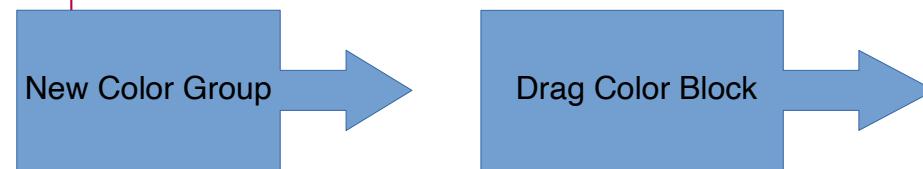
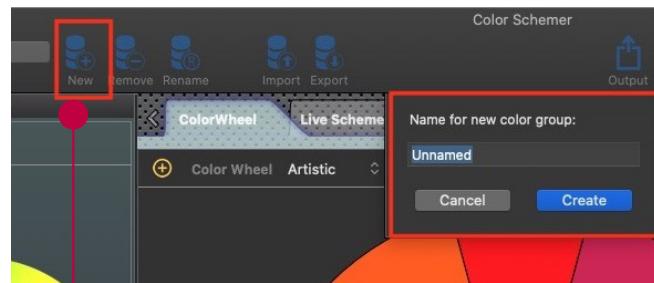


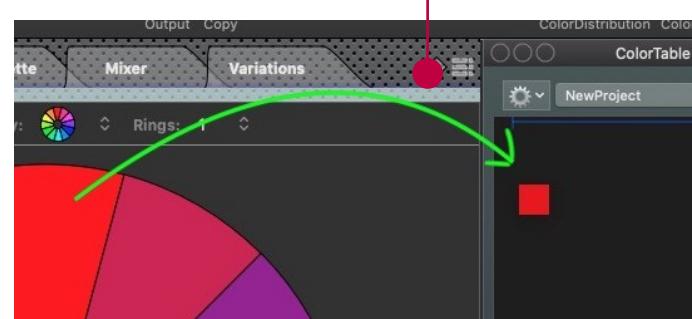
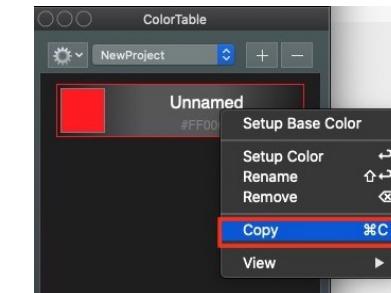
# Color Schemer - Quick Start Guide



# Quick Start



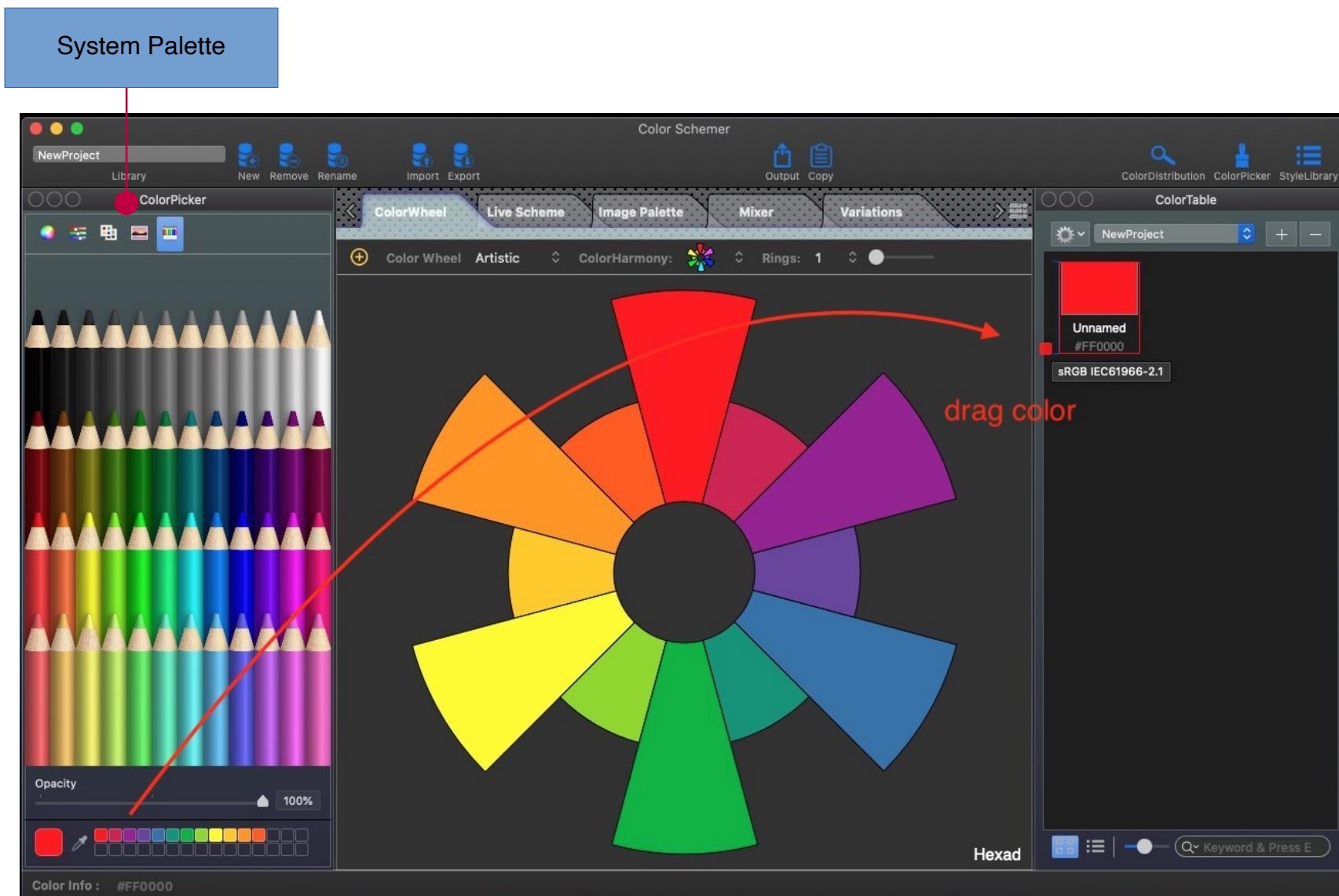
Copy Color Info



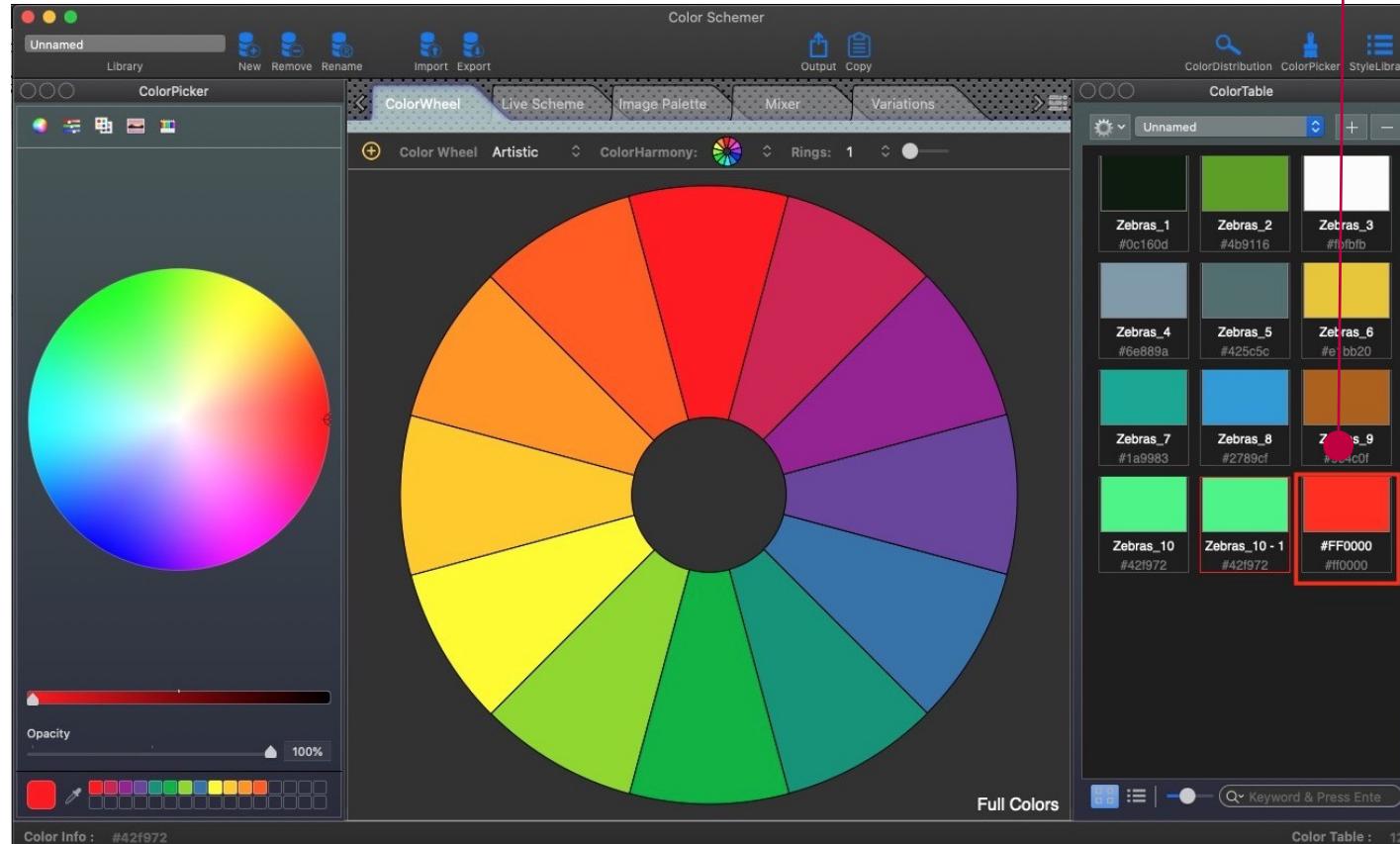
Output Color Report

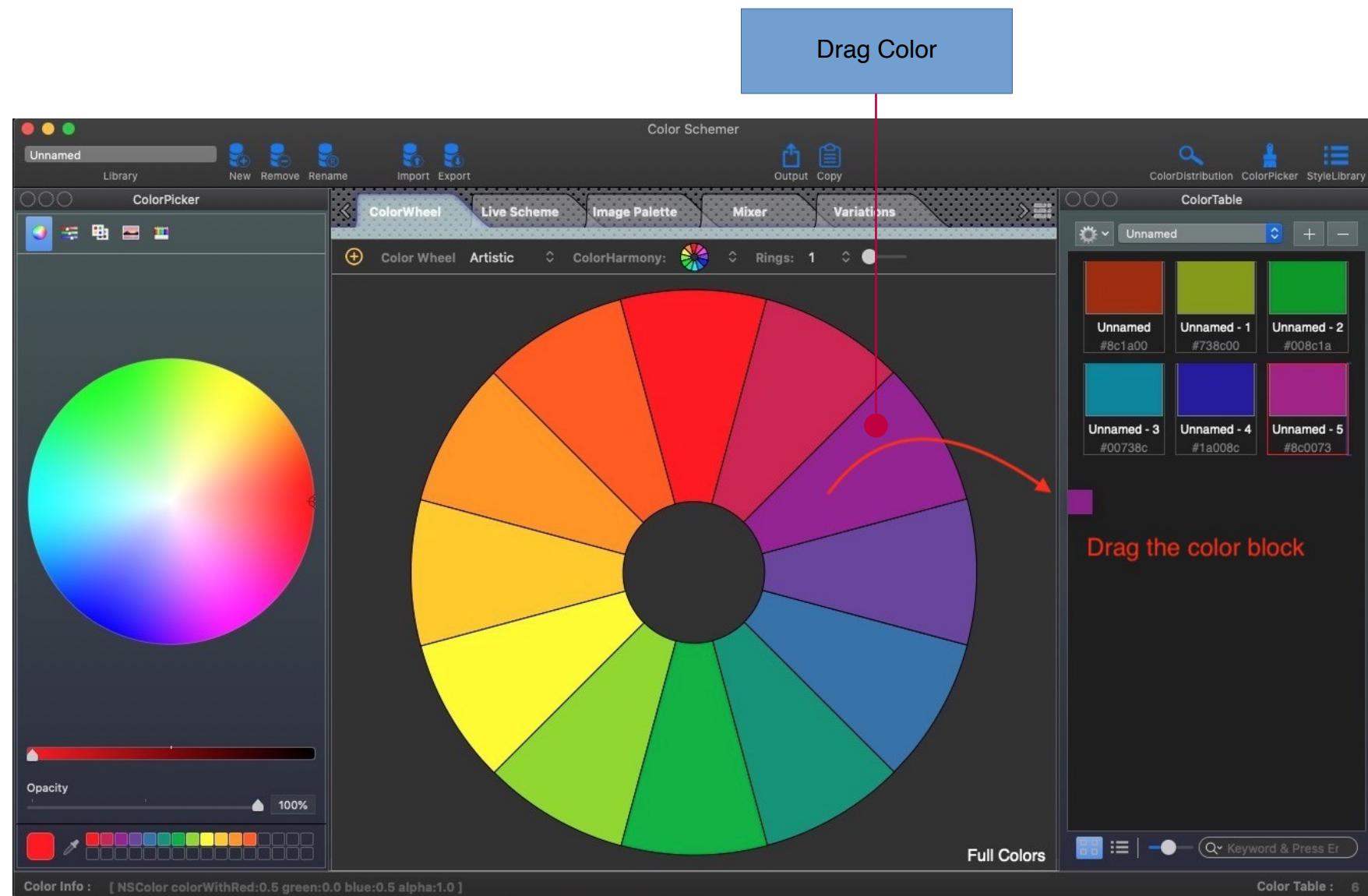


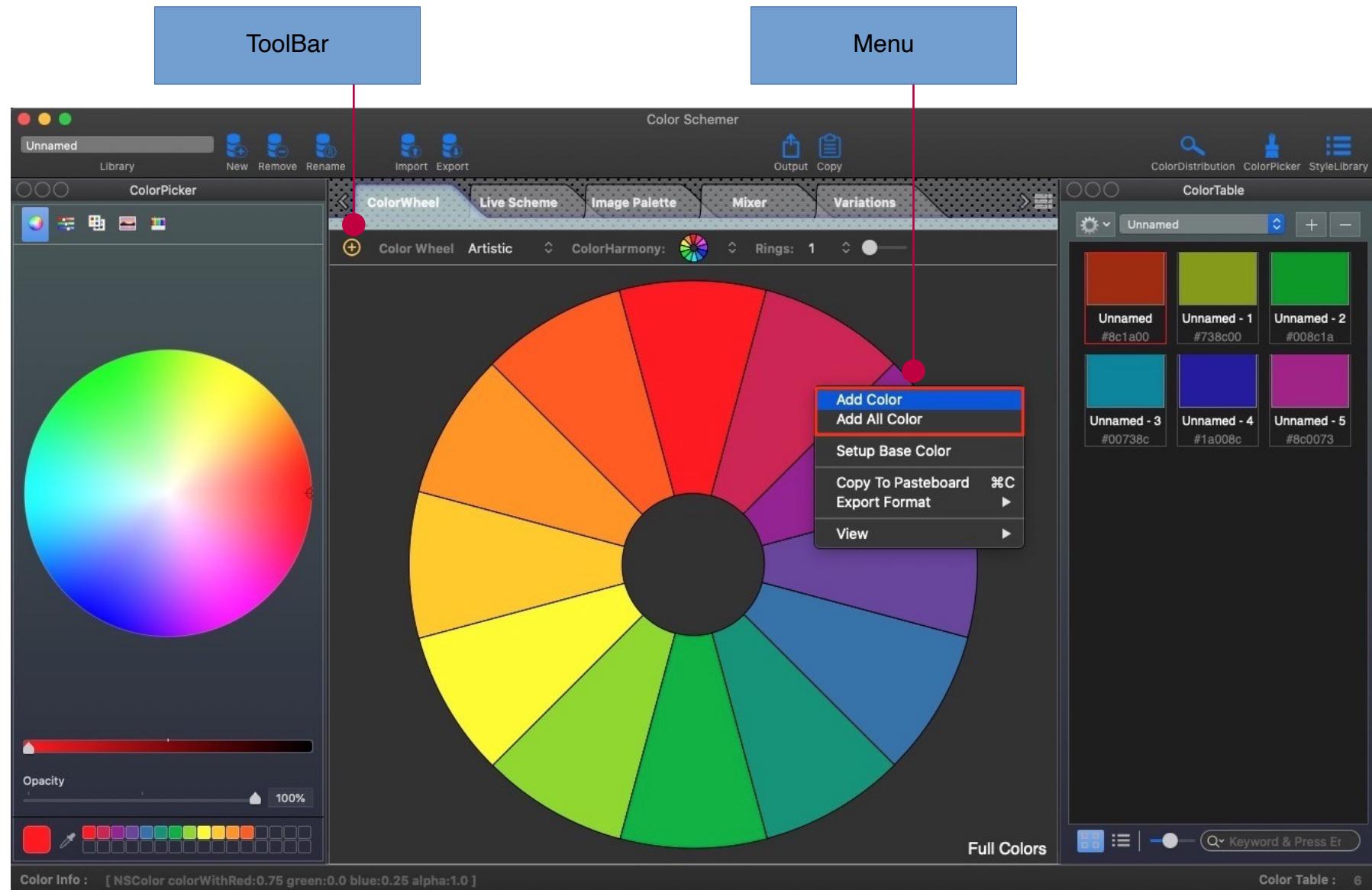
## How to add color block.

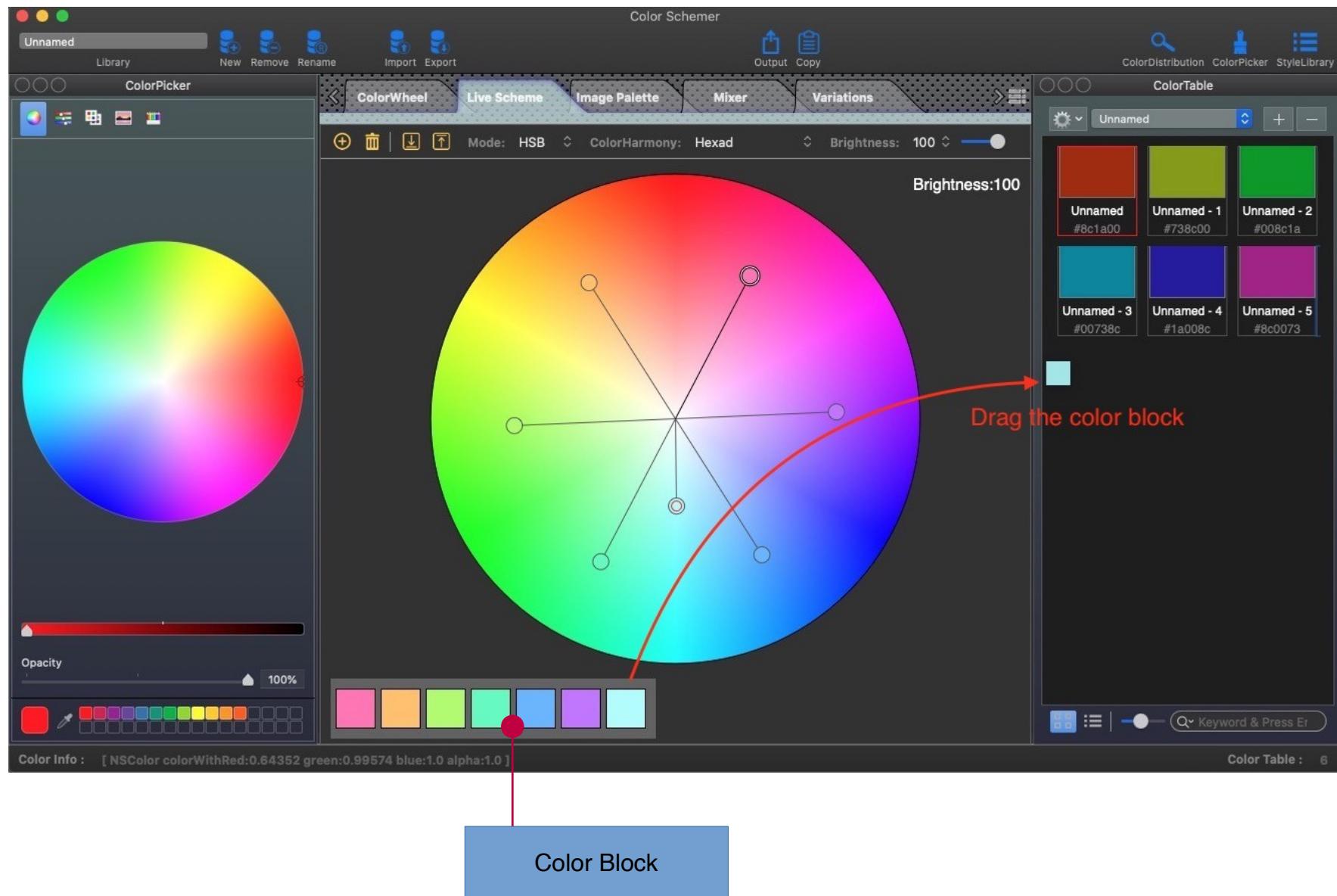


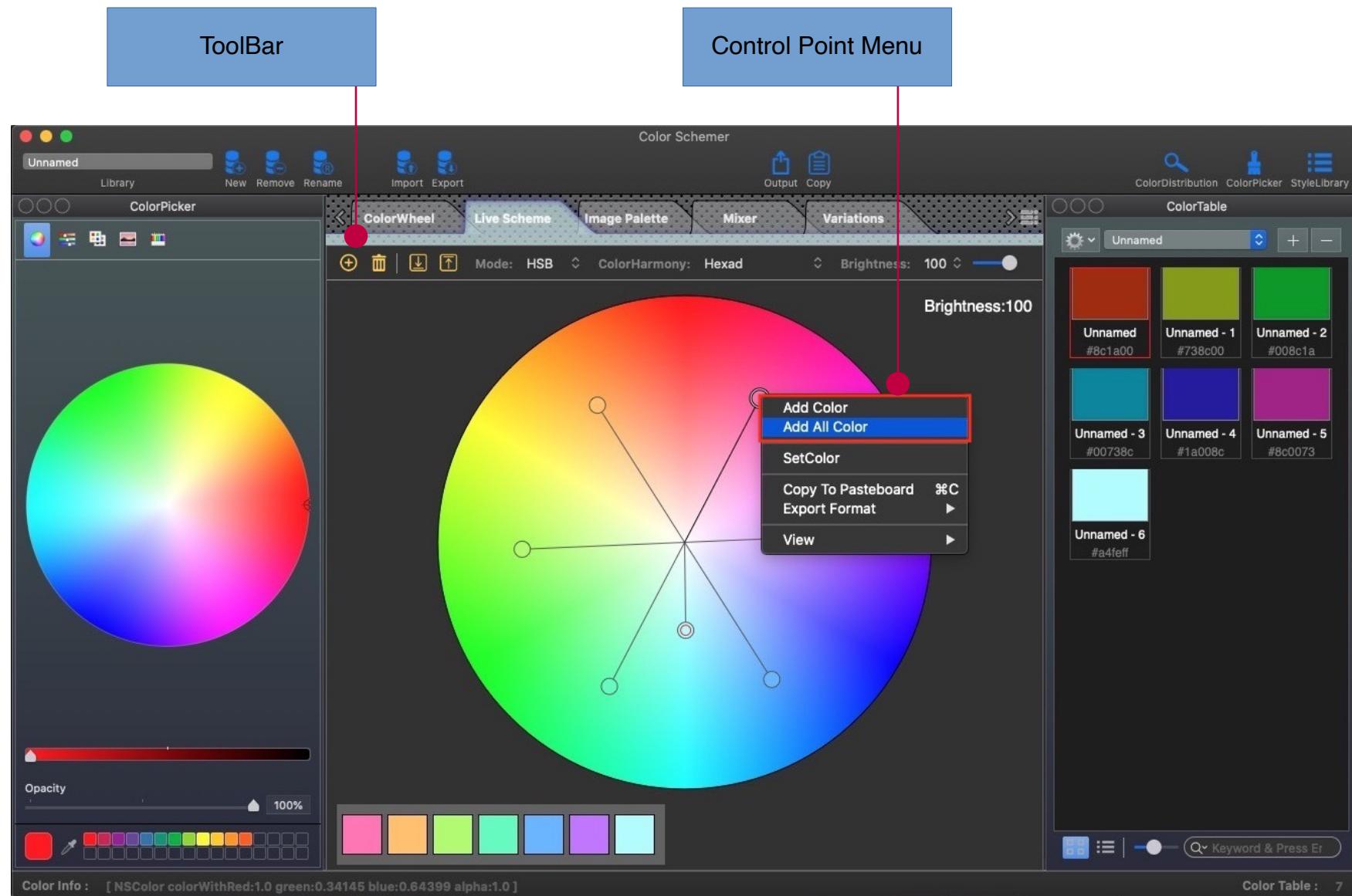
Support paste CSS format string to add new color  
Command (⌘) + V

