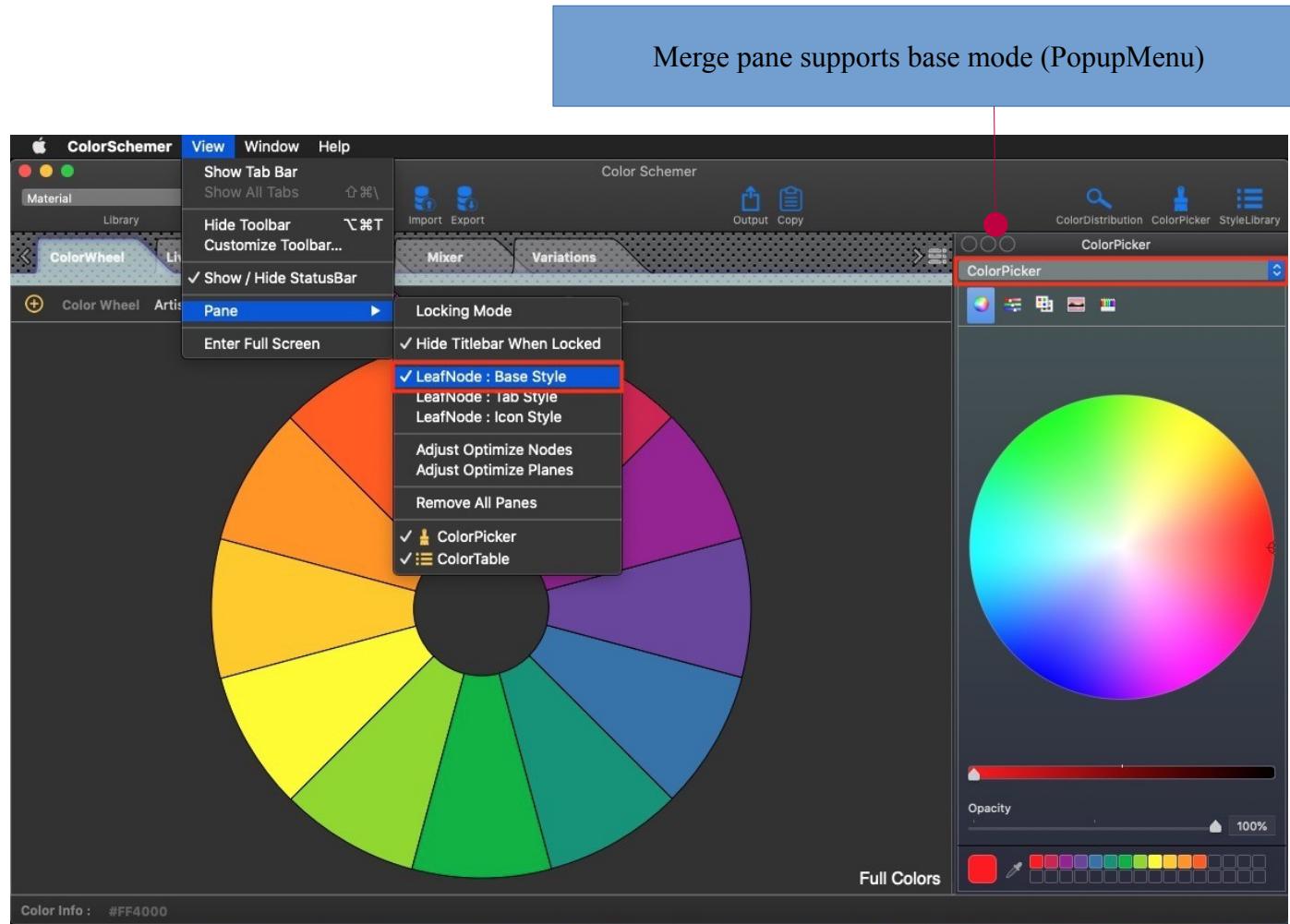


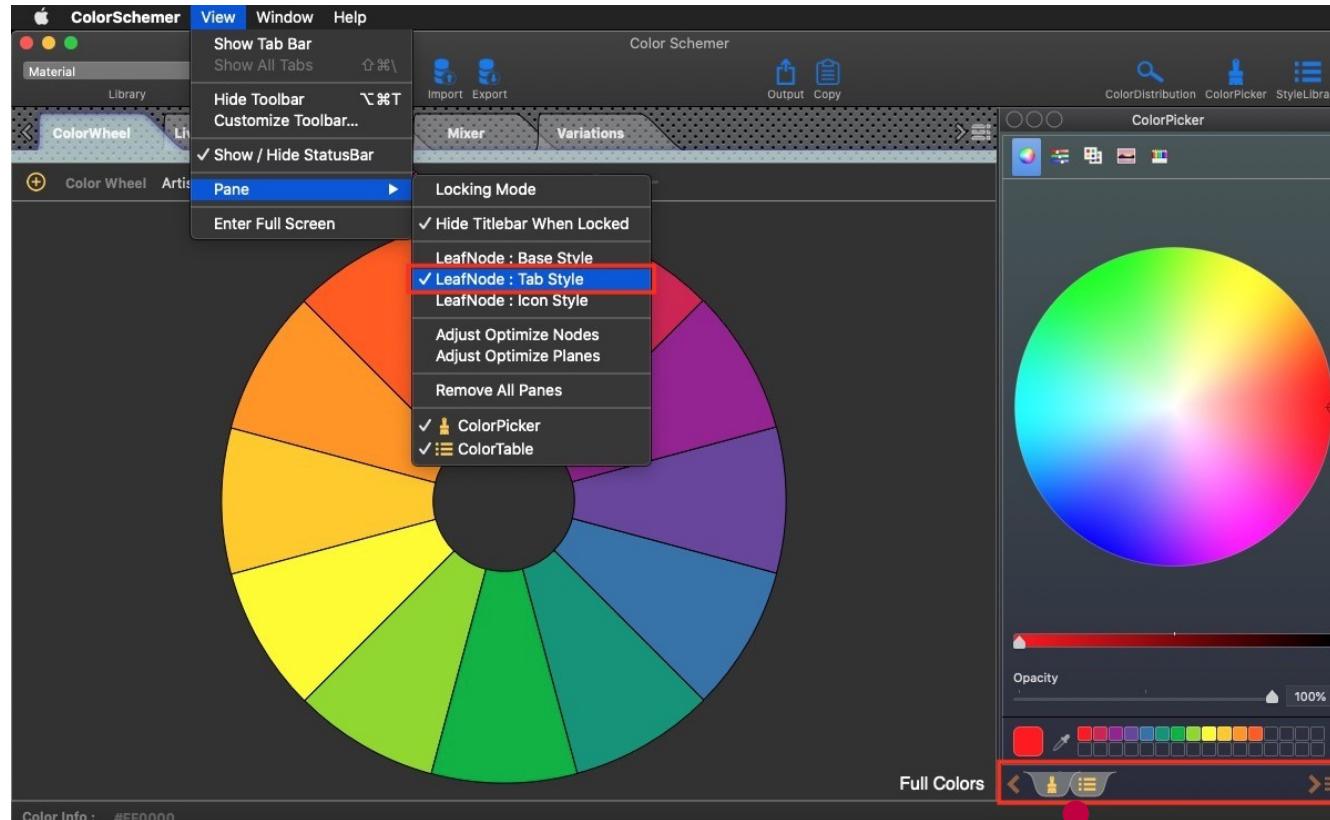