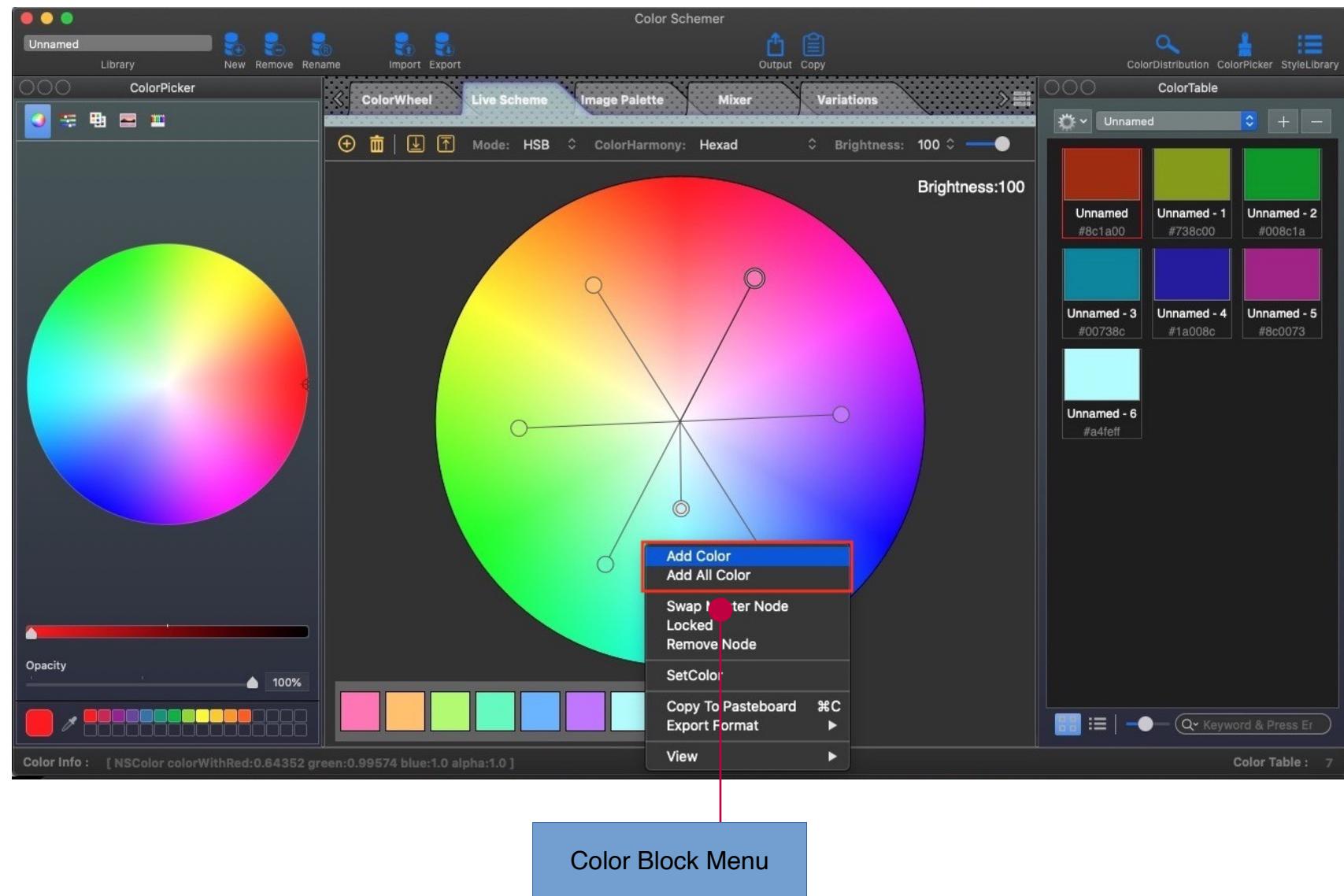






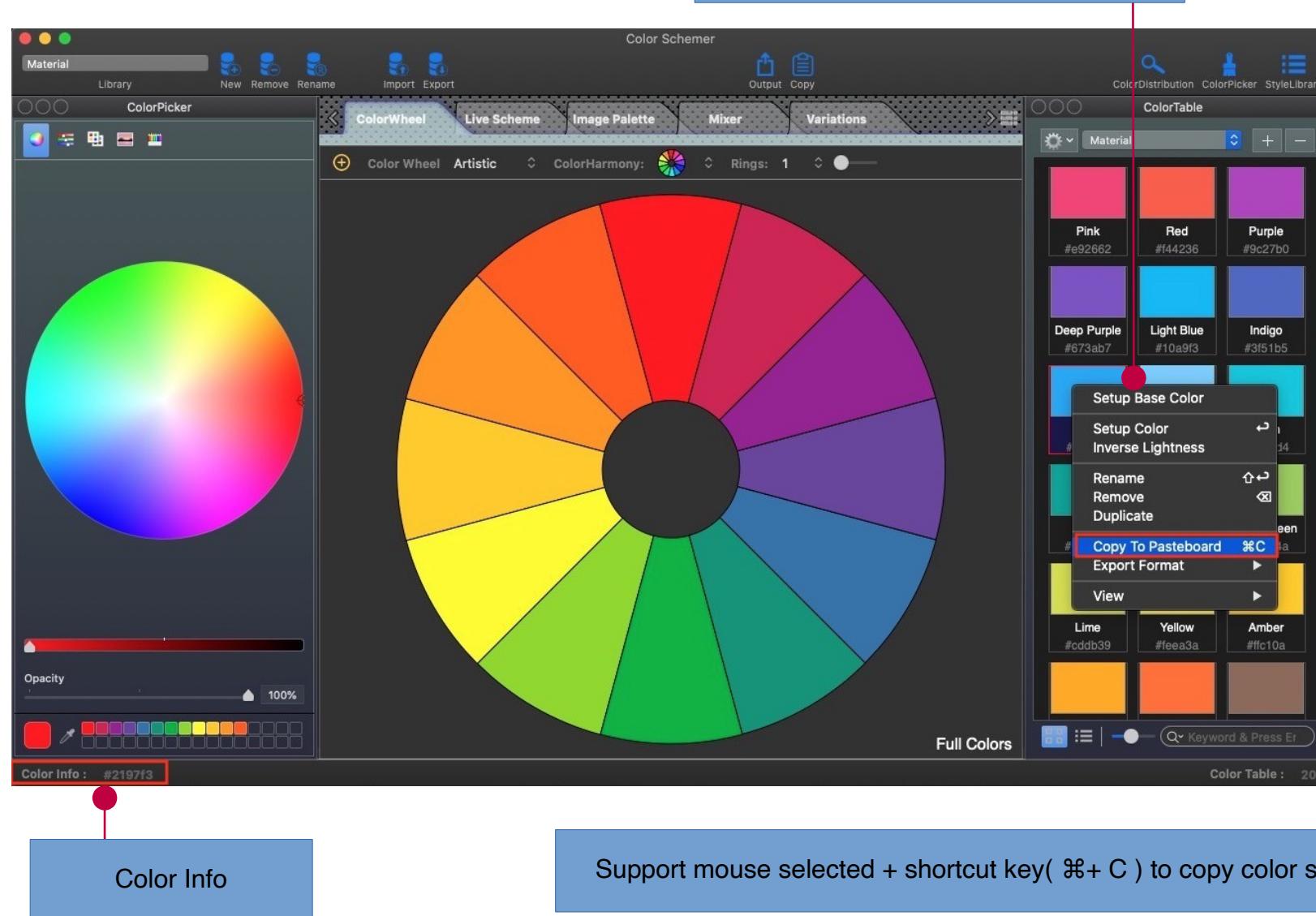




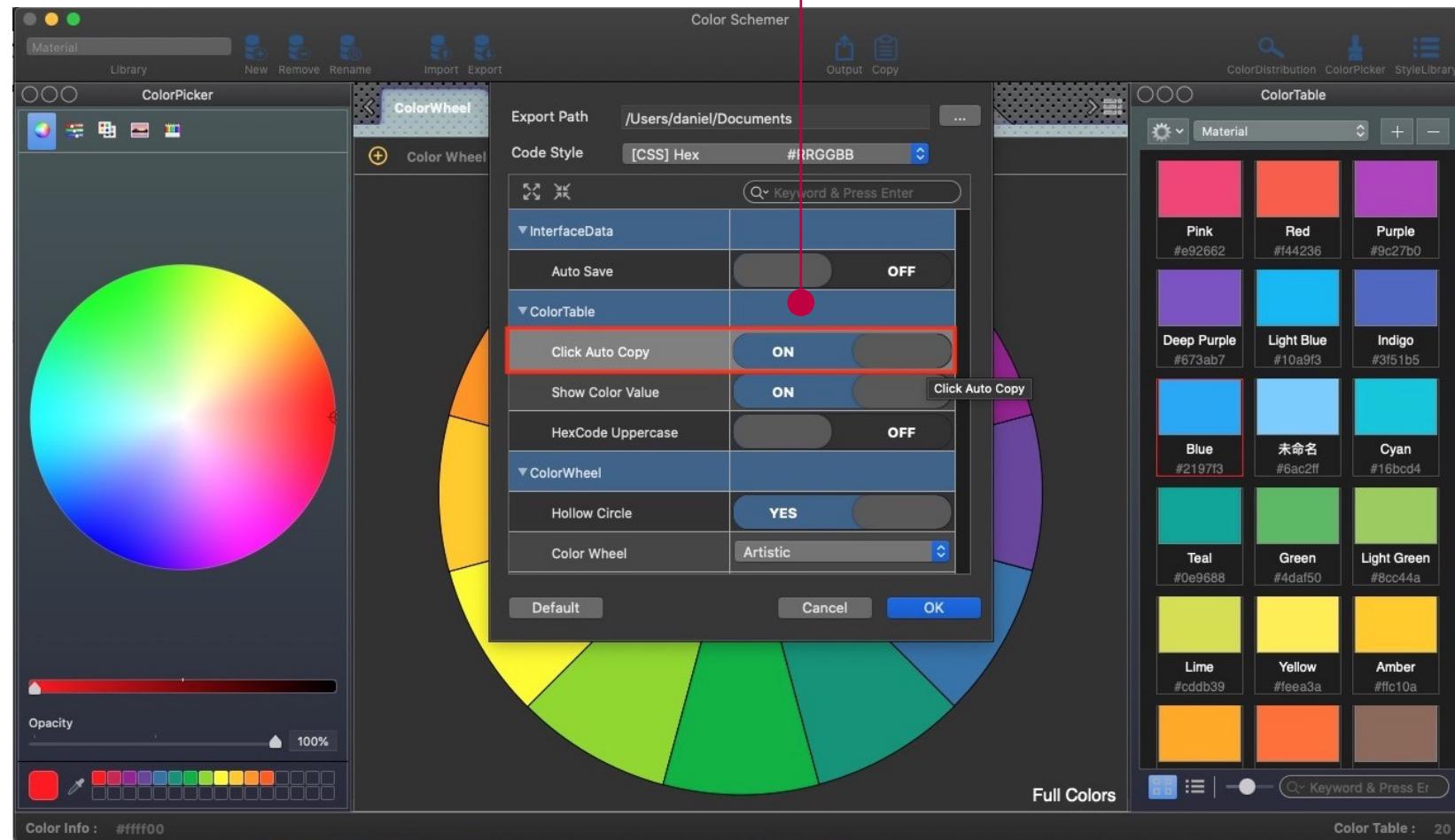


## How to copy color string.

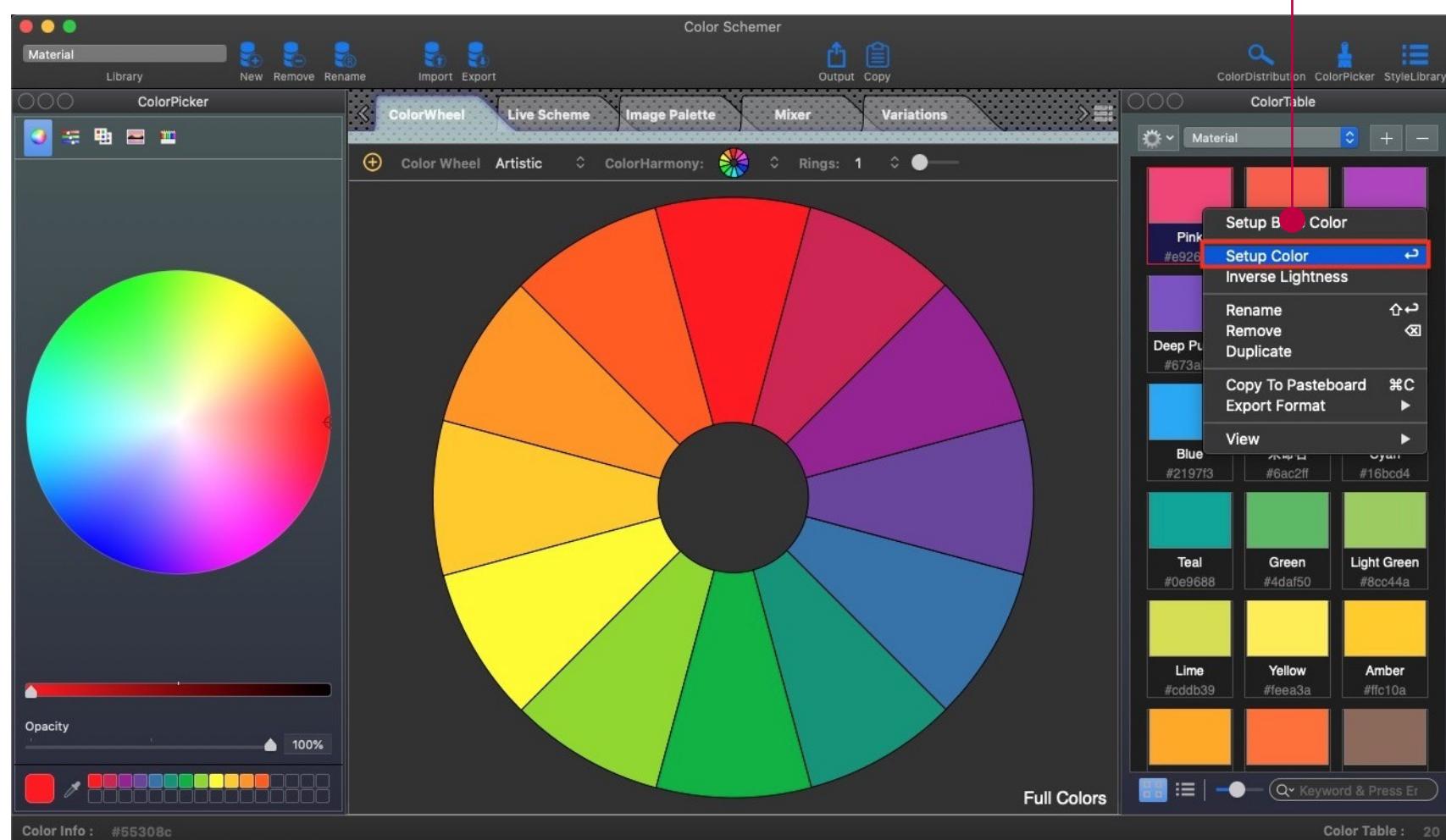


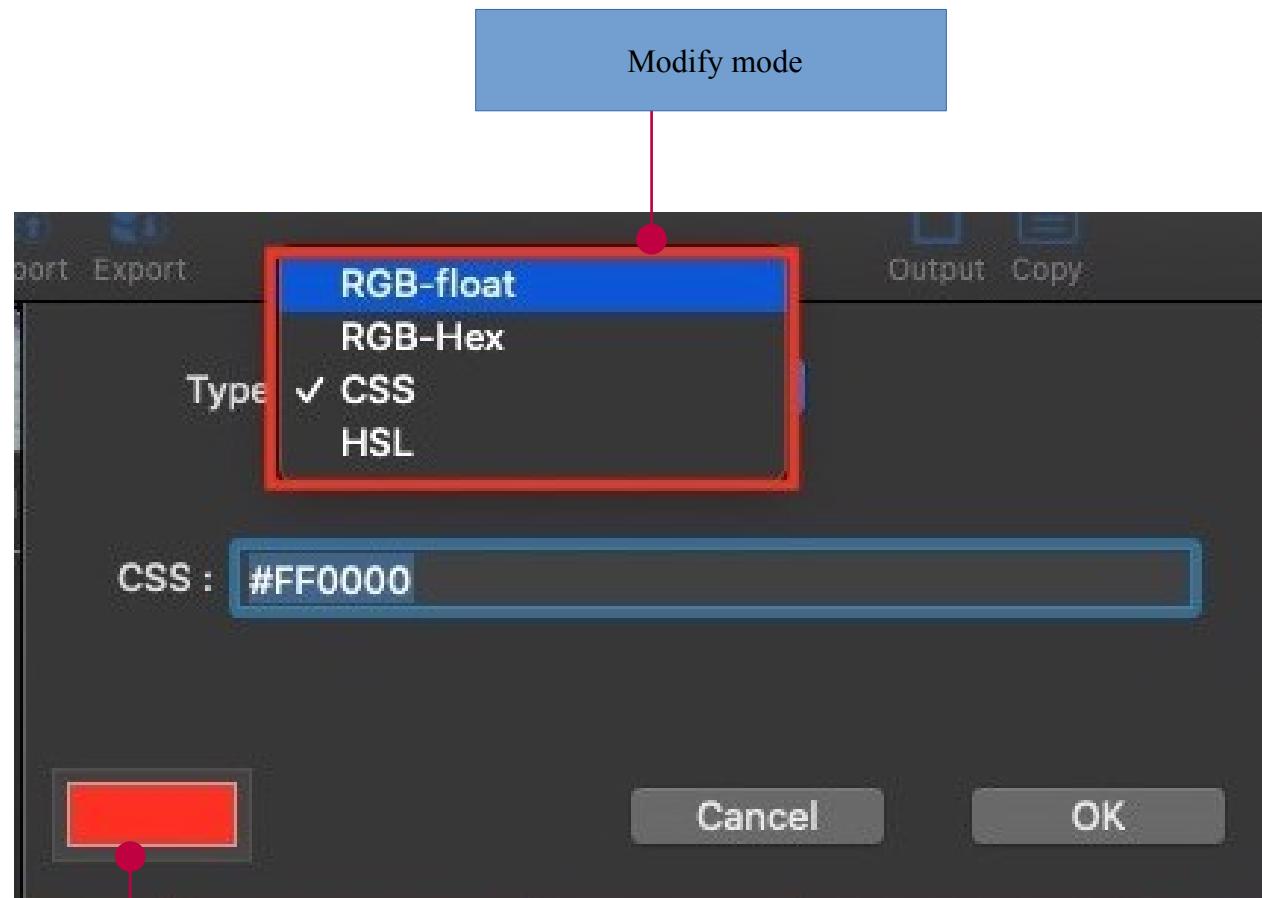


Support left-click automatic to copy color string



## How to modify color data

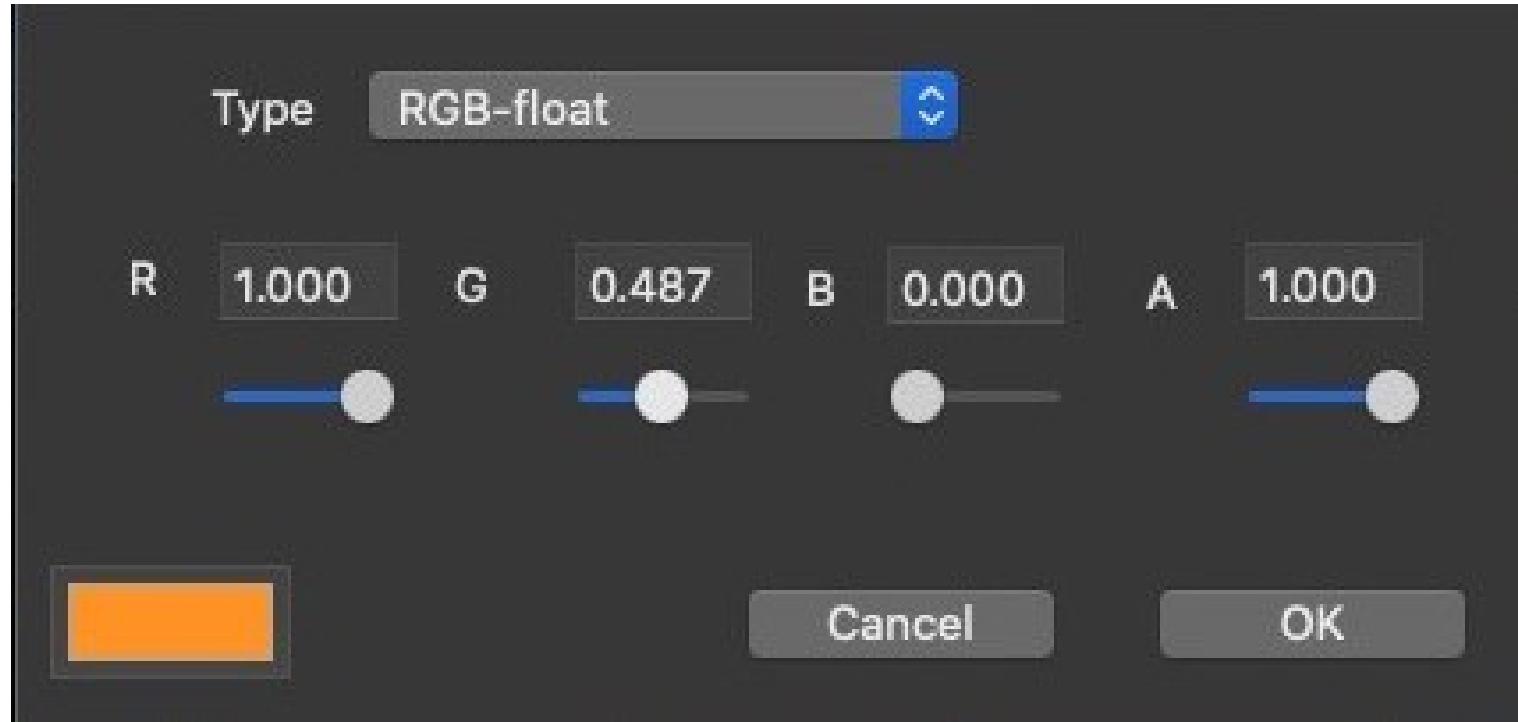




Current color

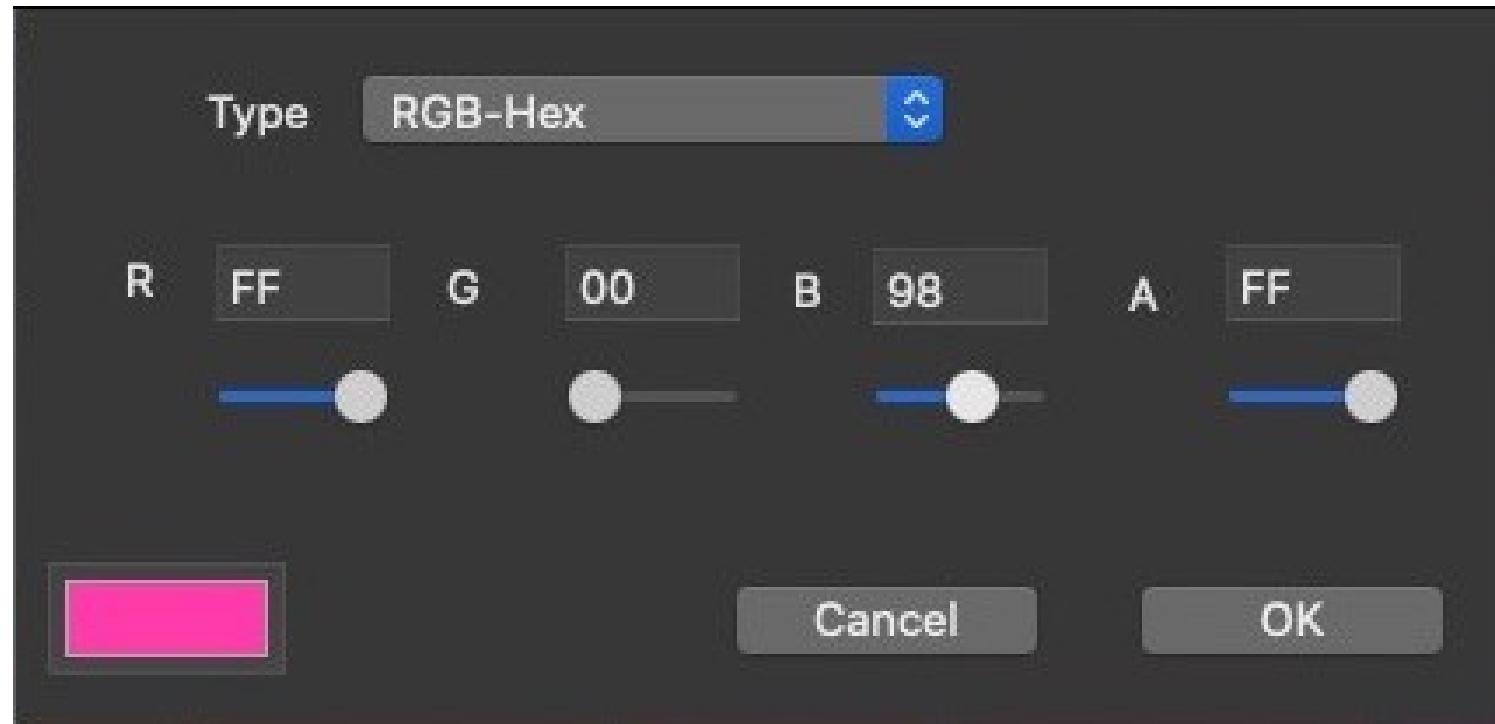
Support RGB-float/RGB-Hex/CSS/HSL mode.

## RGB-float



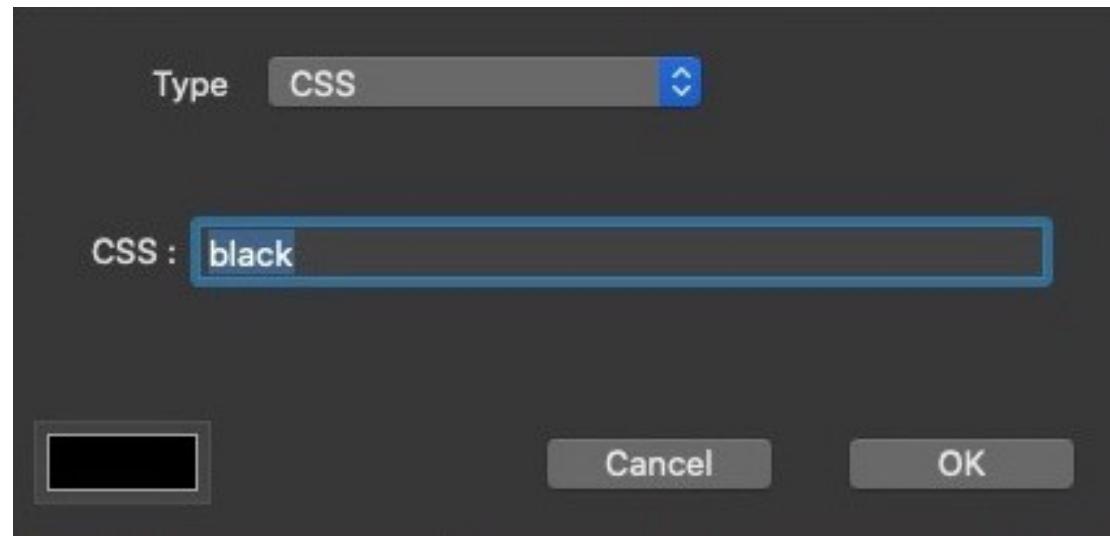
Format	Description
R	Red component of RGB color space. (0.0~1.0)
G	Green component of RGB color space. (0.0~1.0)
B	Blue component of RGB color space. (0.0~1.0)
A	Alpha component of RGB color space. (0.0~1.0)

## RGB-Hex



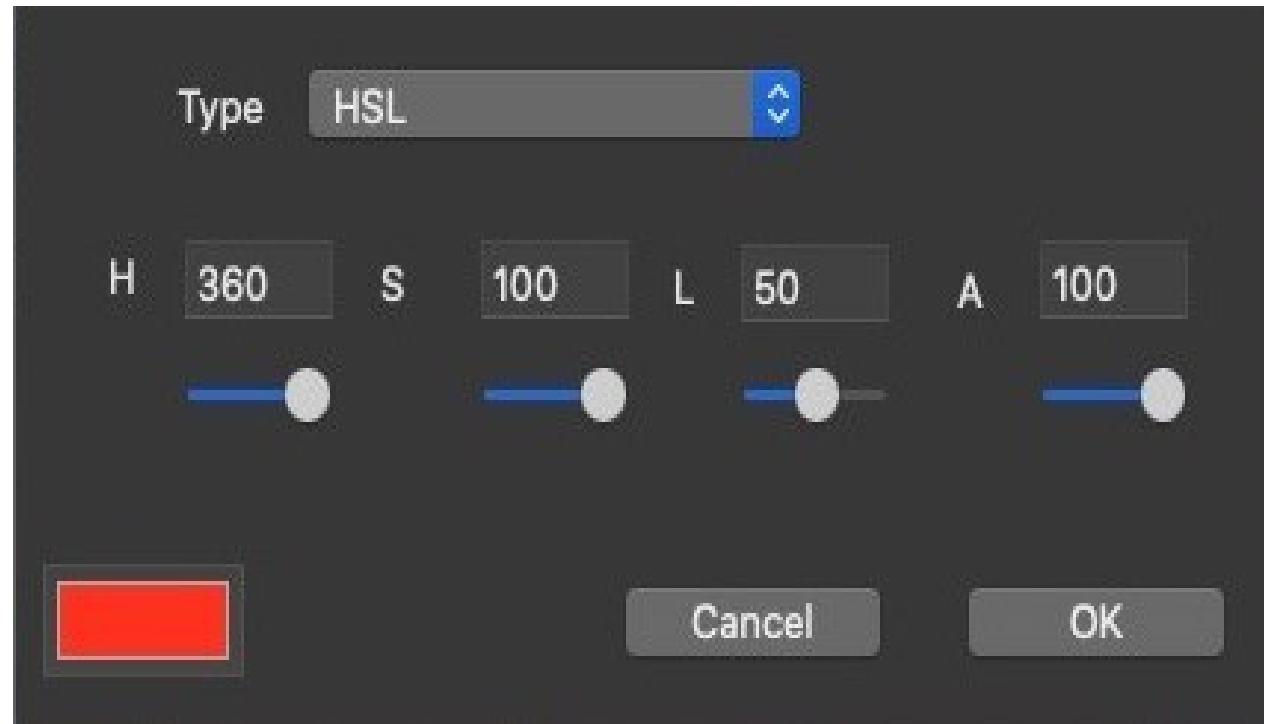
Format	Description
R	Red component of RGB color space. (0x00~0xFF)
G	Green component of RGB color space. (0x00~0xFF)
B	Blue component of RGB color space. (0x00~0xFF)
A	Alpha component of RGB color space. (0x00~0xFF)

## CSS Format



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)

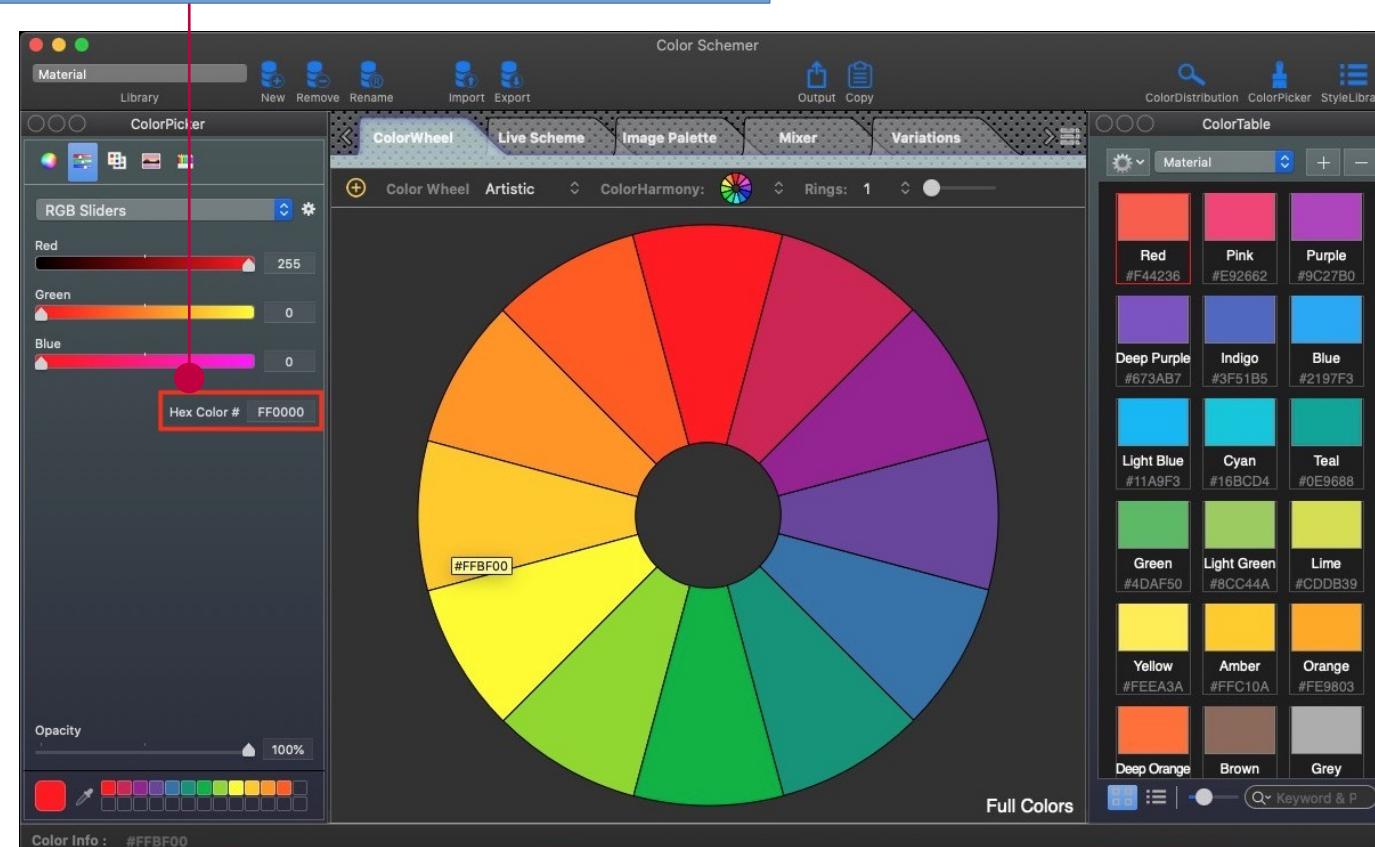
## HSL

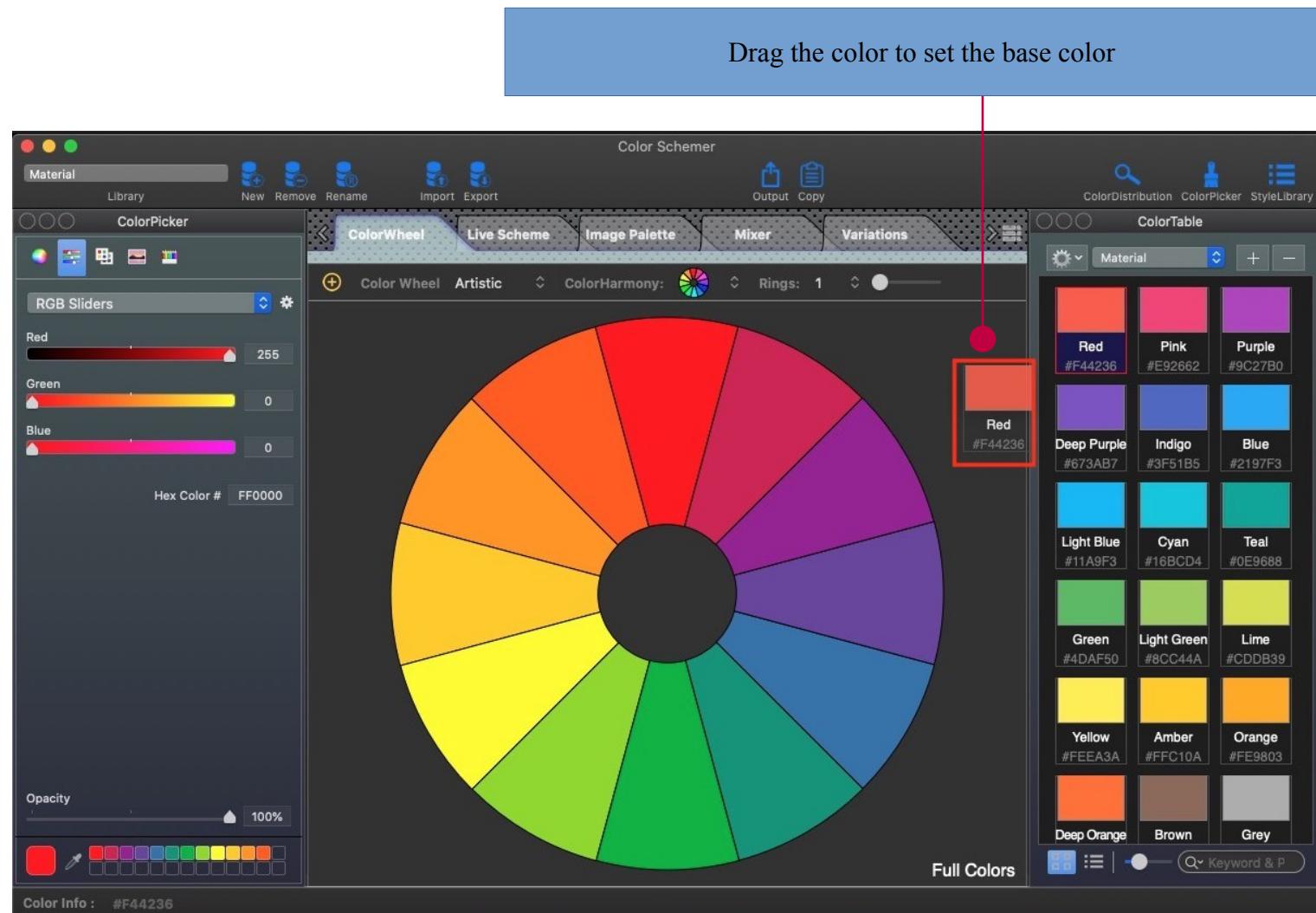


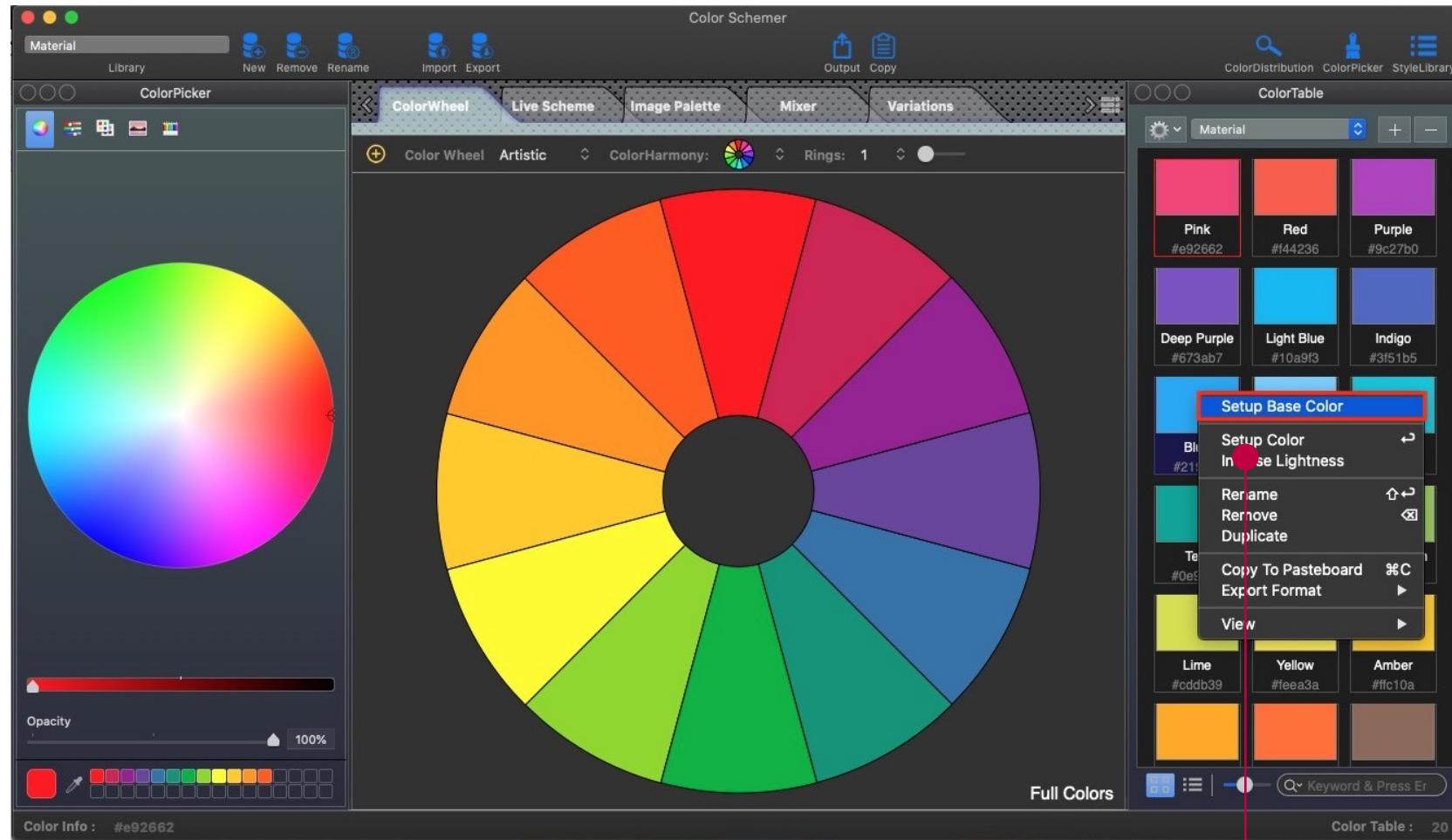
Format	Description
H	Hue component of HSL color space. (0~360)
S	Saturation component of HSL color space. (0~100)
L	Lightness component of HSL color space. (0~100)
A	Alpha component of HSL color space. (0~100)