Support tool pane drag and dock

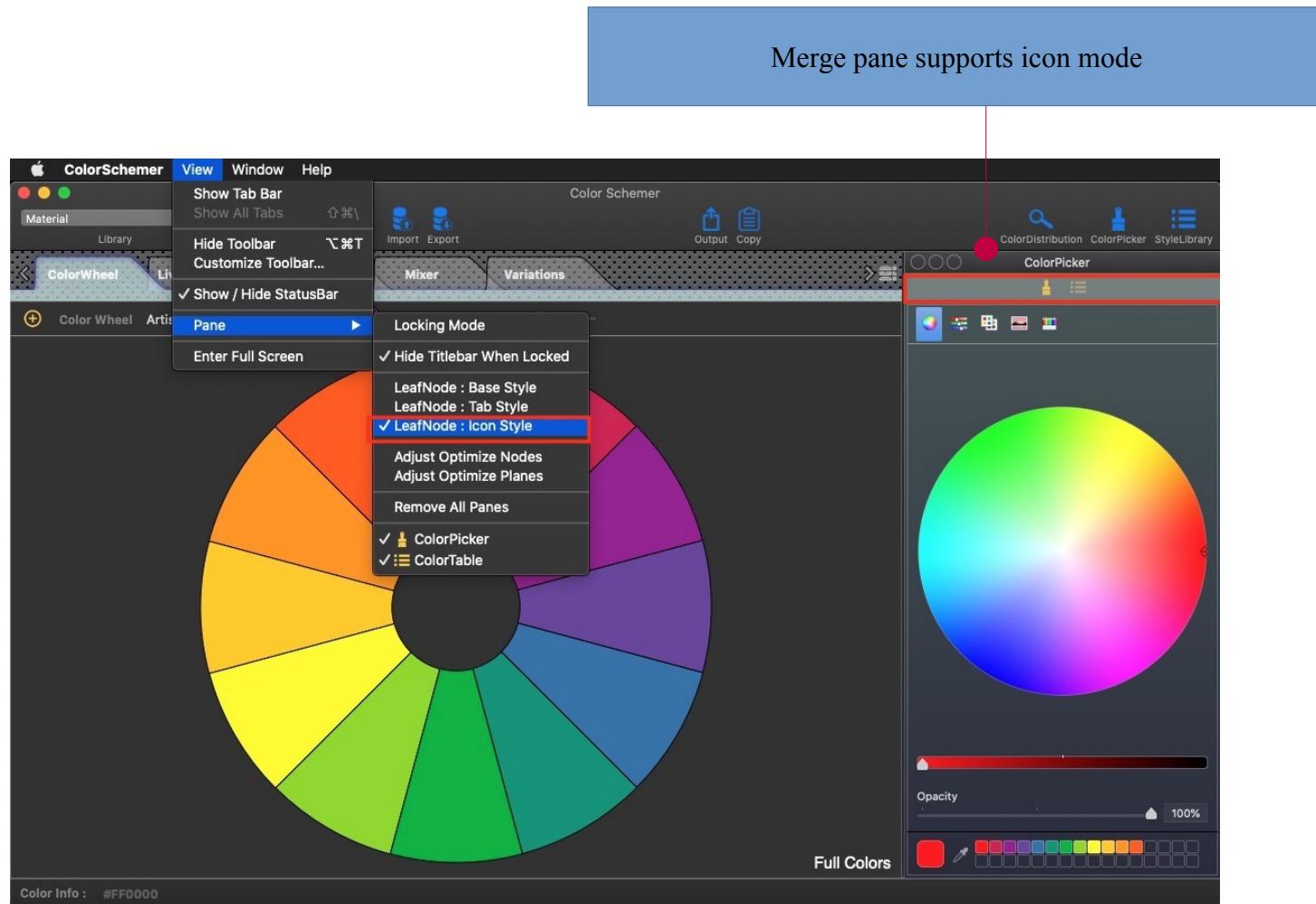
Support tool pane lock and hide title bar