## How to set the base color

Use the system palette to inputting RGB or HEX values

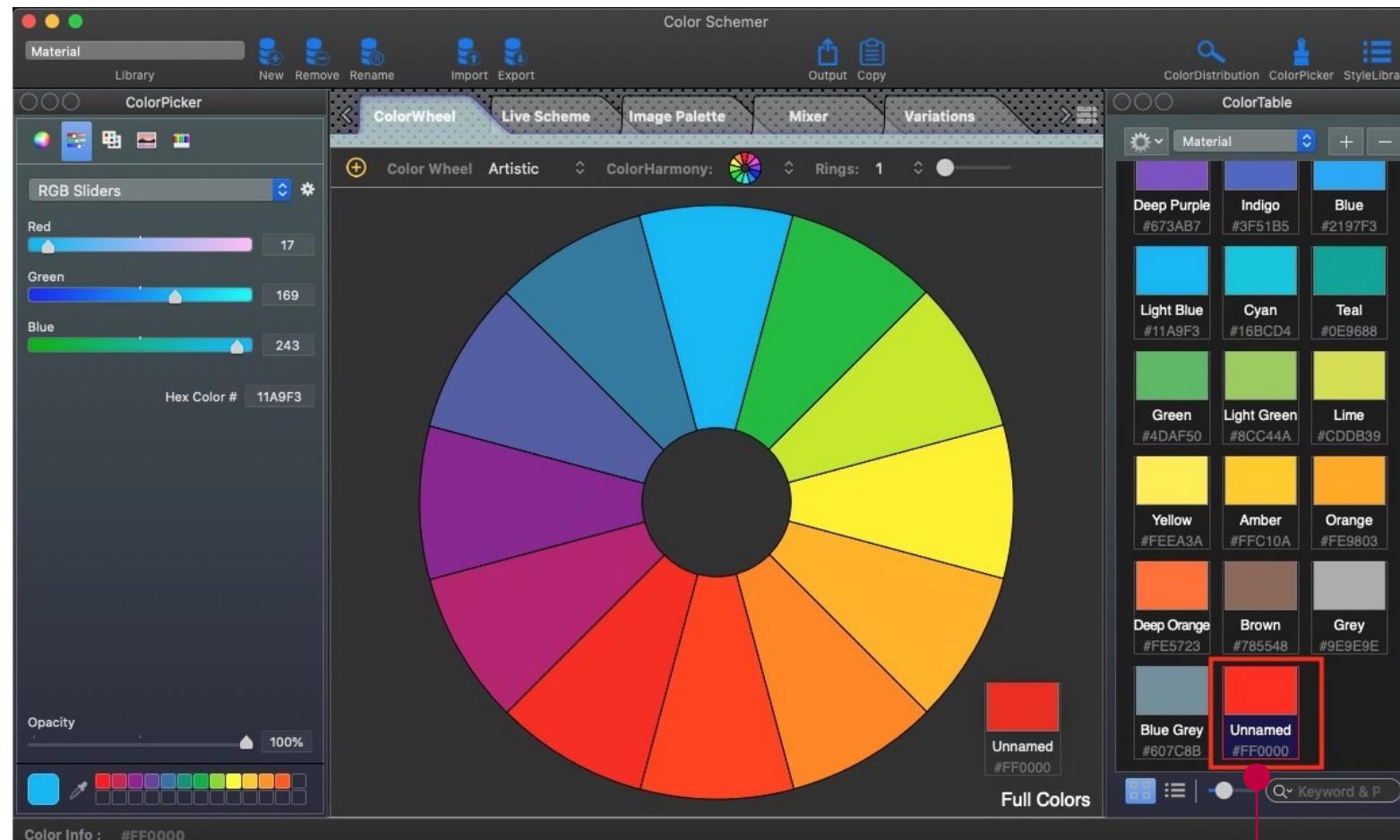






Use the menu to set the base color

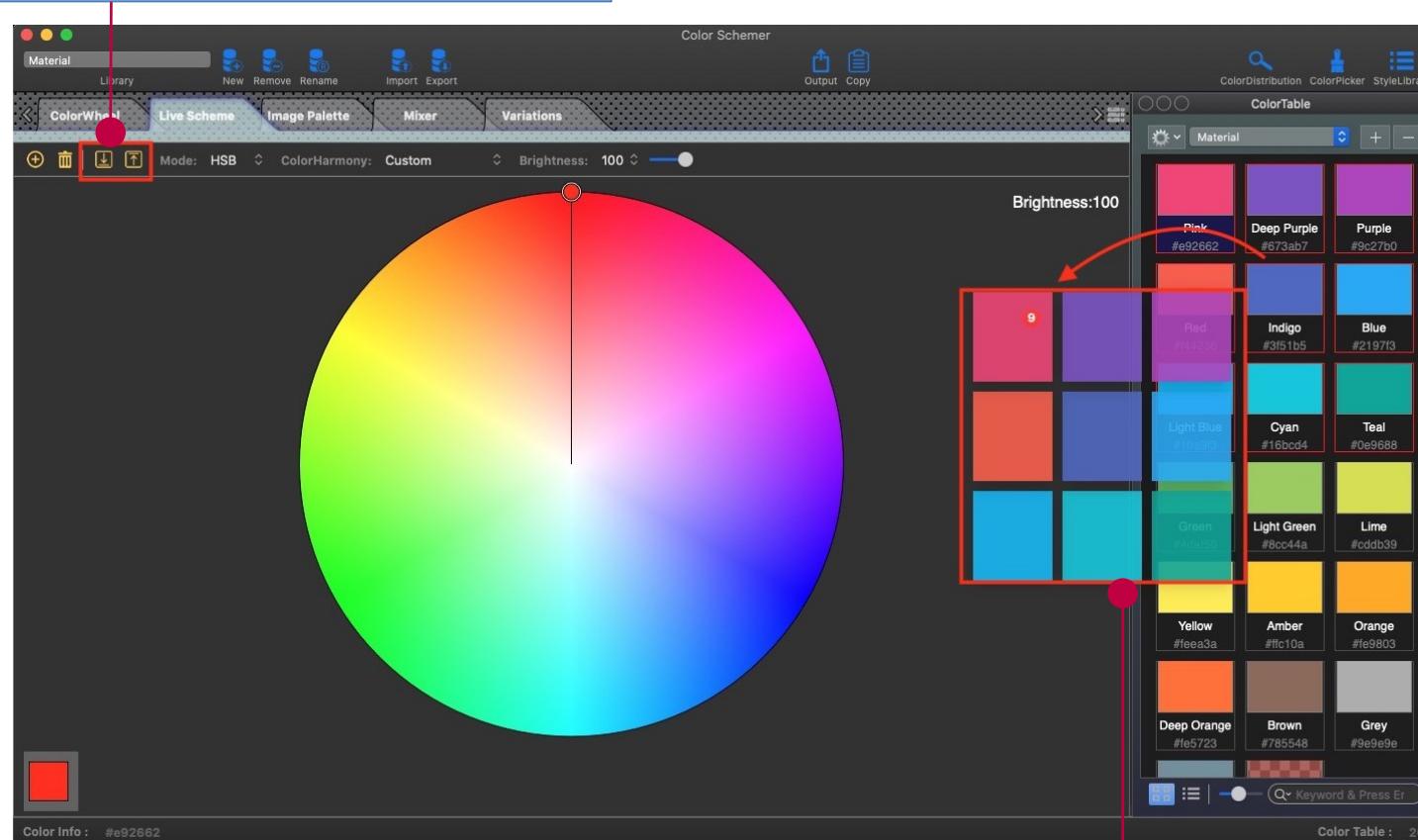




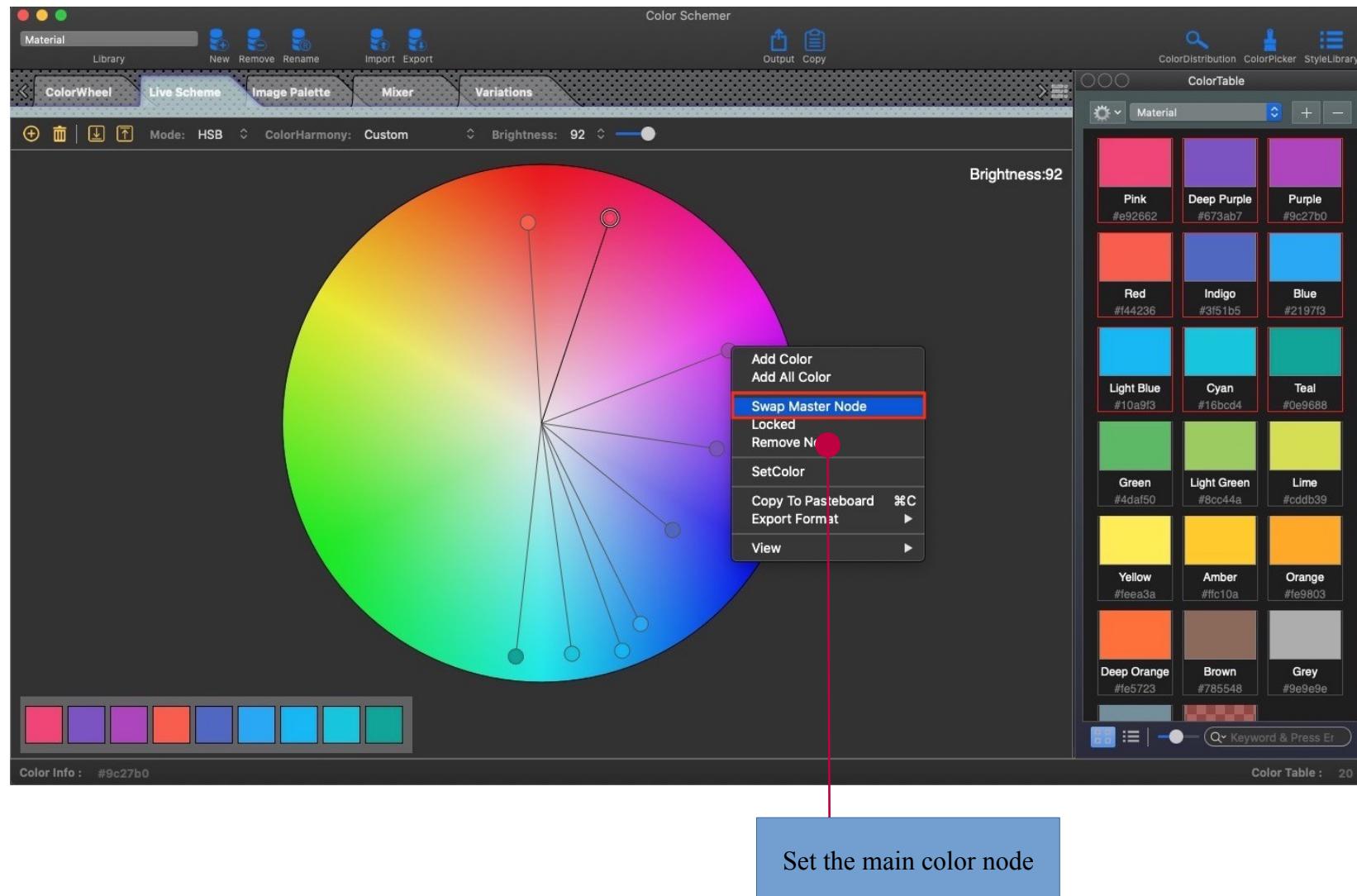
3.Drag the color to set the base color

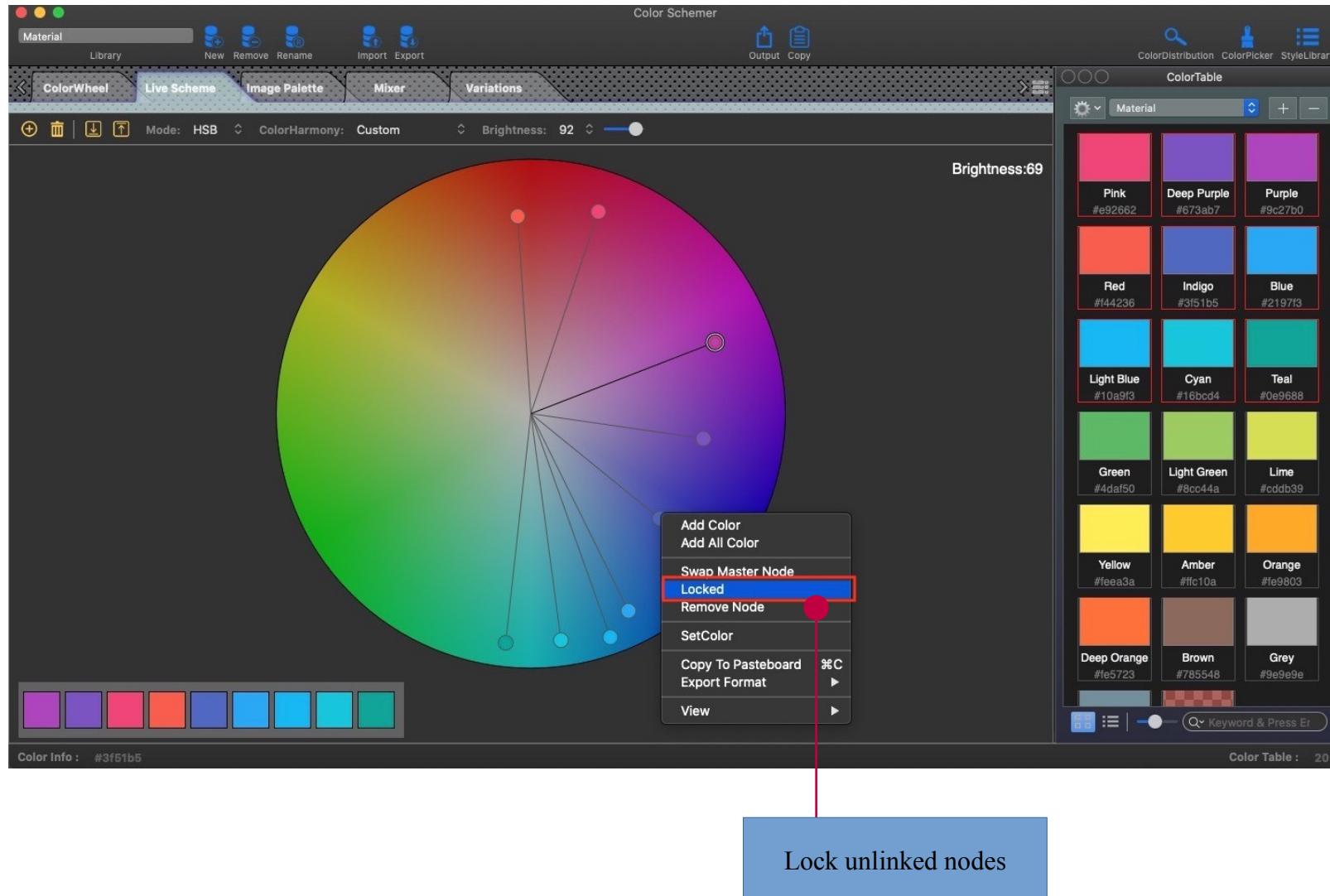
# How to Adjust the Color Scheme

(A) Import color scheme file to set color scheme.

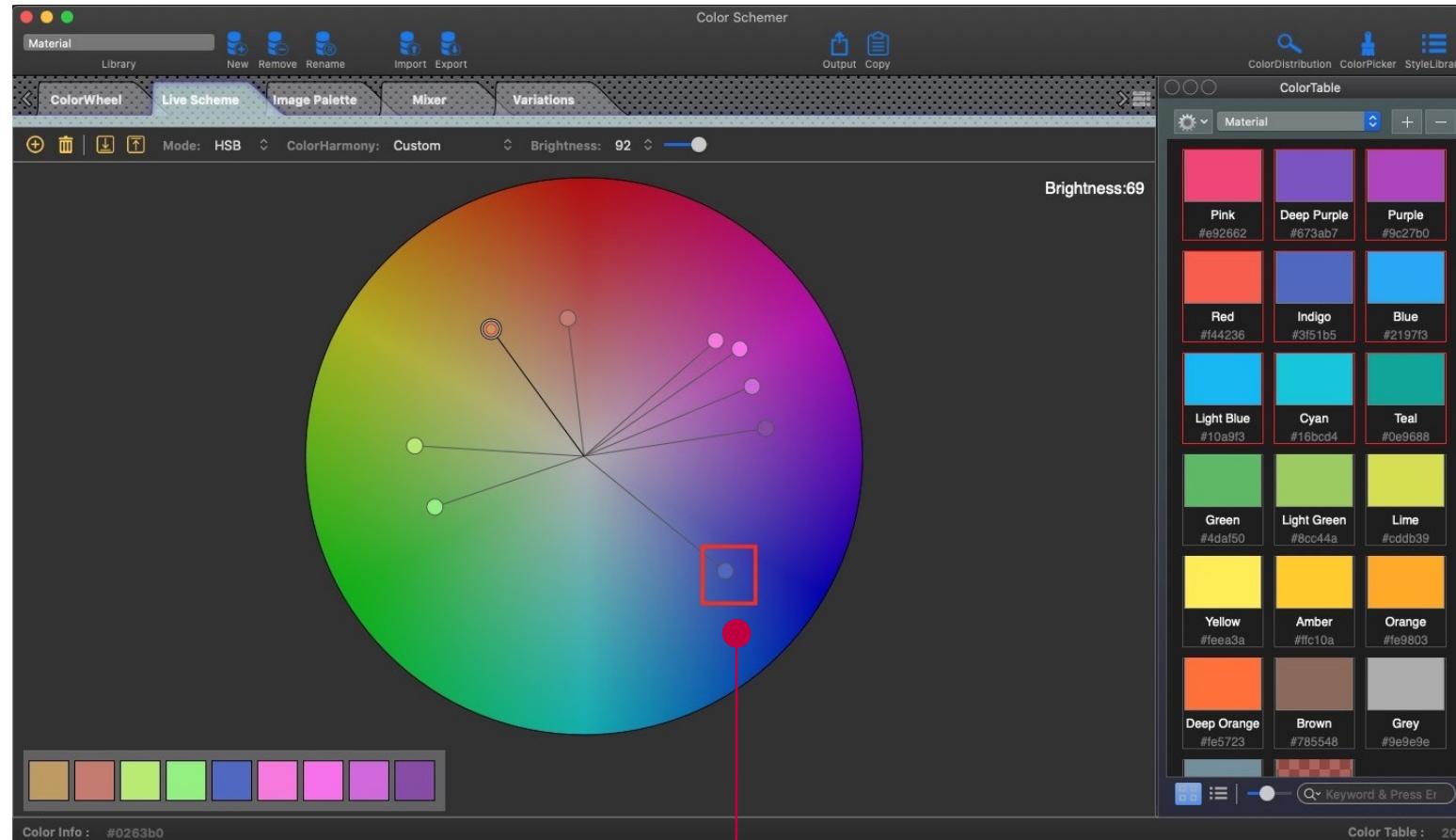


(B) Drag multiple color nodes to set the scheme.





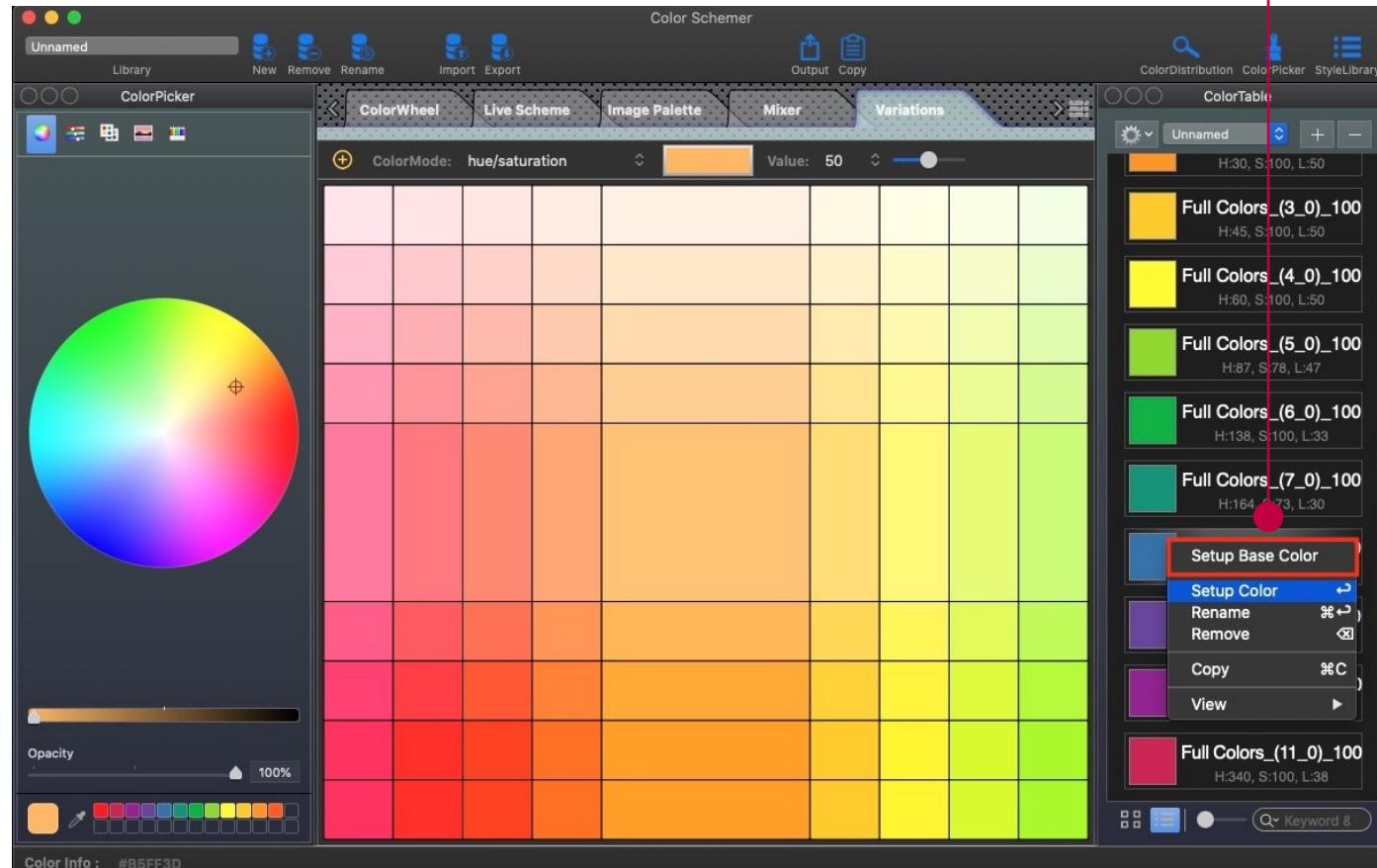
Add modify nodes or create new color groups



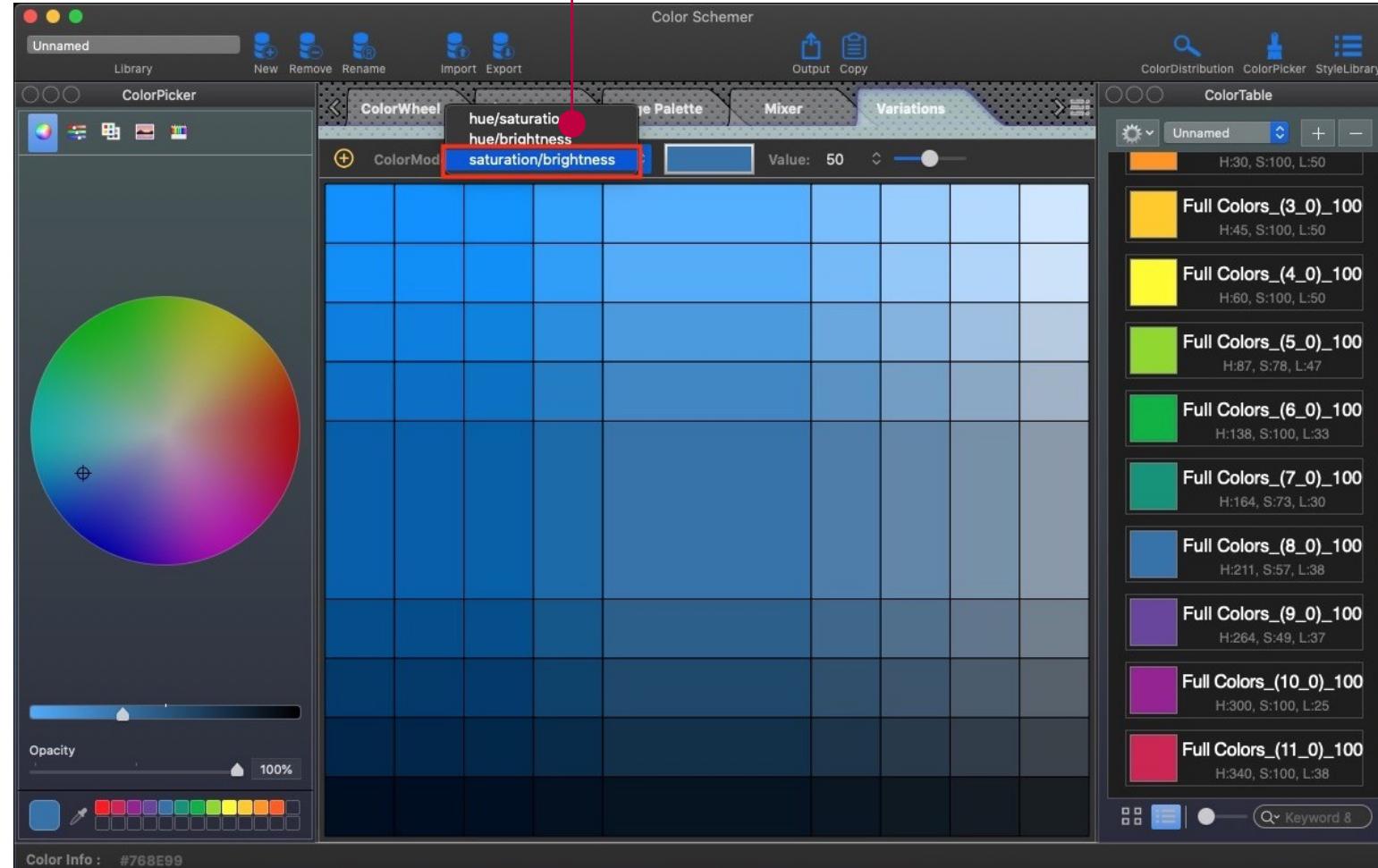
Lock the node, no linkage

# How to generate lighten/darken colors

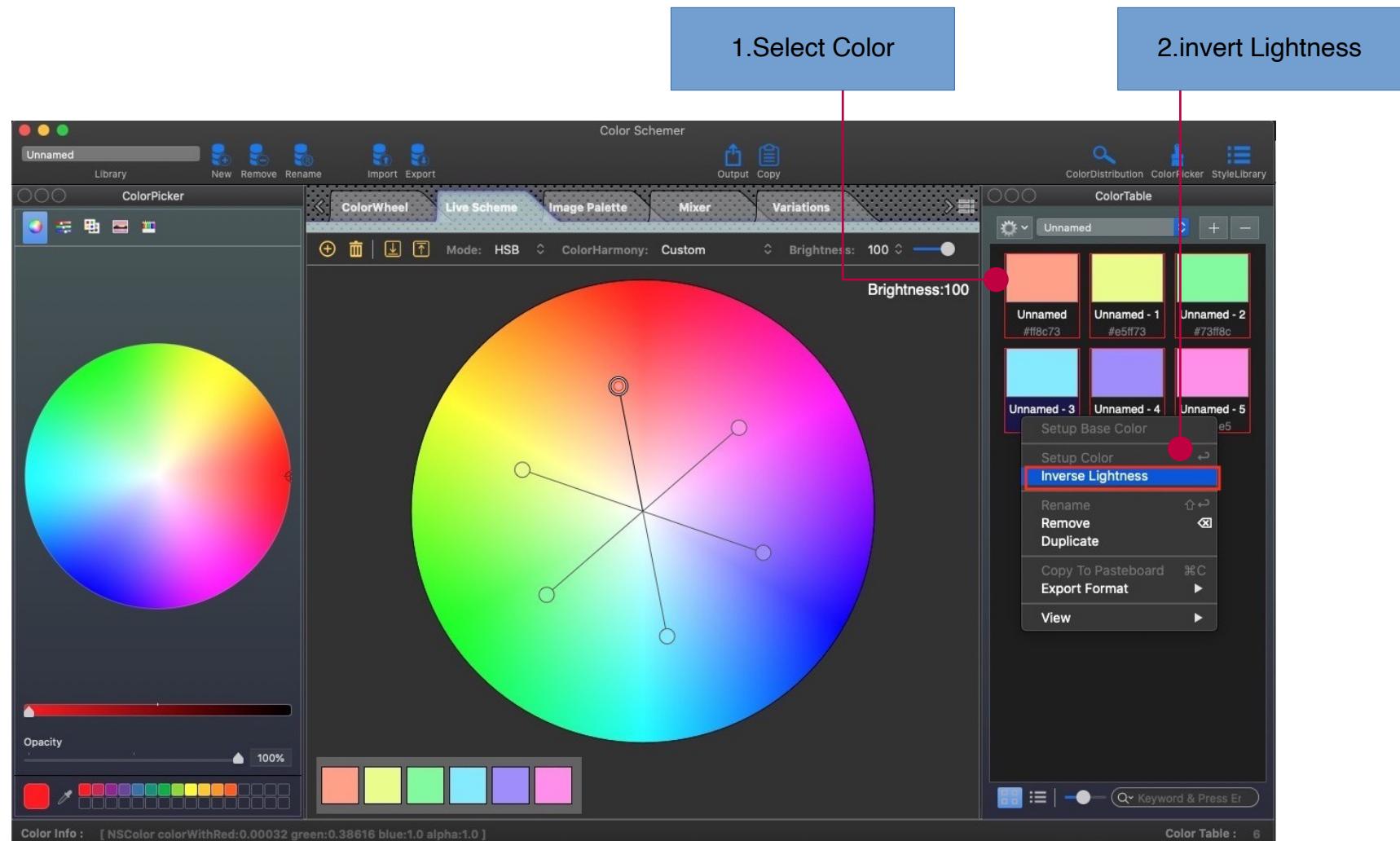
## 1. Setup Base Color

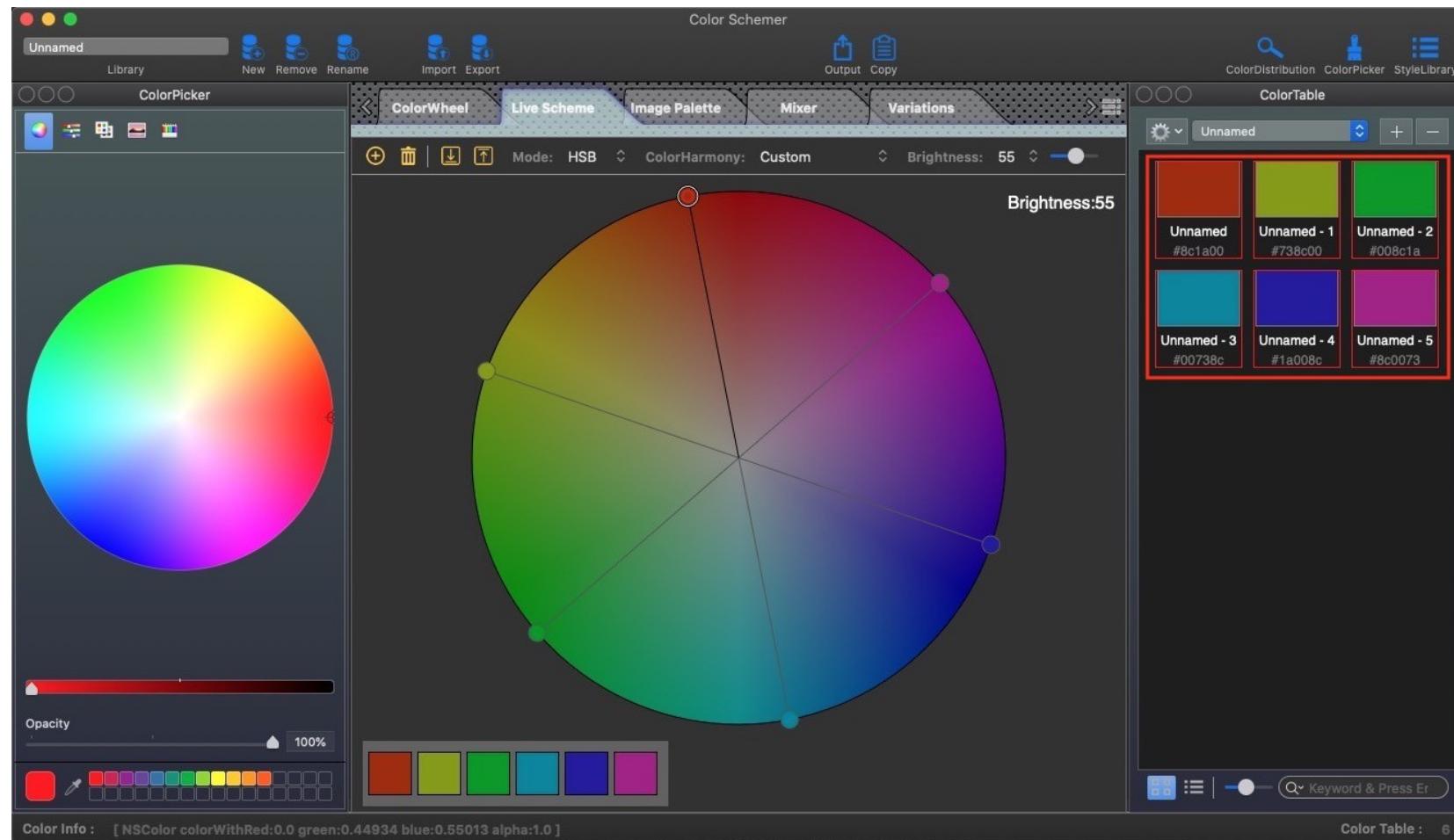


## 2. Setup Variations Mode

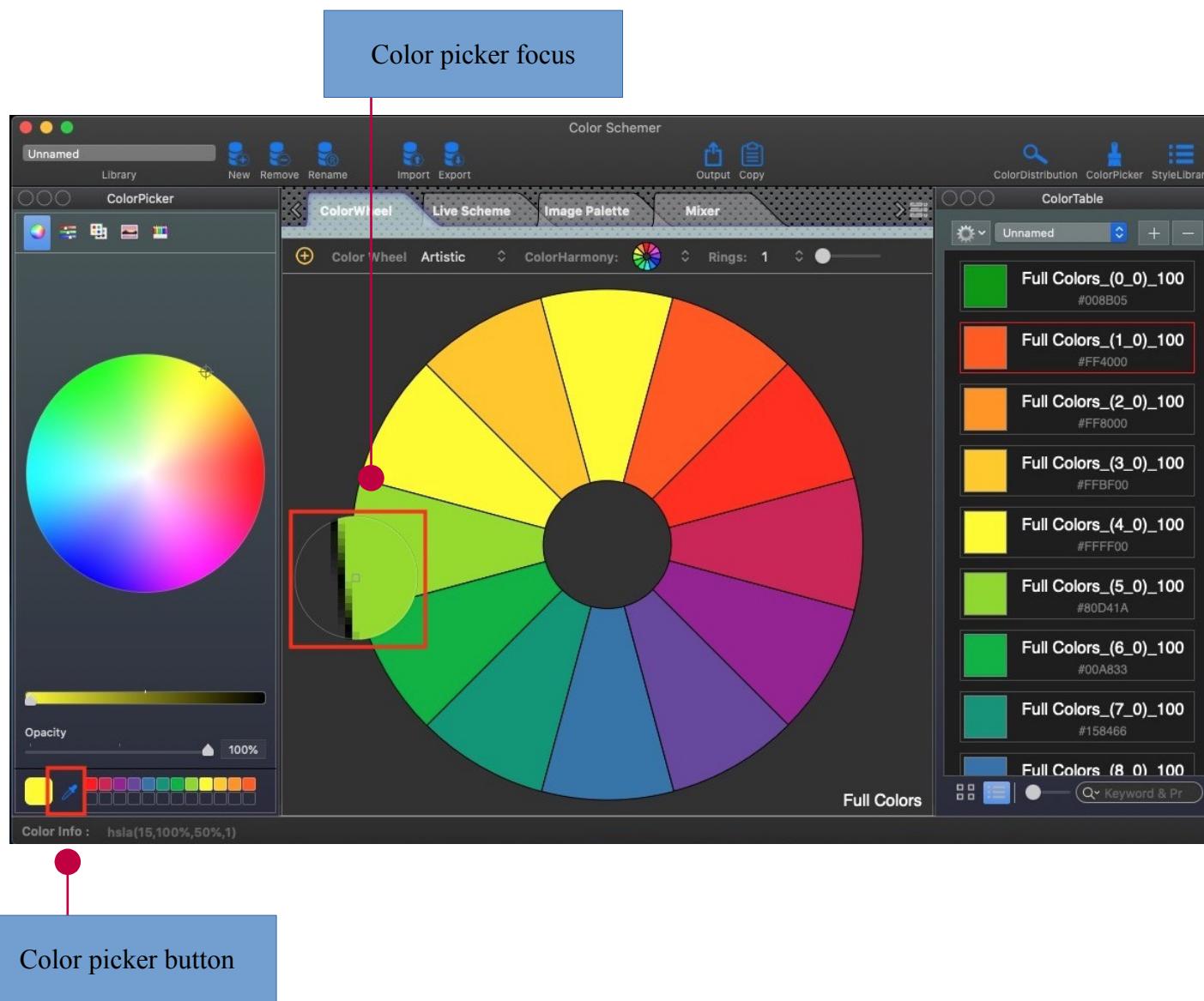


## How to invert color lightness (to support dark mode)

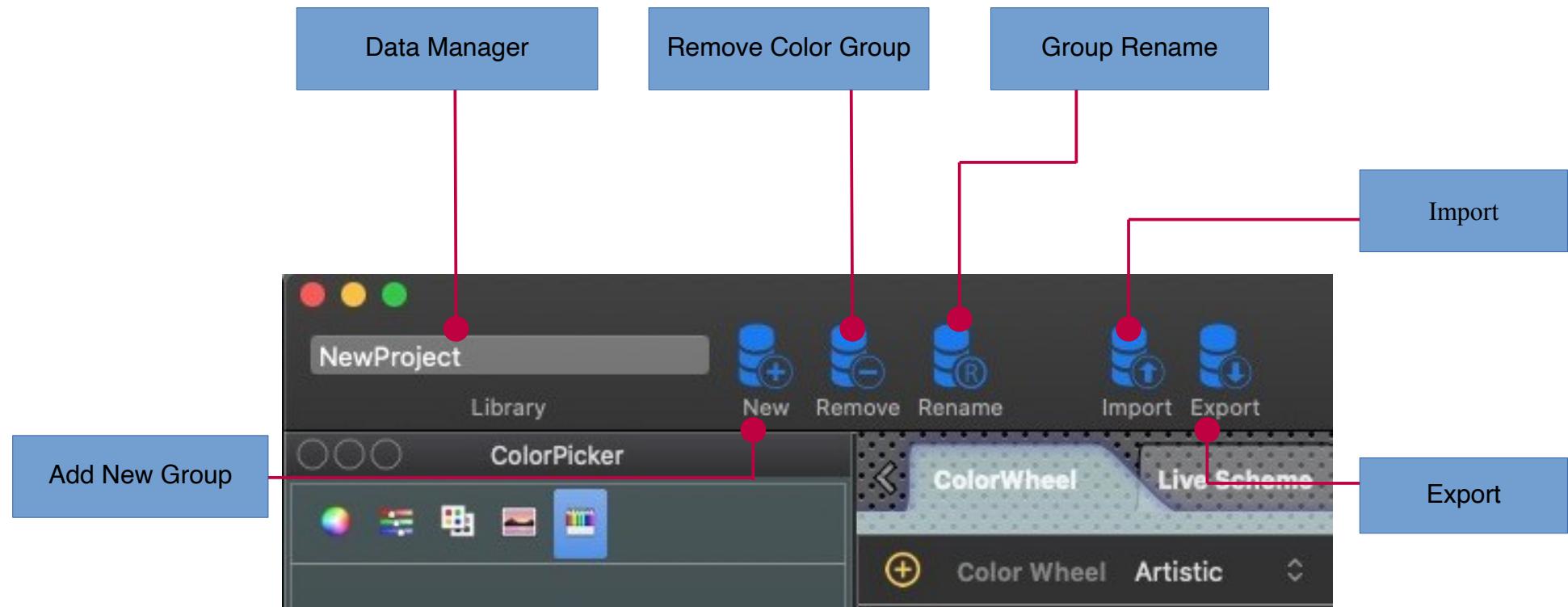




## How to use the color picker

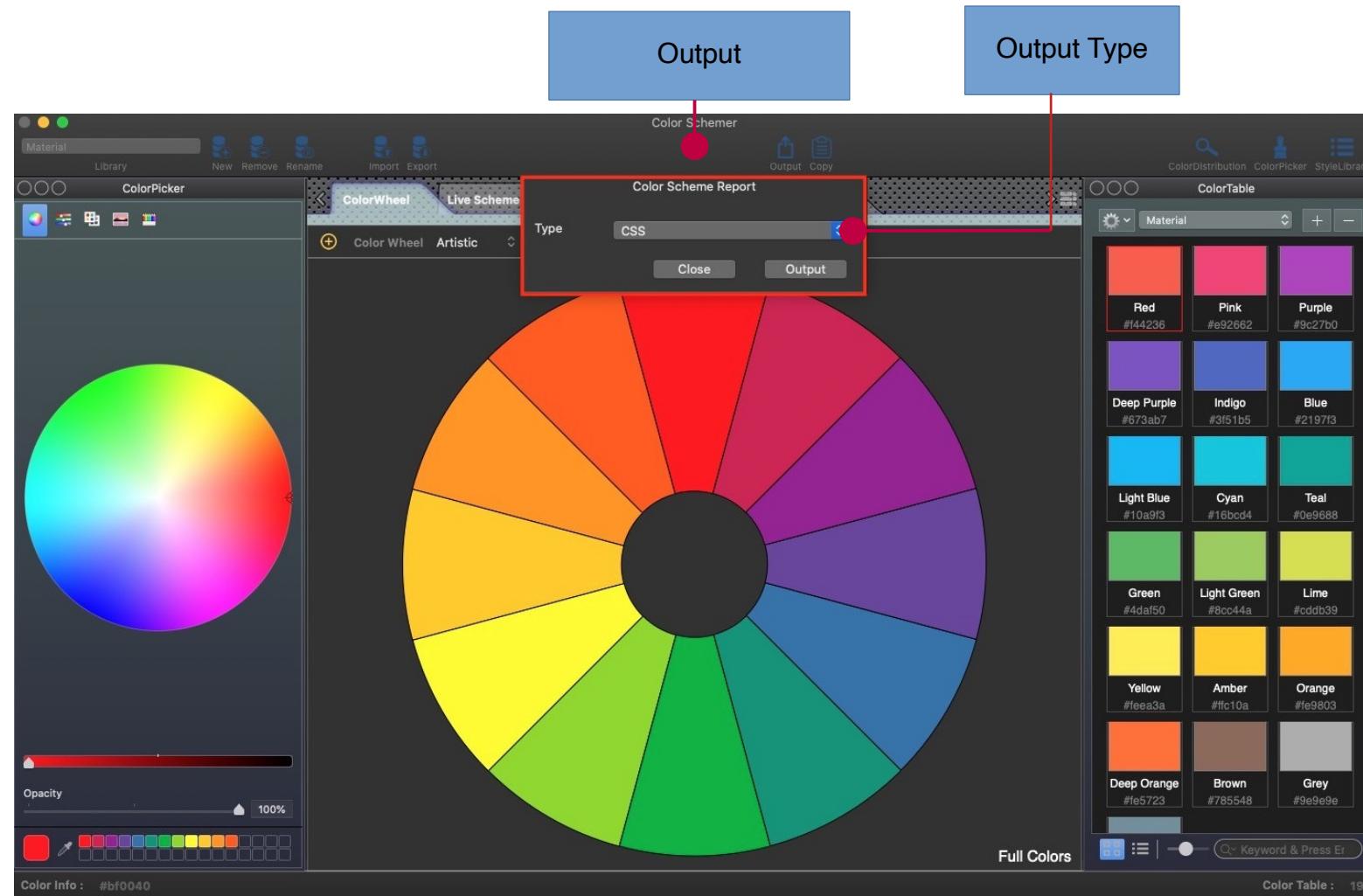


# Data Management



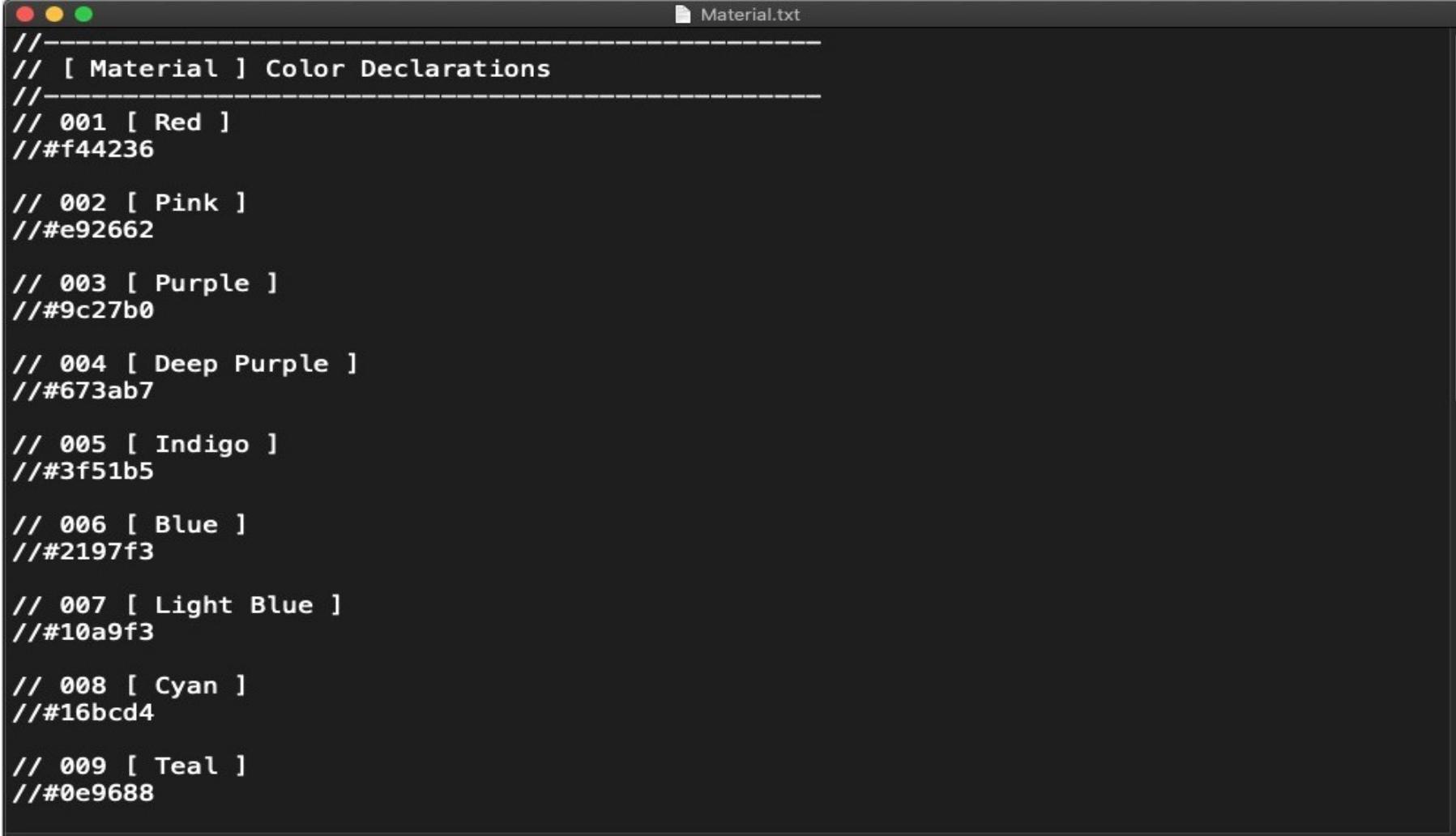
Import / Export Color File Format		
Format	Import	Export
Apple Color Picker Palettes (.clr)		
ColorSchemer Palettes (.cspalette)		
Adobe Swatch Exchange (.ase)		
Adobe Color Swatch (.aco)		
Sketch Palettes (.sketchpalette)		

# Output Module



Output Type	Description
Text	Text format - color scheme declaration file.
PDF	PDF format - color scheme report
CSS	CSS format - color scheme declaration file.
HTML	HTML format - color scheme report

Text



The screenshot shows a Mac OS X terminal window with a dark background. The title bar reads "Material.txt". The window contains the following text:

```
//-----  
// [ Material ] Color Declarations  
//-----  
// 001 [ Red ]  
//#f44236  
  
// 002 [ Pink ]  
//#e92662  
  
// 003 [ Purple ]  
//#9c27b0  
  
// 004 [ Deep Purple ]  
//#673ab7  
  
// 005 [ Indigo ]  
//#3f51b5  
  
// 006 [ Blue ]  
//#2197f3  
  
// 007 [ Light Blue ]  
//#10a9f3  
  
// 008 [ Cyan ]  
//#16bcd4  
  
// 009 [ Teal ]  
//#0e9688
```

PDF

Material.pdf (1 page)

Highlight Rotate Markup Search

# Color Scheme Report

Project Name : Material

Red	#f44236
Pink	#e92662
Purple	#9c27b0
Deep Purple	#673ab7
Indigo	#3f51b5
Blue	#2197f3
Light Blue	#10a9f3
Cyan	#16bcd4
Teal	#0e9688
Green	#4daf50
Light Green	#8cc44a
Lime	#cddb39

## CSS

```
/* 014 [ Amber ] */
.Amber {
    Color: #ffc10a;
}

/* 015 [ Orange ] */
.Orange {
    Color: #fe9803;
}

/* 016 [ Deep Orange ] */
.DeepOrange {
    Color: #fe5723;
}

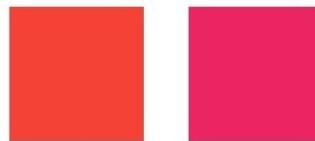
/* 017 [ Brown ] */
.Brown {
    Color: #785548;
}

/* 018 [ Grey ] */
.Grey {
    Color: #9e9e9e;
}

/* 019 [ Blue Grey ] */
.BlueGrey {
    Color: #607c8b;
}

/* 020 [ Unnamed ] */
.Unnamed {
    Color: #ff0000; /* Require fallback colors */
    Color: rgba(255,0,0,0.346591);
}
```

## HTML

**[Material] Color Declarations**

Red

#f44236



Pink

#e92662



Purple

#9c27b0



Deep Purple

#673ab7



Indigo

#3f51b5



Blue

#2197f3



Light Blue

#10a9f3



Cyan

#16bcd4



Teal

#0e9688



Green

#4daf50



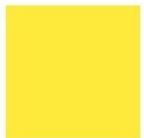
Light Green

#8cc44a



Lime

#cddb39



Yellow

#feea3a



Amber

#ffc10a



Orange

#fe9803



Deep Orange

#fe5723



Brown

#785548



Grey

#9e9e9e



Blue Grey

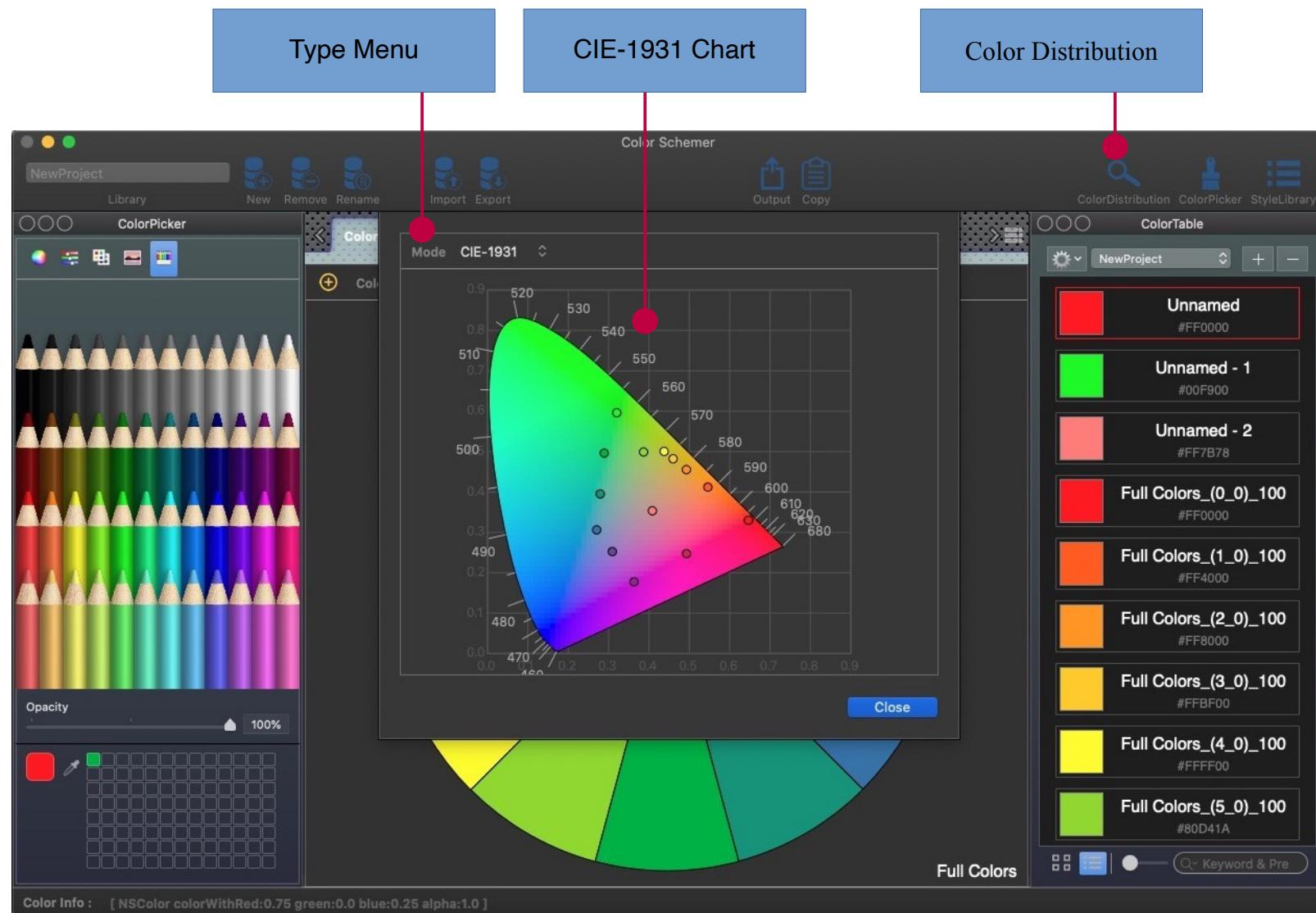
#607c8b

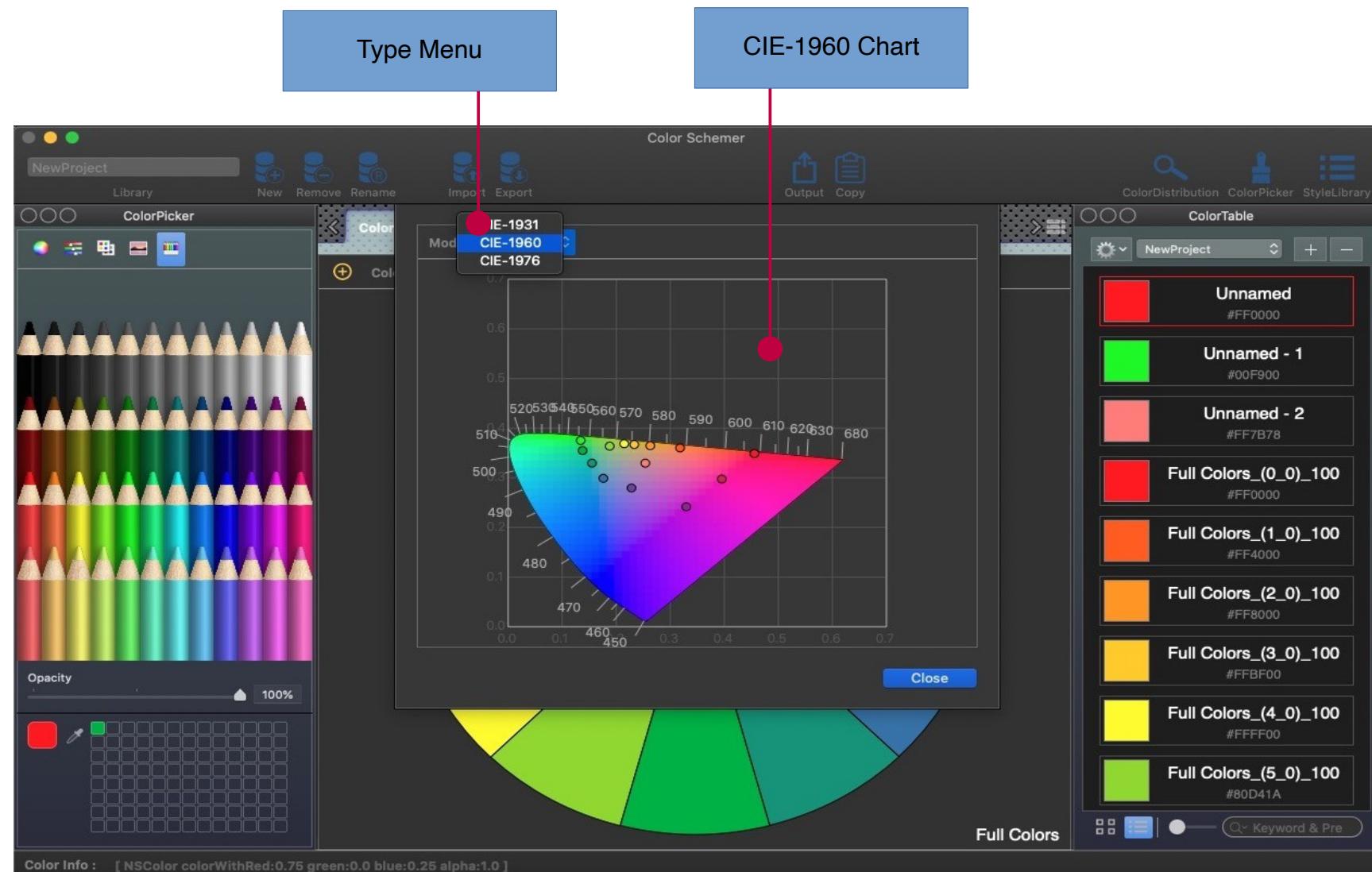


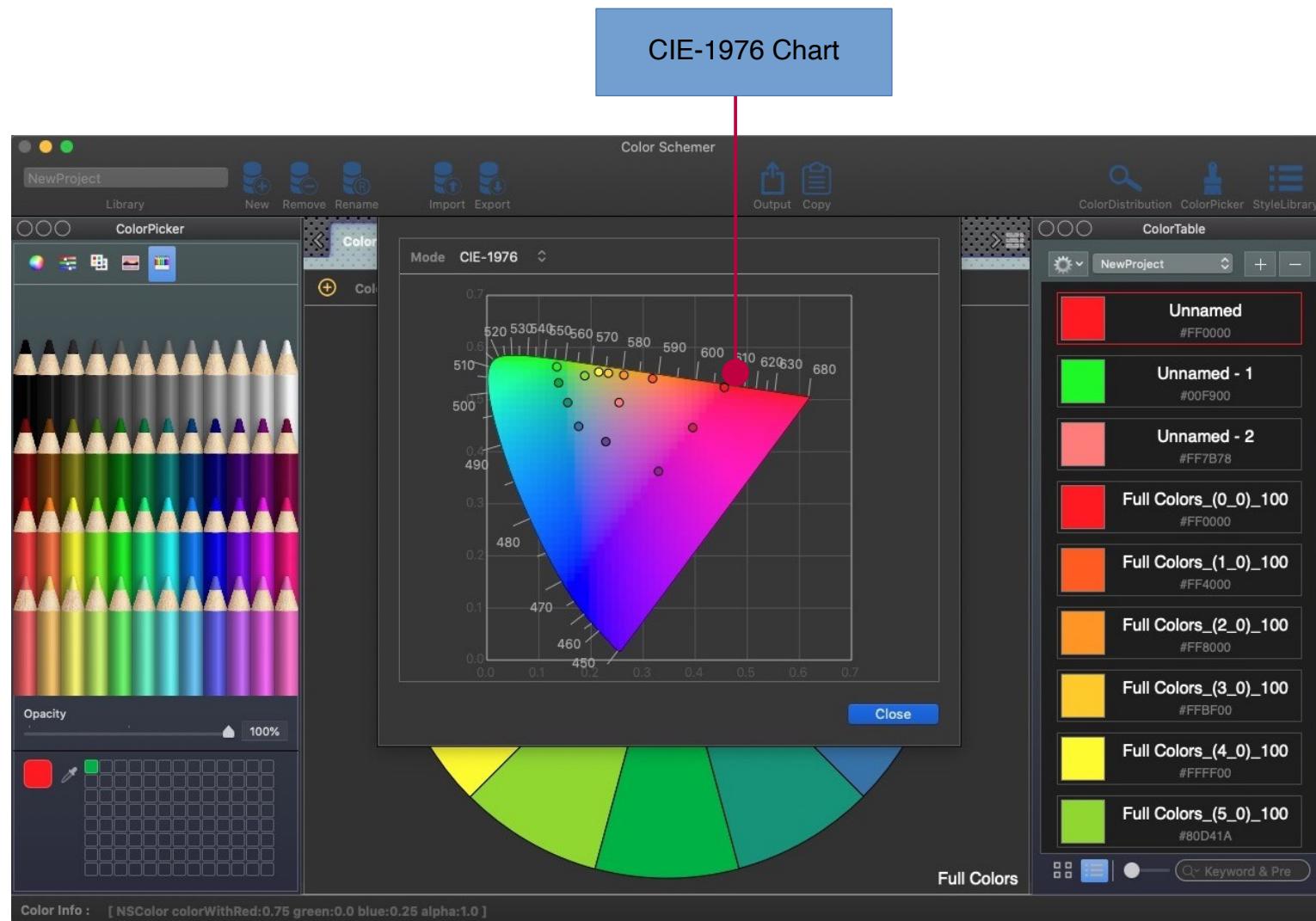
Unnamed

rgba(255,0,0,0.346591)