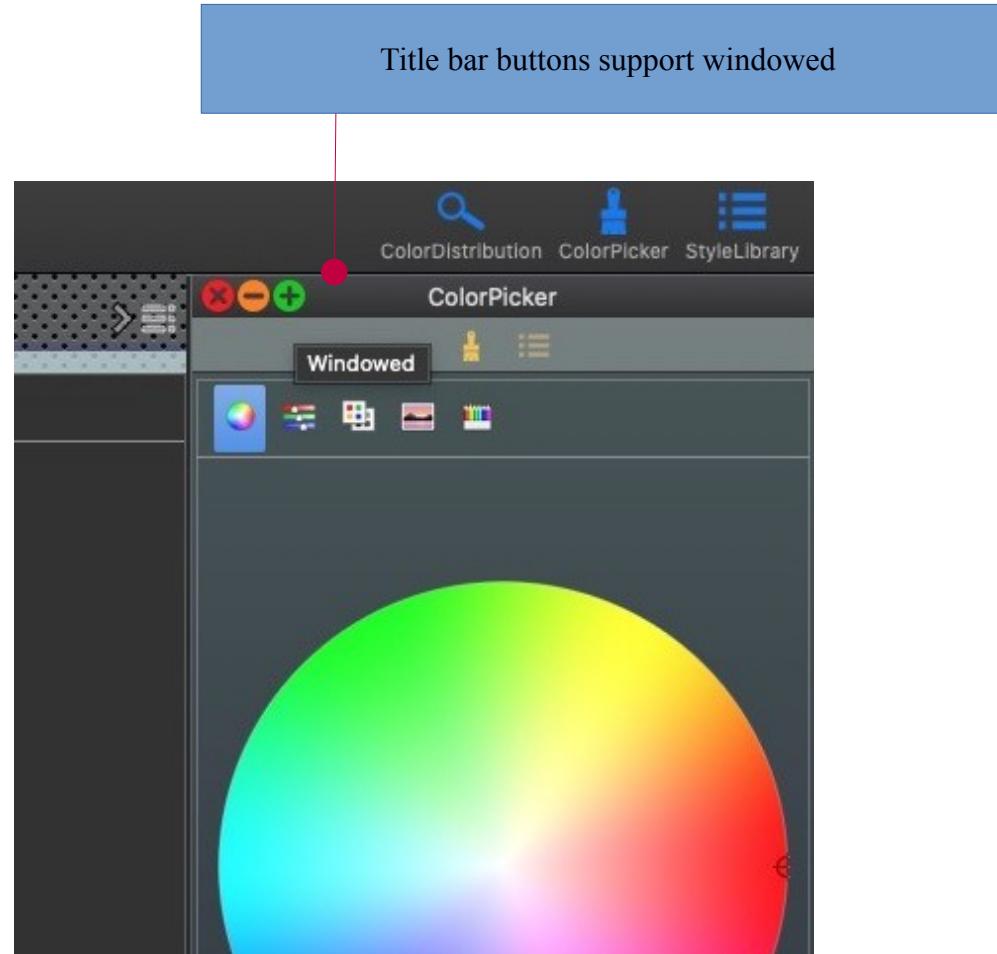


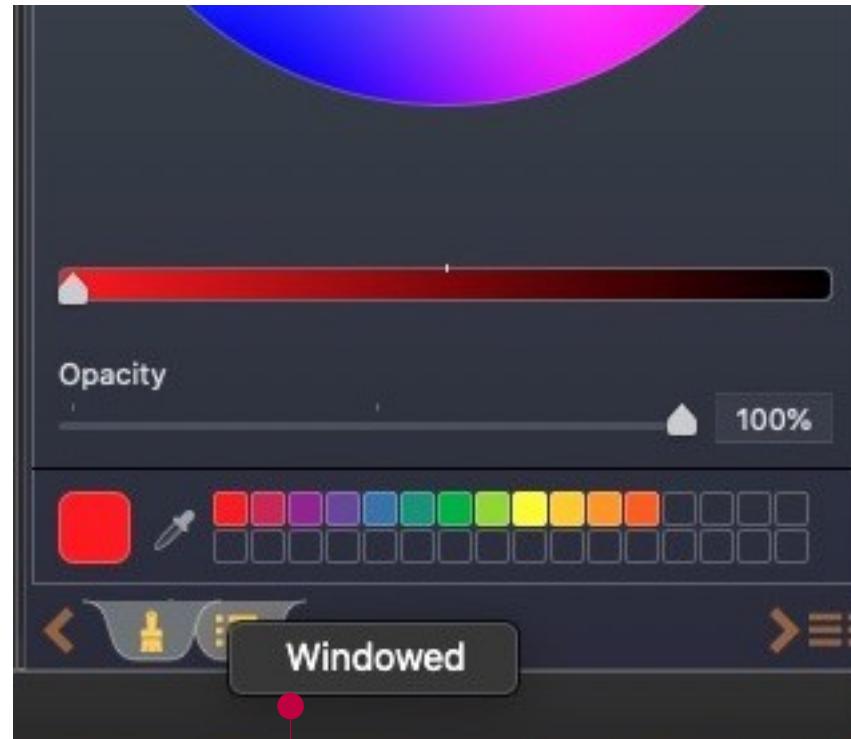




Merge pane supports tab mode (Support tab dragging tool pane)







Tab right-click menu supports windowed