# Color Distribution Module

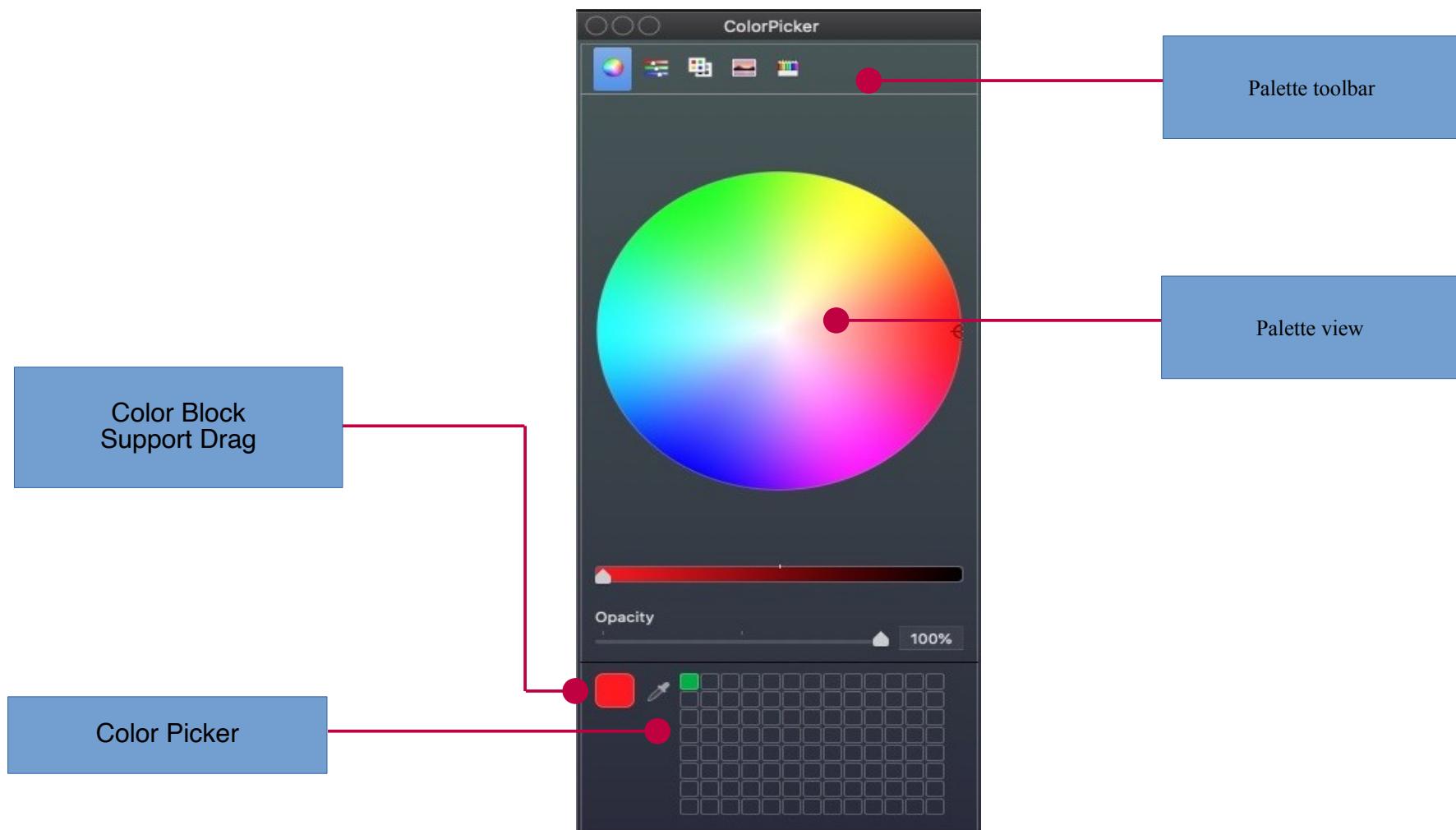




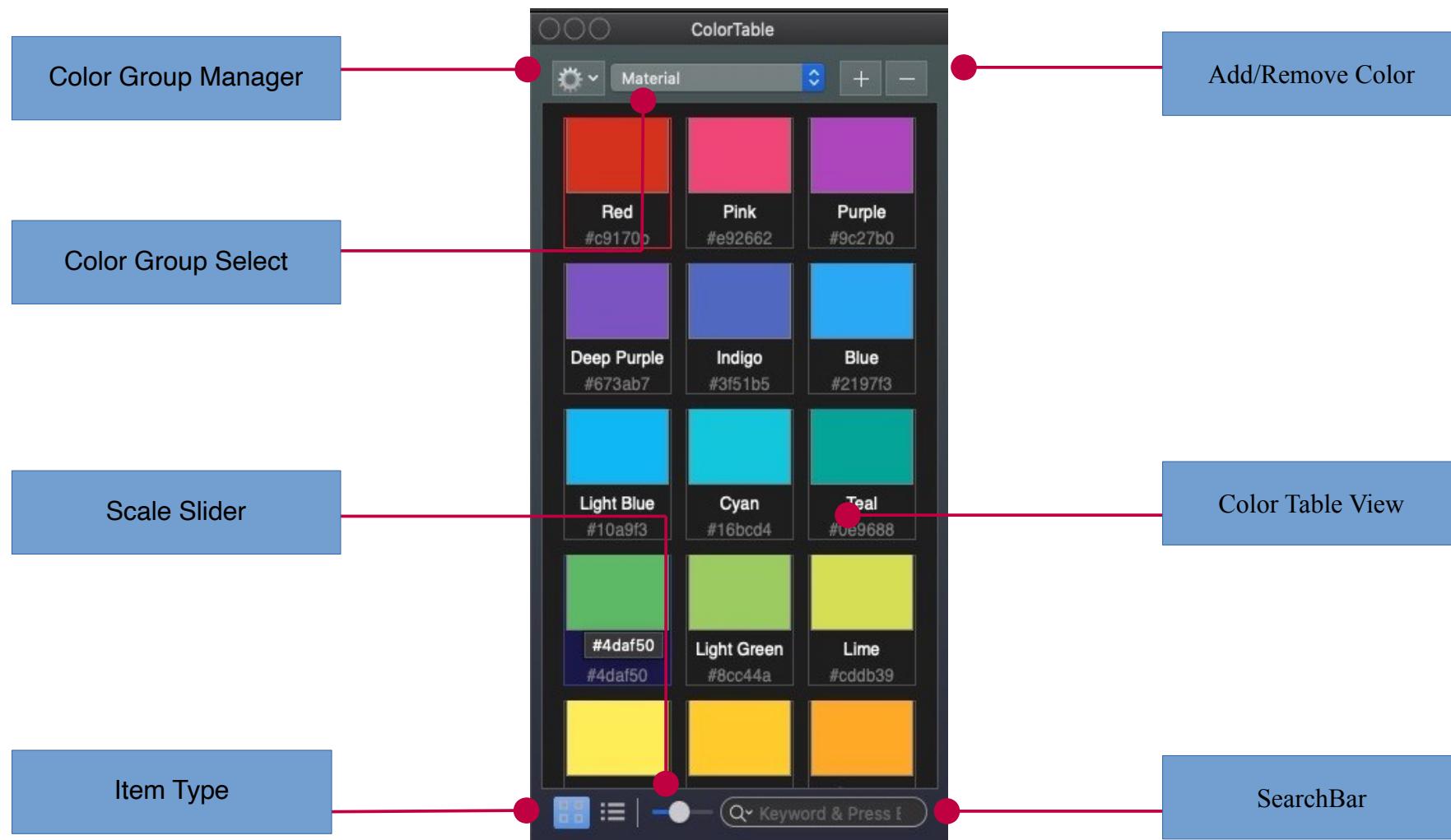


<b>Color Space</b>	
CIE-1931	<p>CIE 1931 color spaces were the first defined quantitative links between distributions of wavelengths in the electromagnetic visible spectrum, and physiologically perceived colors in human color vision. The mathematical relationships that define these color spaces are essential 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>
CIE-1960	<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>
CIE-1976	<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>

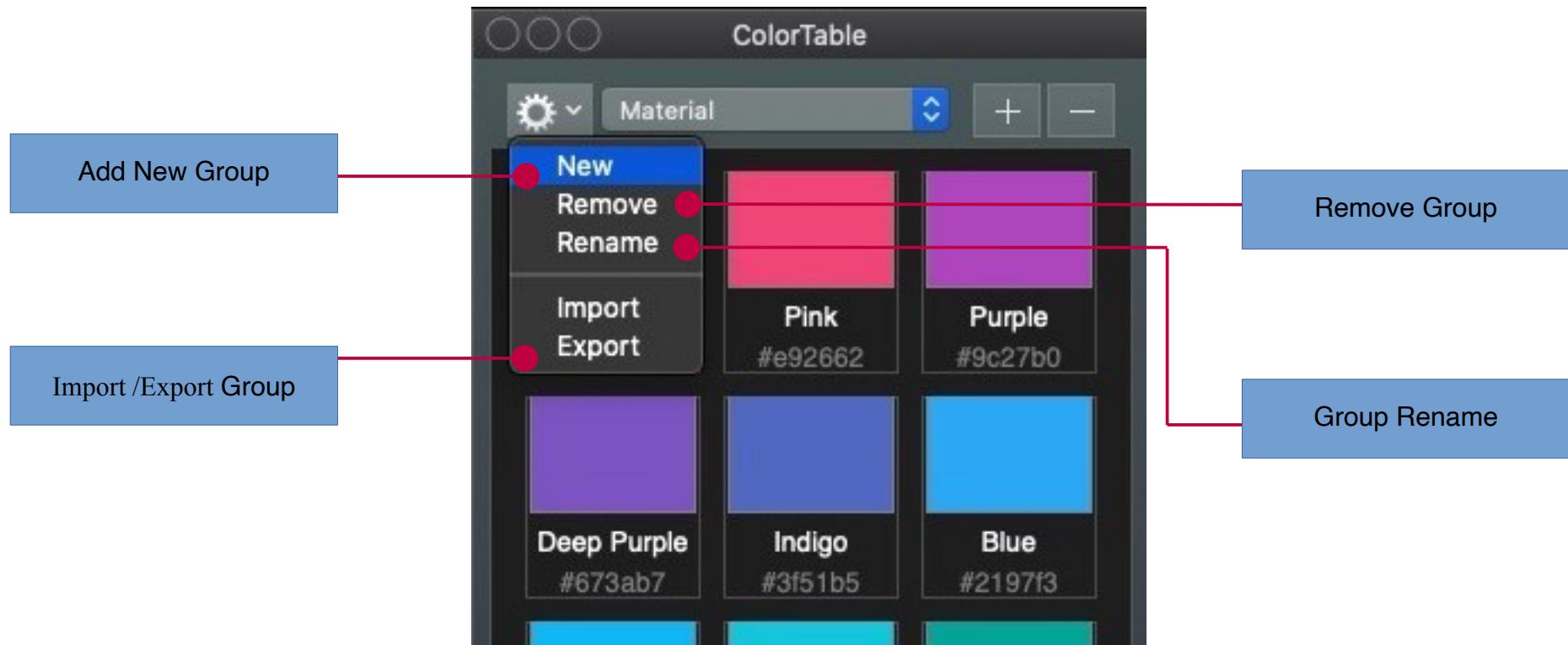
# System Palette Module



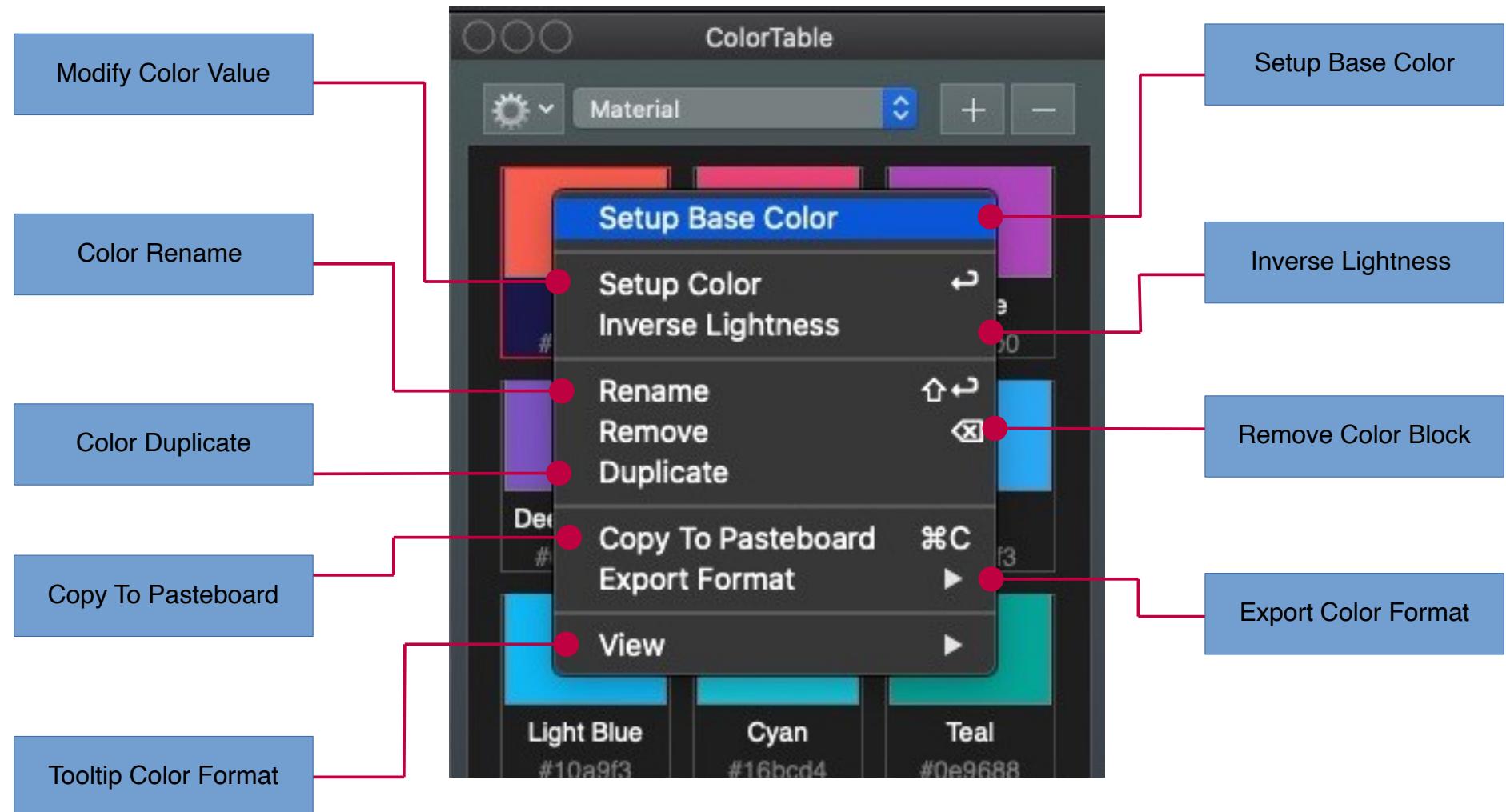
# Color Table Module

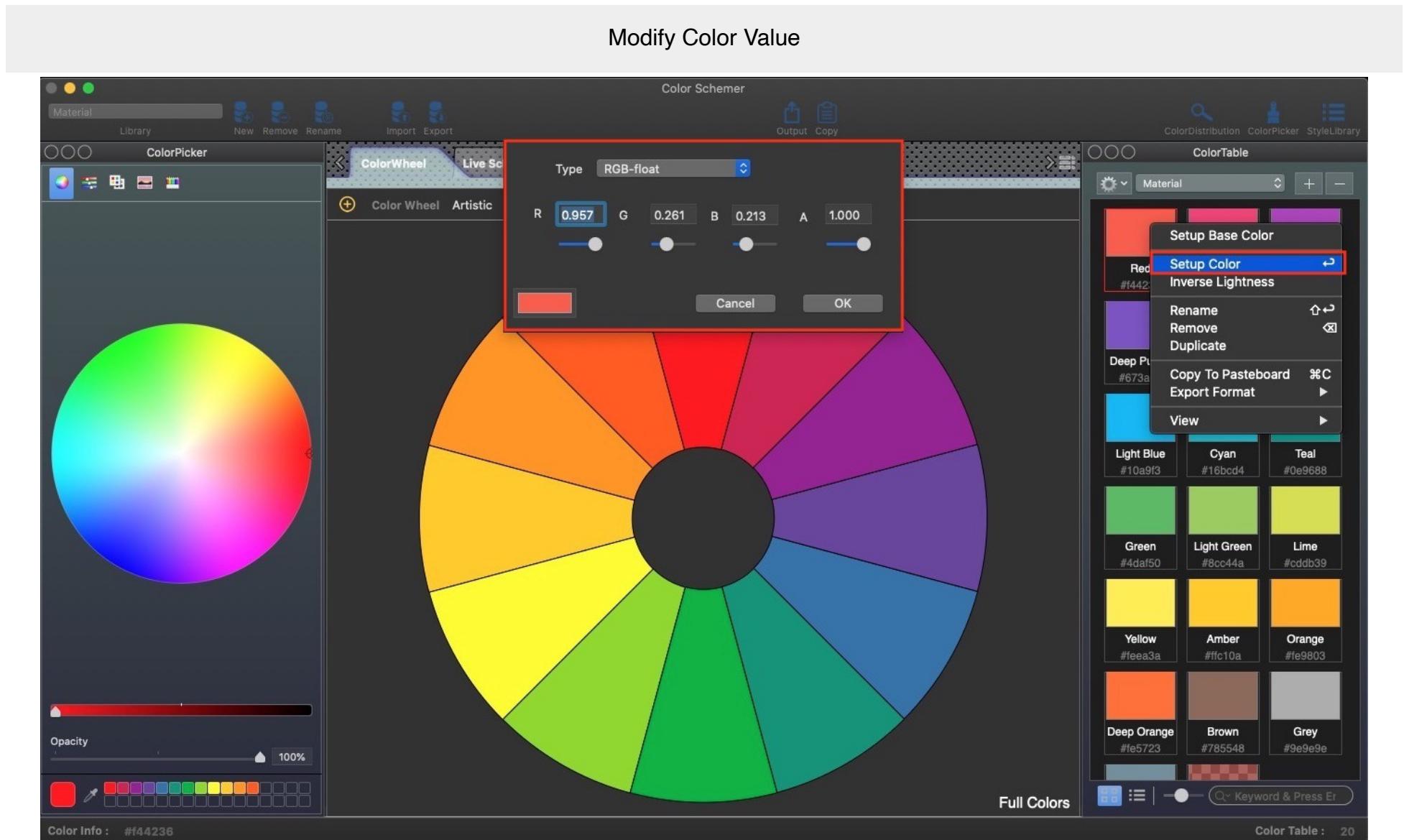


## Group Management

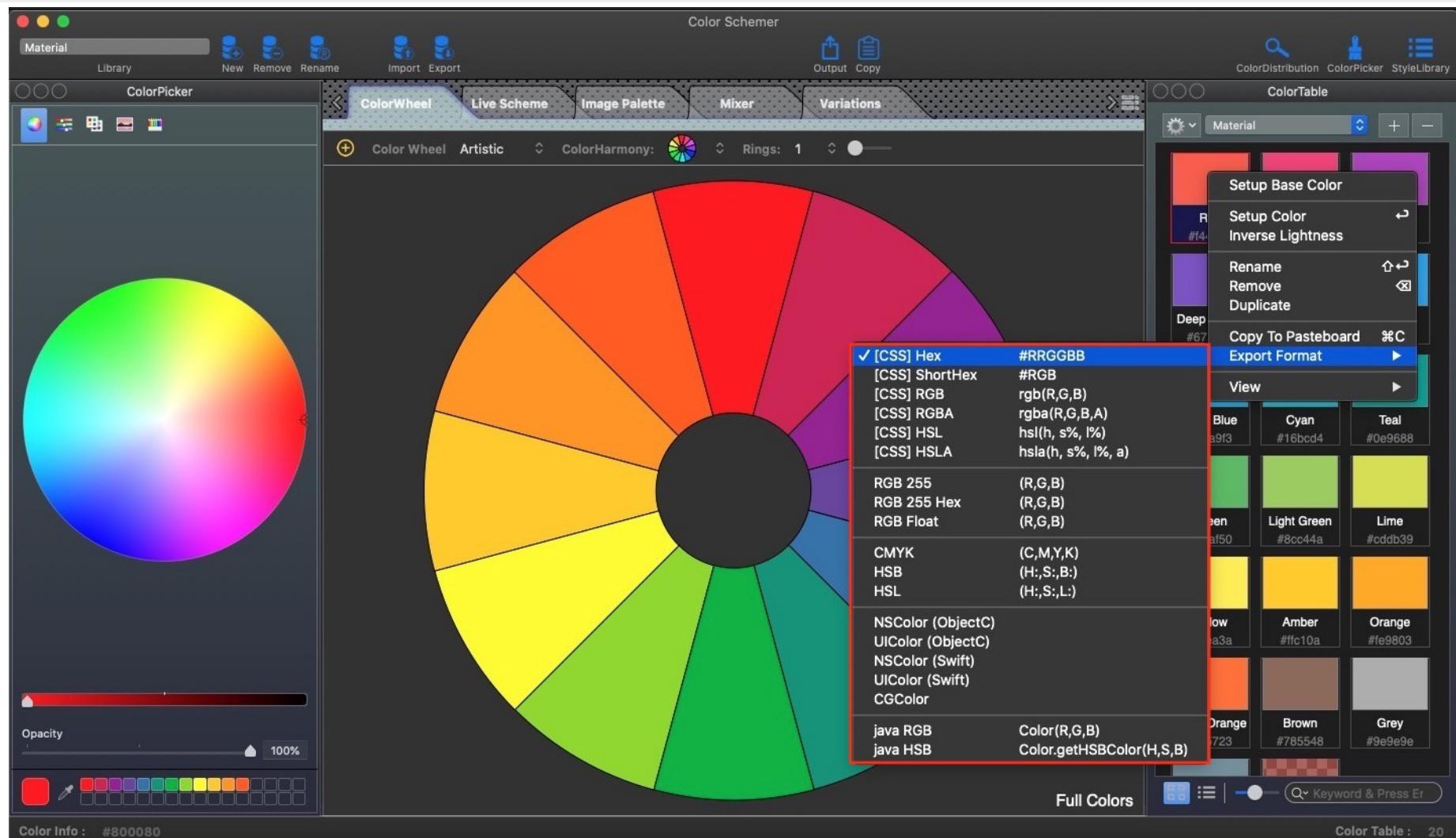


## Item Menu

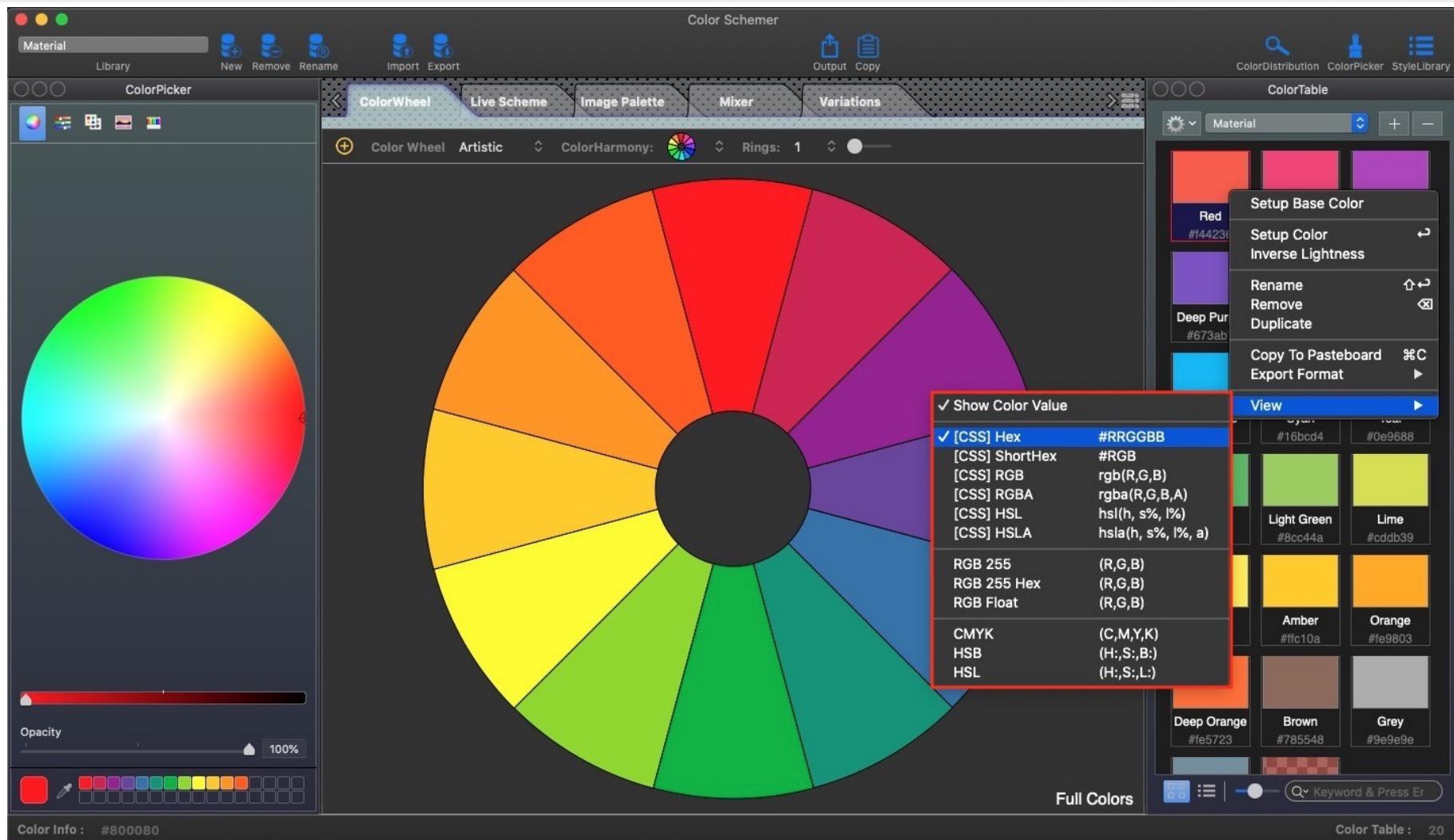




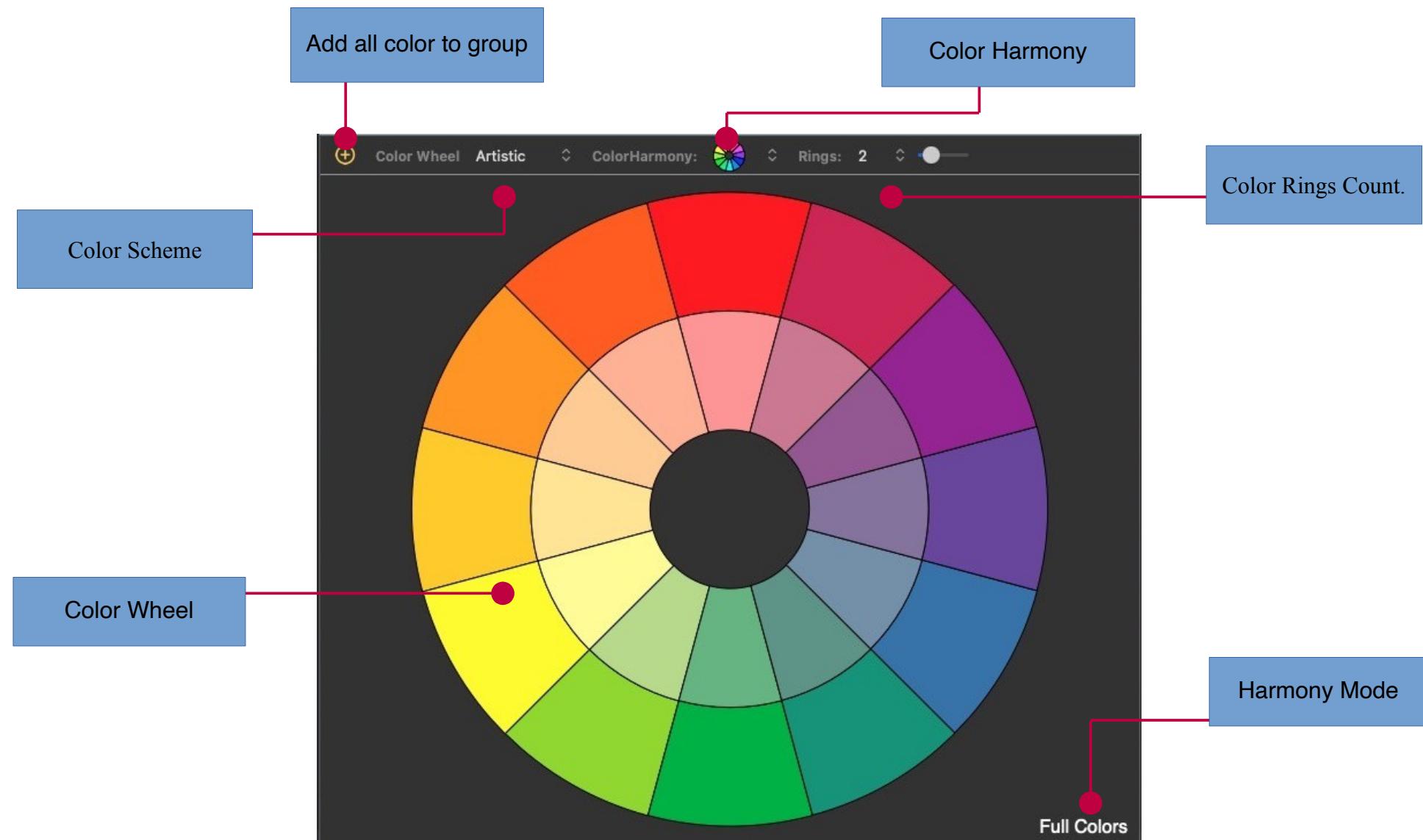
## Export Color Format



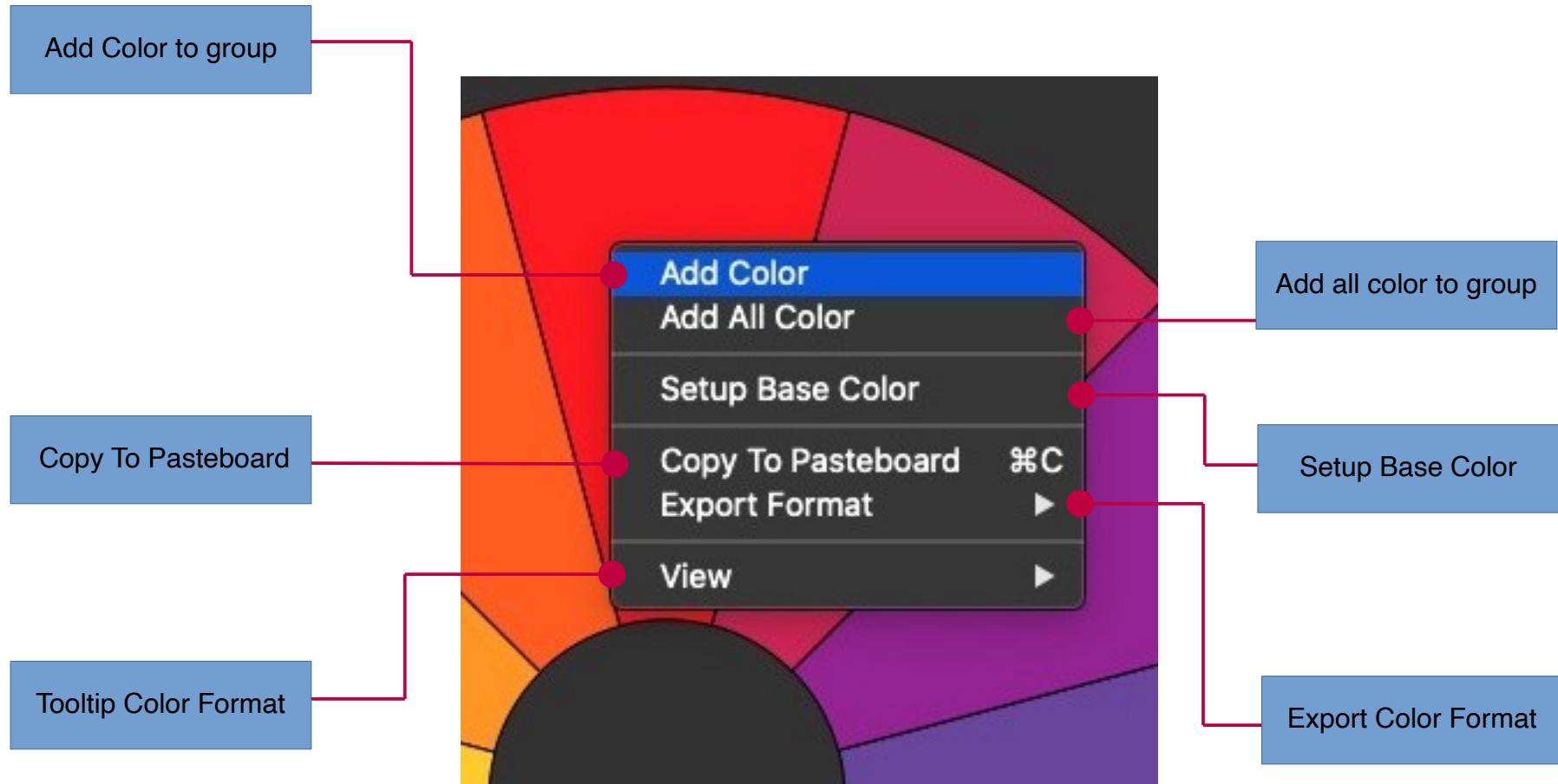
## Tooltip Color Format



# Module: Color Wheel

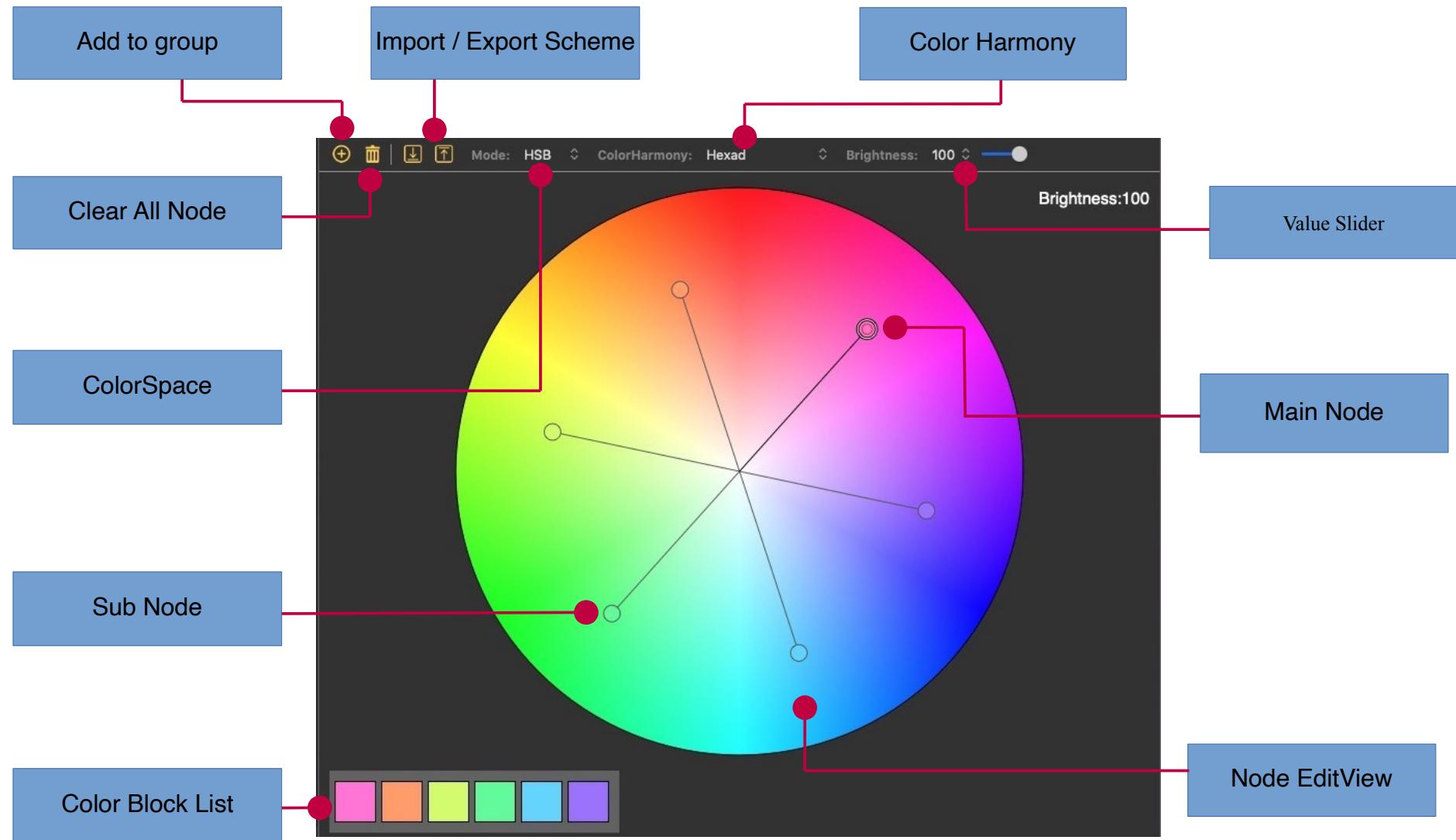


## Menu



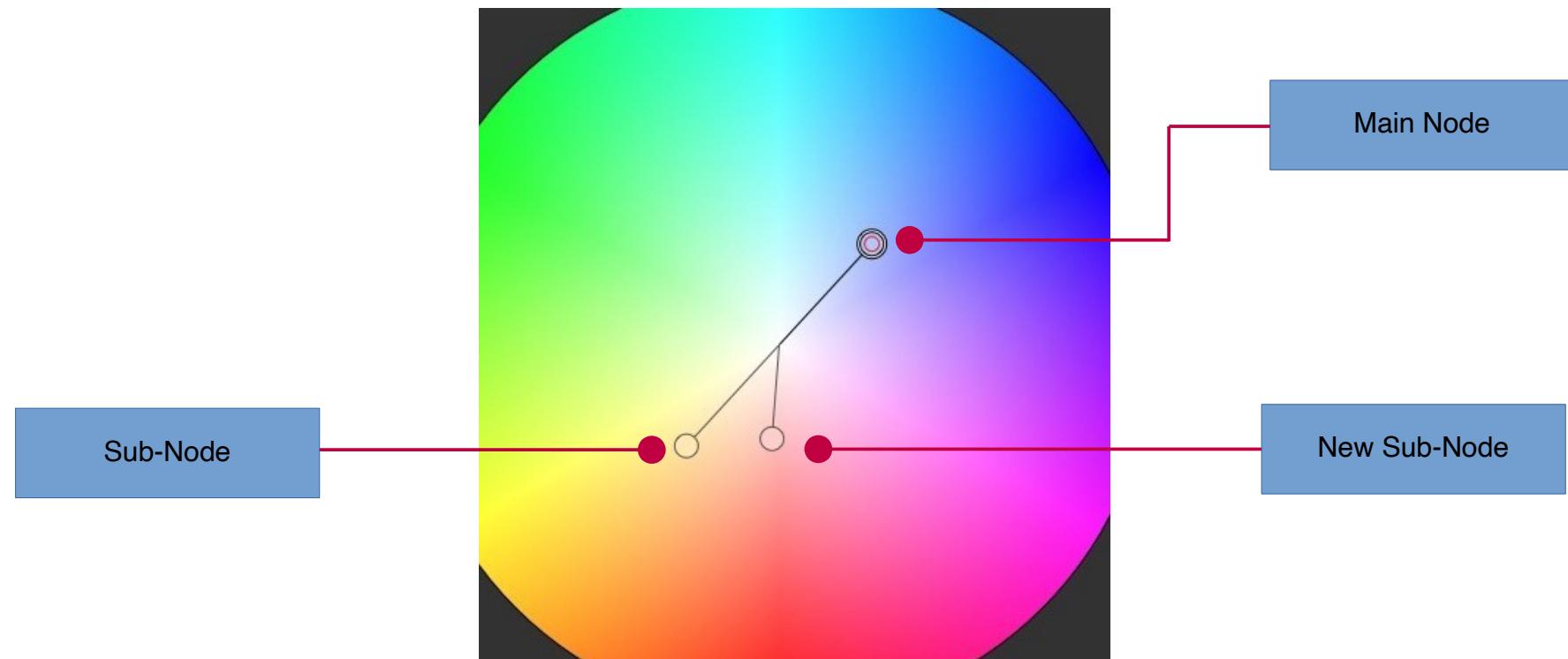
<b>Color Scheme Kind</b>	
Artistic	RYB color wheel.
Scientific	RGB color wheel
<b>Color Harmony Mode</b>	
Full	Full color wheel
Monochromatic	Only one color, but changes in lightness and chroma
Complementary	Two colors separated by 180 degrees on the color wheel, such as red with green. This color matching method emphasizes contrast
Analogous	Three adjacent colors on the color wheel, such as yellow, yellow-green, and green
Triad	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.
Split-Complementary	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.
Rectangle (tetradic)	Two sets of complementary colors, such as red, green and yellow and purple.
Square (Clash)	Consisting of a color and colors 90 degrees next to each other, it brings a sense of vitality, originality, and urgency.
Analogous+Complementary	Analogous+Complementary mode mixing.
RectangleLeft	Two sets of complementary colors, such as red, green and yellow and purple.(Left)
Hexad	Six colors in which the color wheel is divided into regular hexagons.

# Module: Live Scheme Module

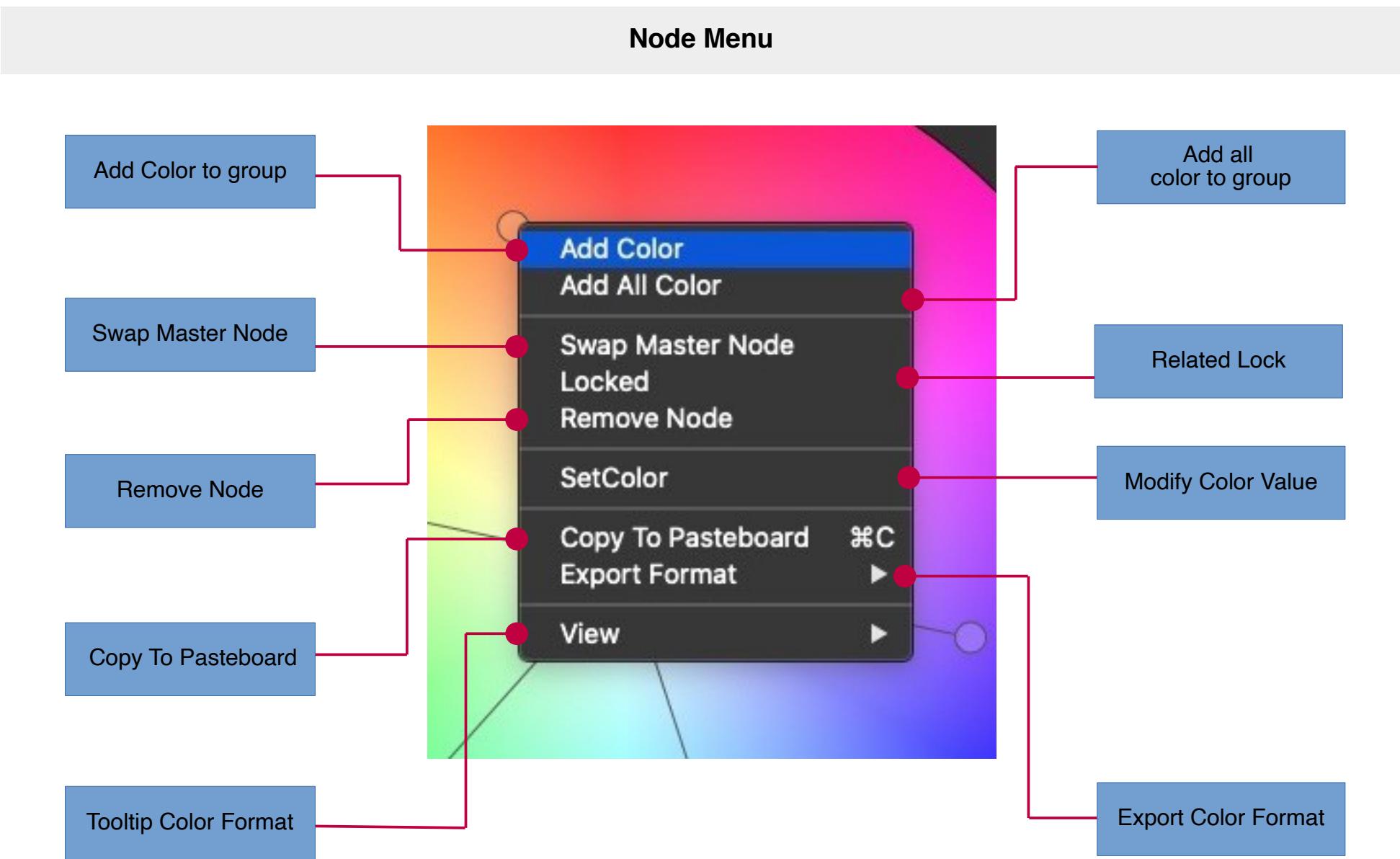


<b>Color Space</b>	
HSB	HSB Color Space.
HSL	HSL Color Space.
<b>Color Harmony Mode</b>	
Custom	Custom color scheme.
Full	Full color wheel.
Monochromatic	Only one color, but changes in lightness and chroma.
Complementary	Two colors separated by 180 degrees on the color wheel, such as red with green. This color matching method emphasizes contrast
Analogous	Three adjacent colors on the color wheel, such as yellow, yellow-green, and green
Triad	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.
Split-Complementary	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.
Rectangle (tetradic)	Two sets of complementary colors, such as red, green and yellow and purple.
Square (Clash)	Consisting of a color and colors 90 degrees next to each other, it brings a sense of vitality, originality, and urgency.
Analogous+Complementary	Analogous+Complementary mode mixing.
RectangleLeft	Two sets of complementary colors, such as red, green and yellow and purple.(Left)
Hexad	Six colors in which the color wheel is divided into regular hexagons.

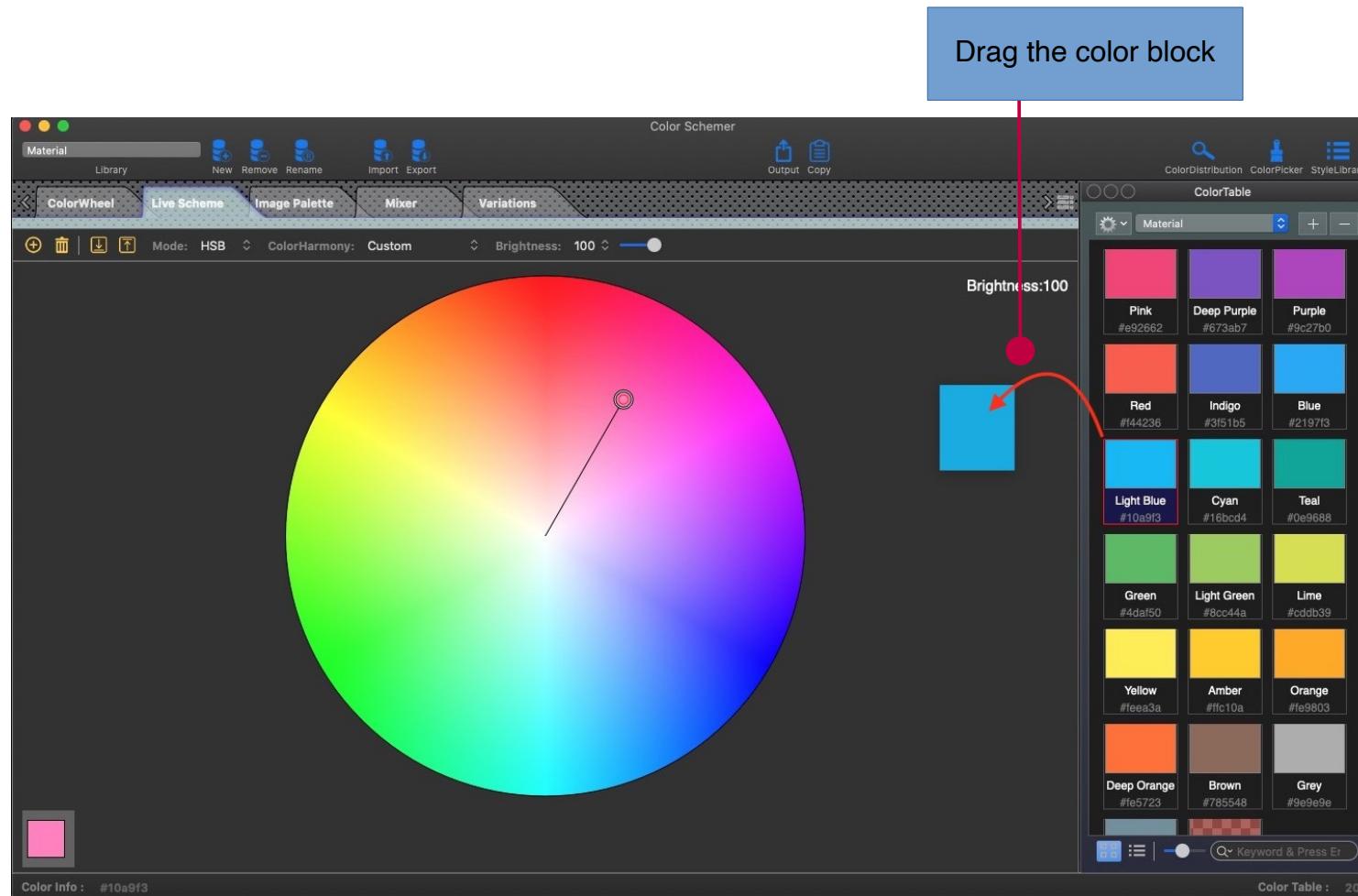
## Node Edit View

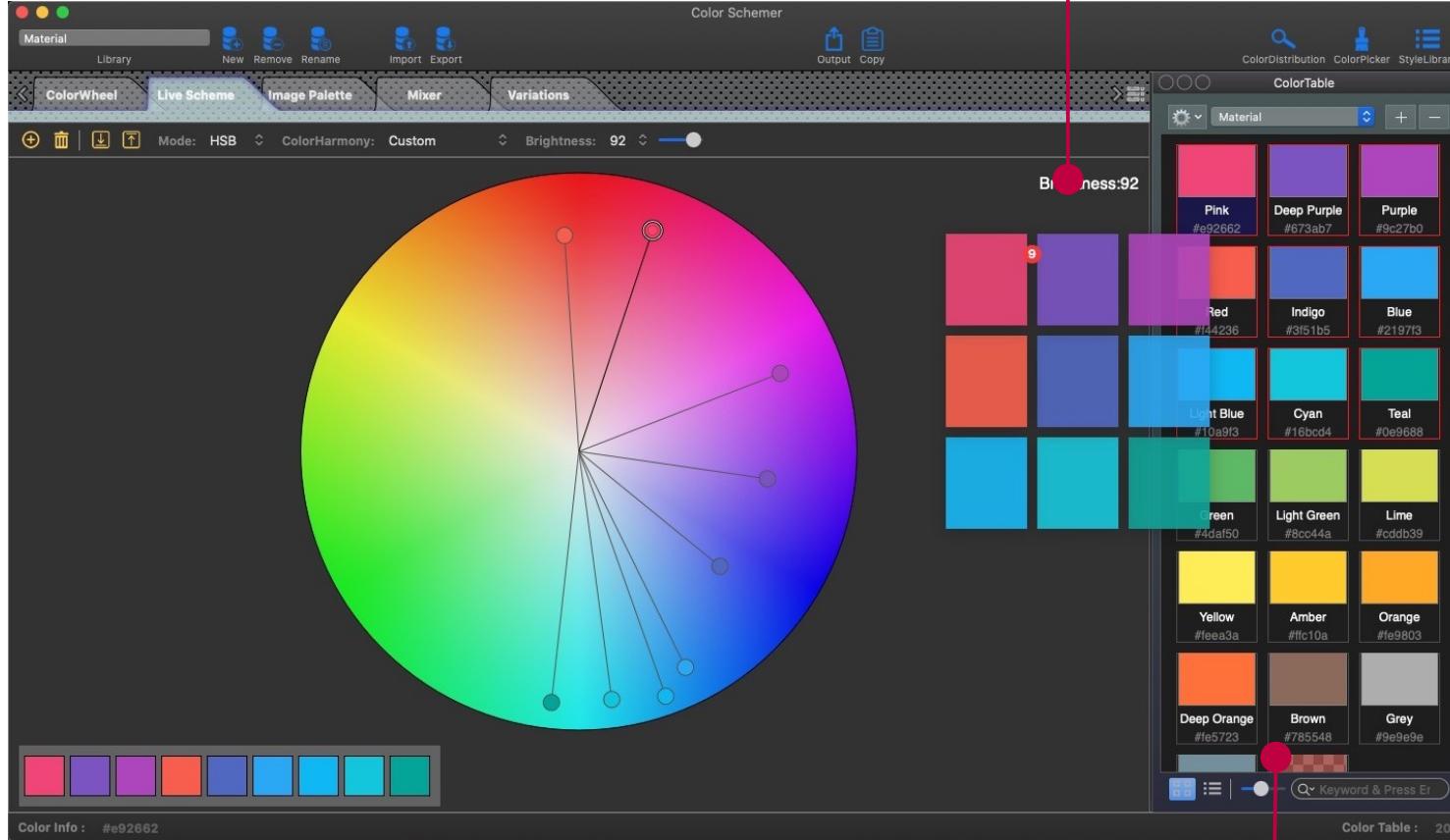


Main Node	Drag the main node (double circle) to adjust the basic color.	
Sub-Node	Drag the child node to fix the offset (detailed adjustment)	
Double-click to add other child nodes.		



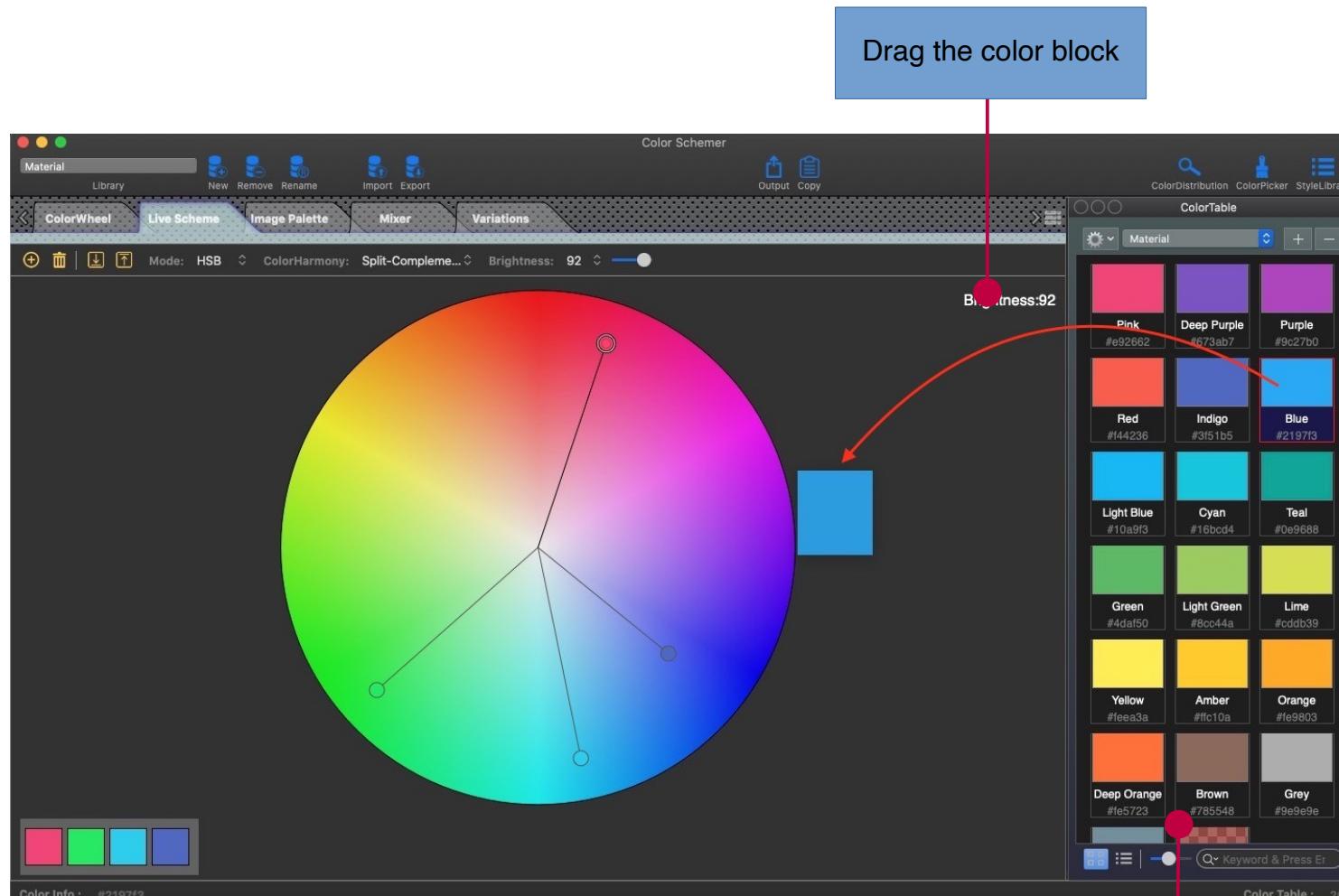
Drag to set the main color node



**Drag to set color scheme**

support mouse drag + command key( ⌘ ) to drag multiple nodes

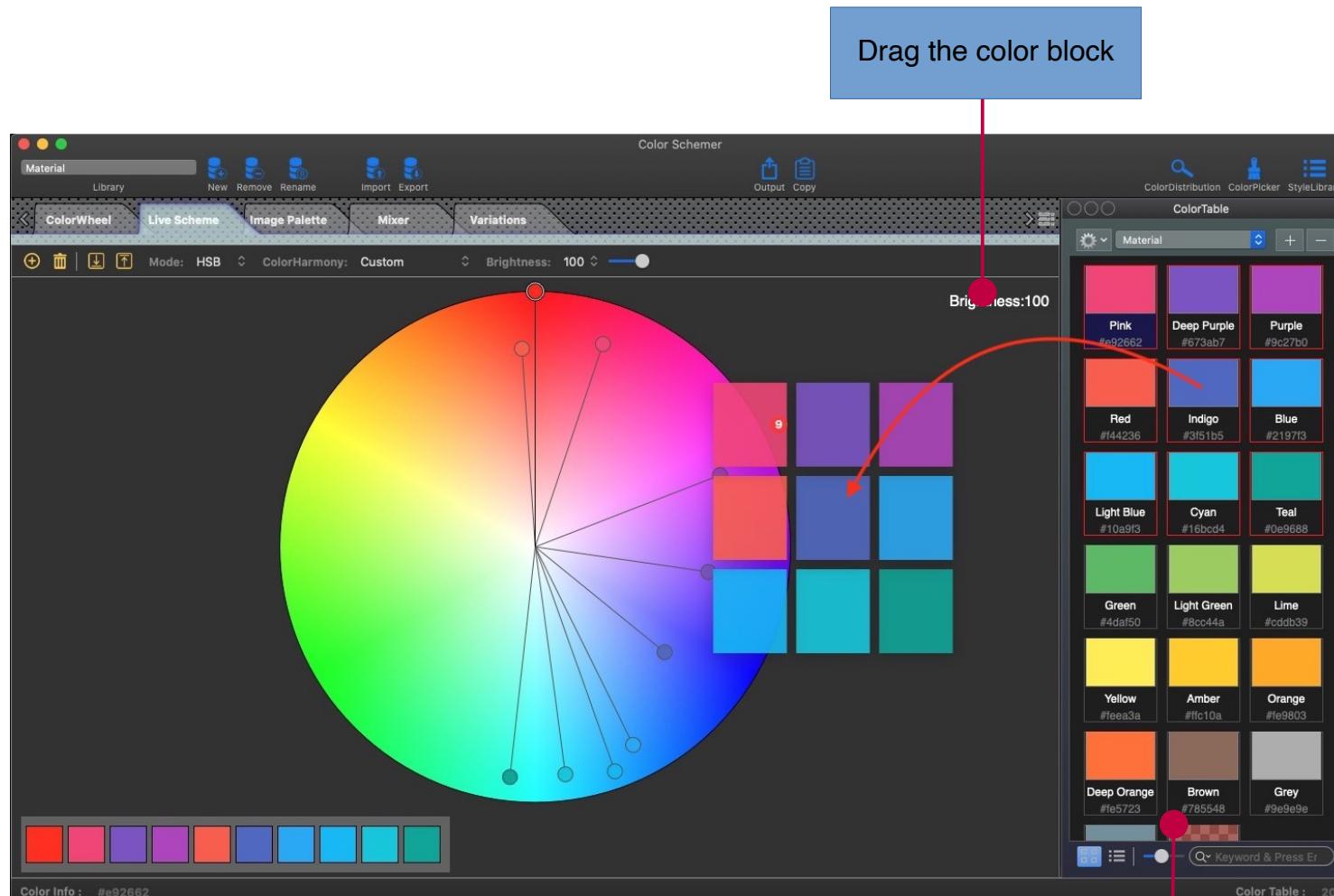
Drag to add a single color node



Drag the color block

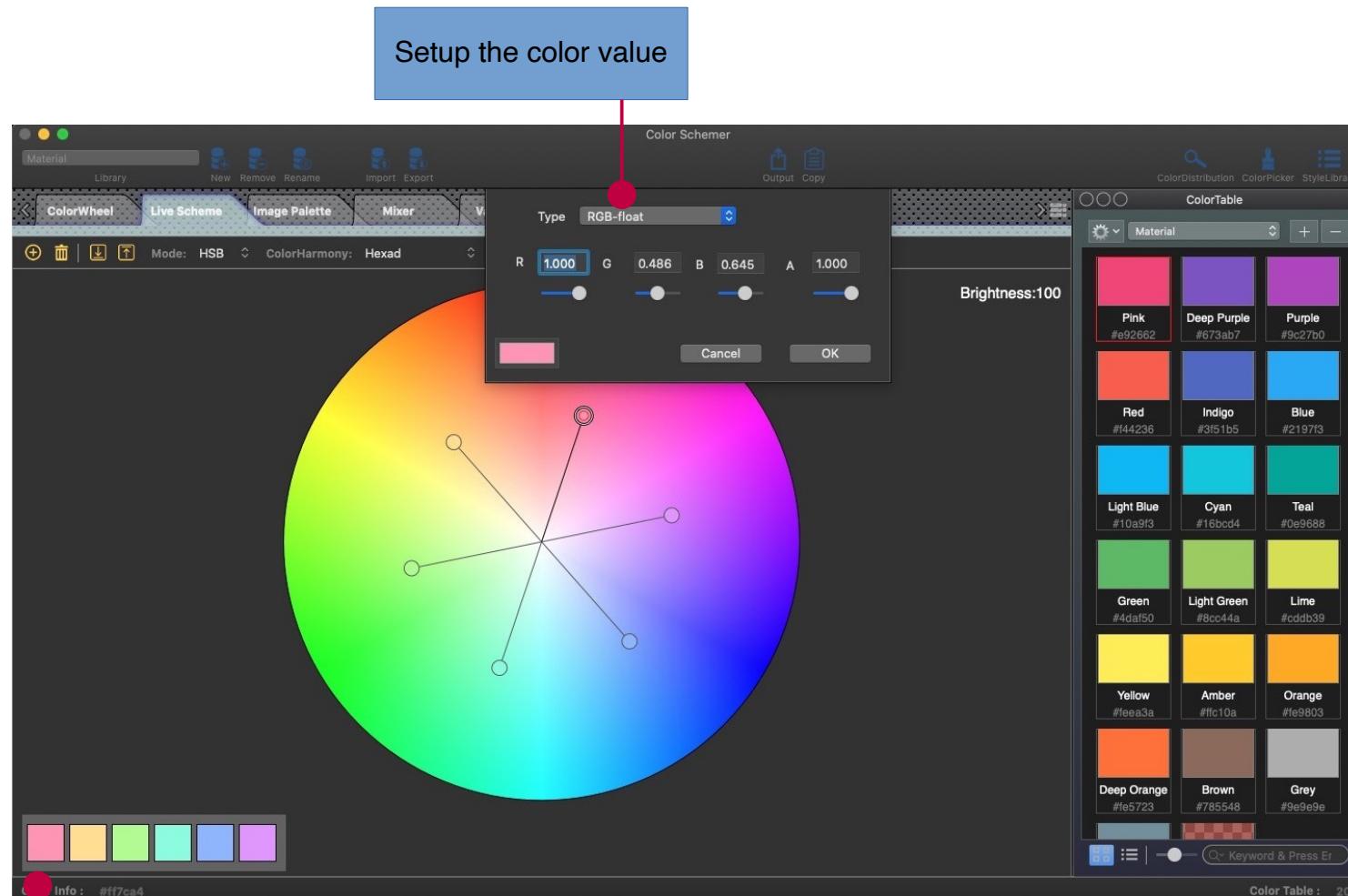
support mouse drag + control key( ^ ) to add a single color node

## Drag to add multiple color nodes



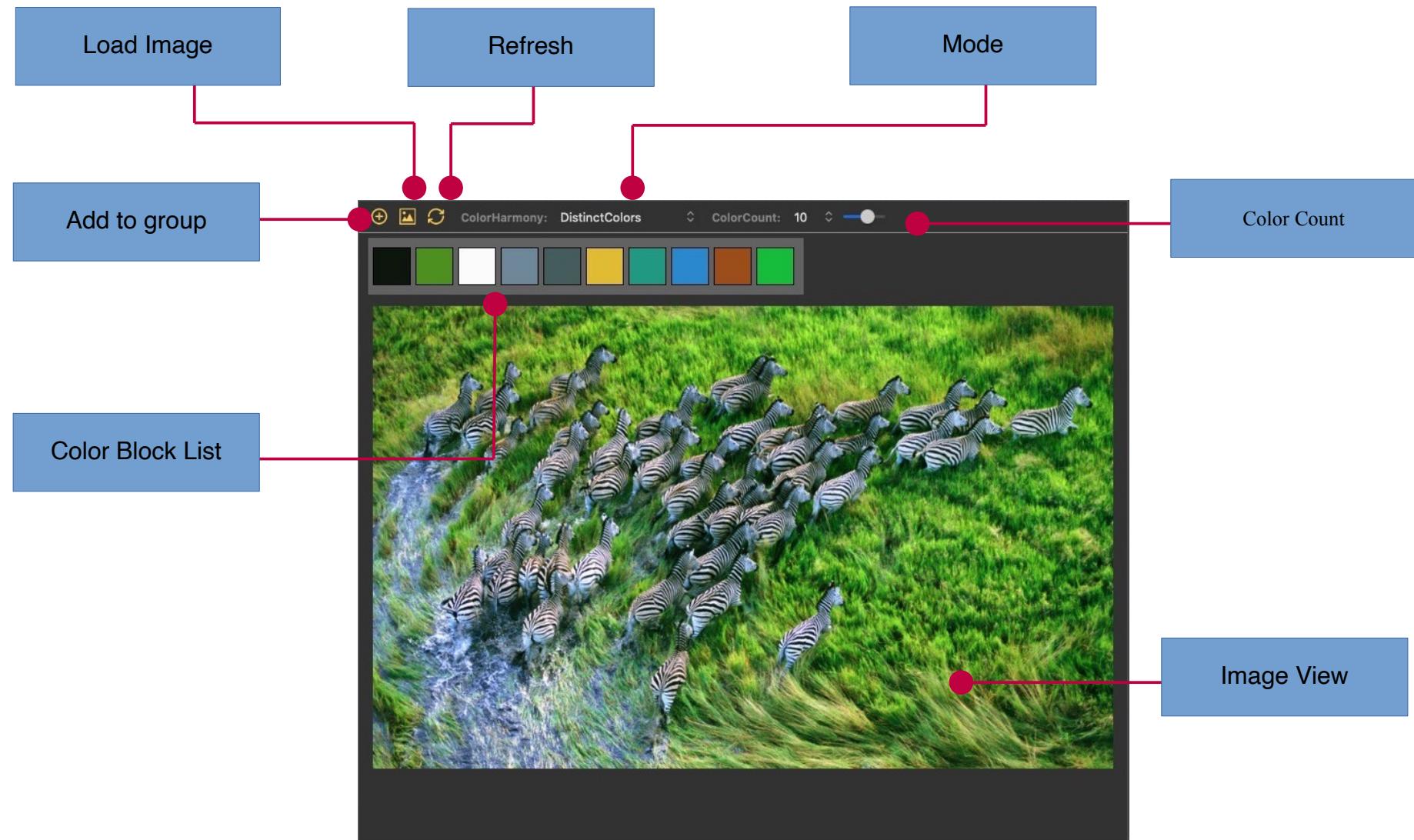
support mouse drag + command key( ⌘ ) + control key( ⌘ ) to add multiple color nodes

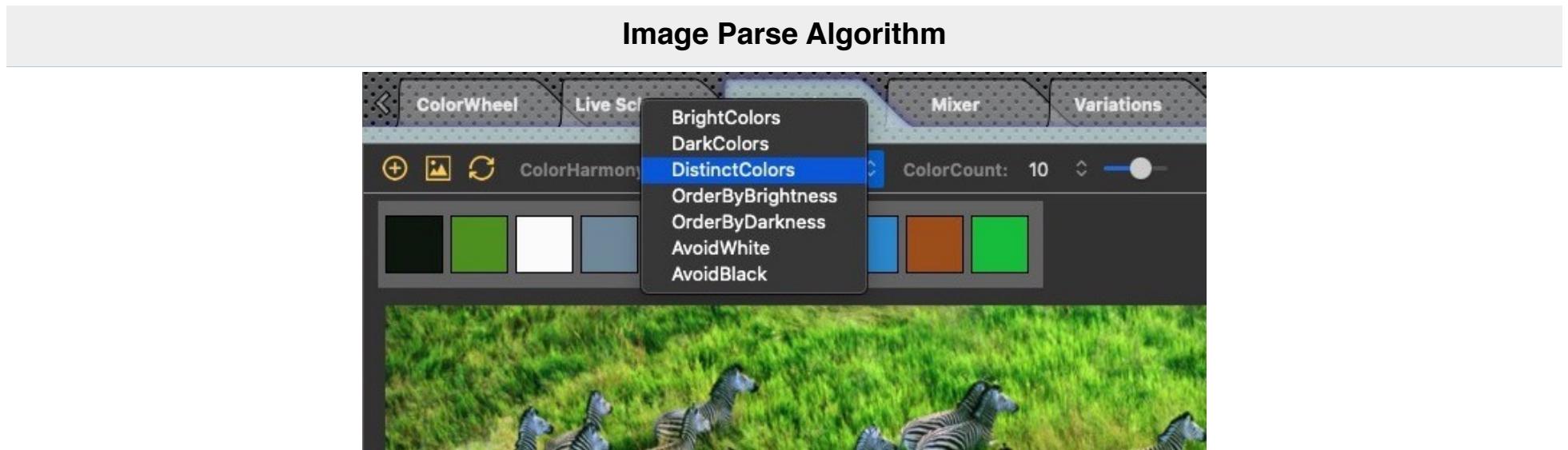
## Modify Color Value



Select color block

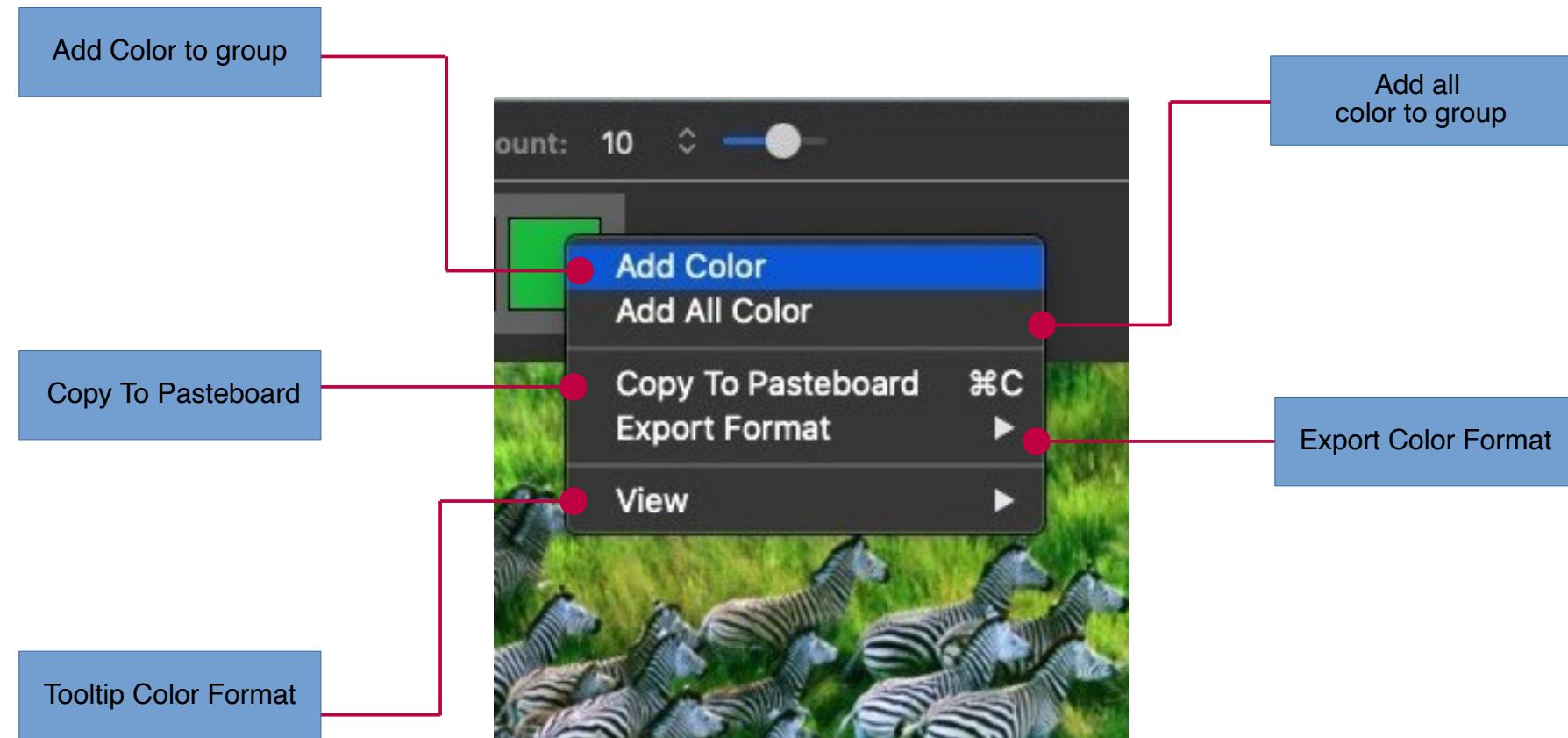
# Module: Image Palette Module



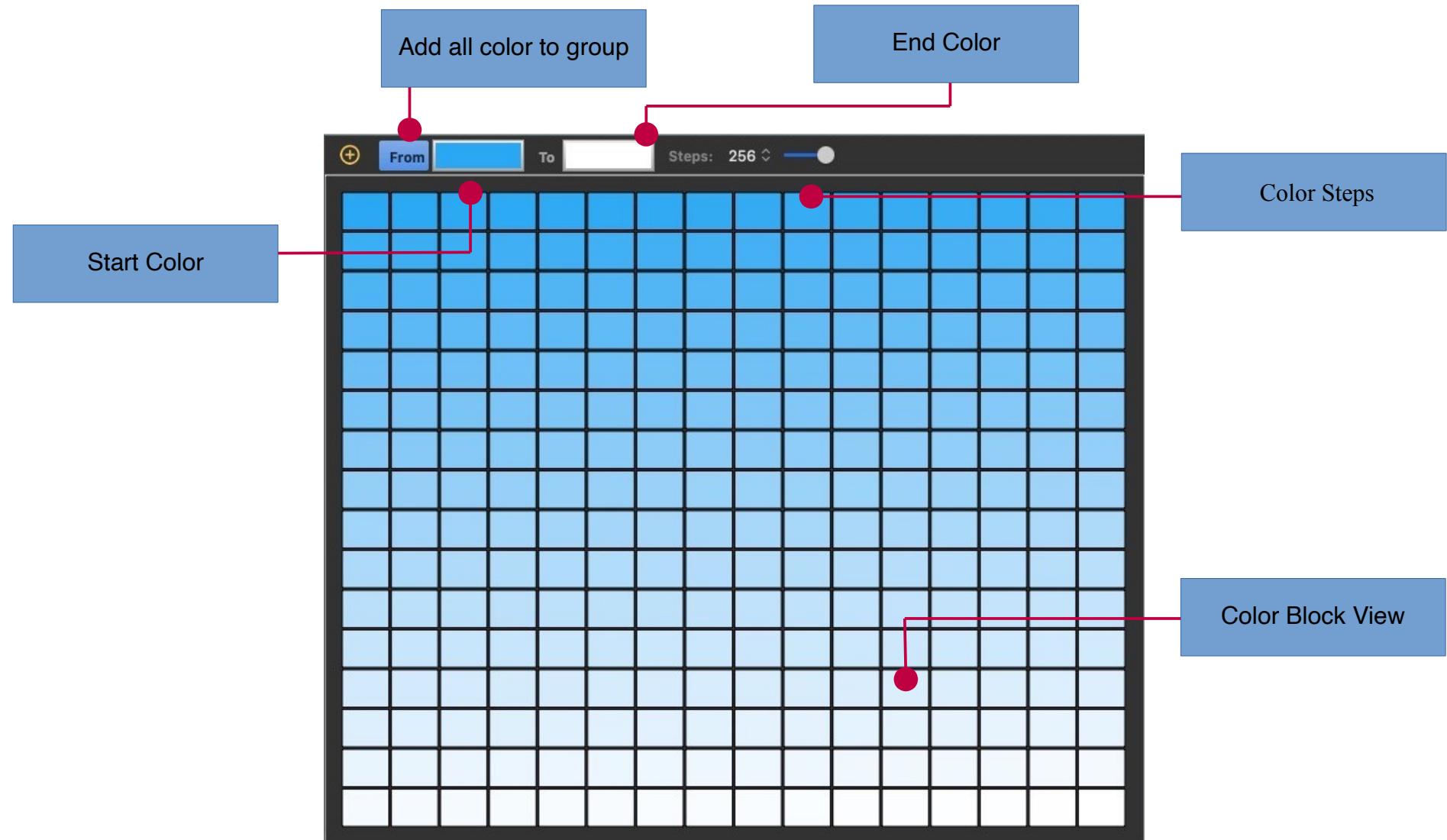


### Algorithm Mode

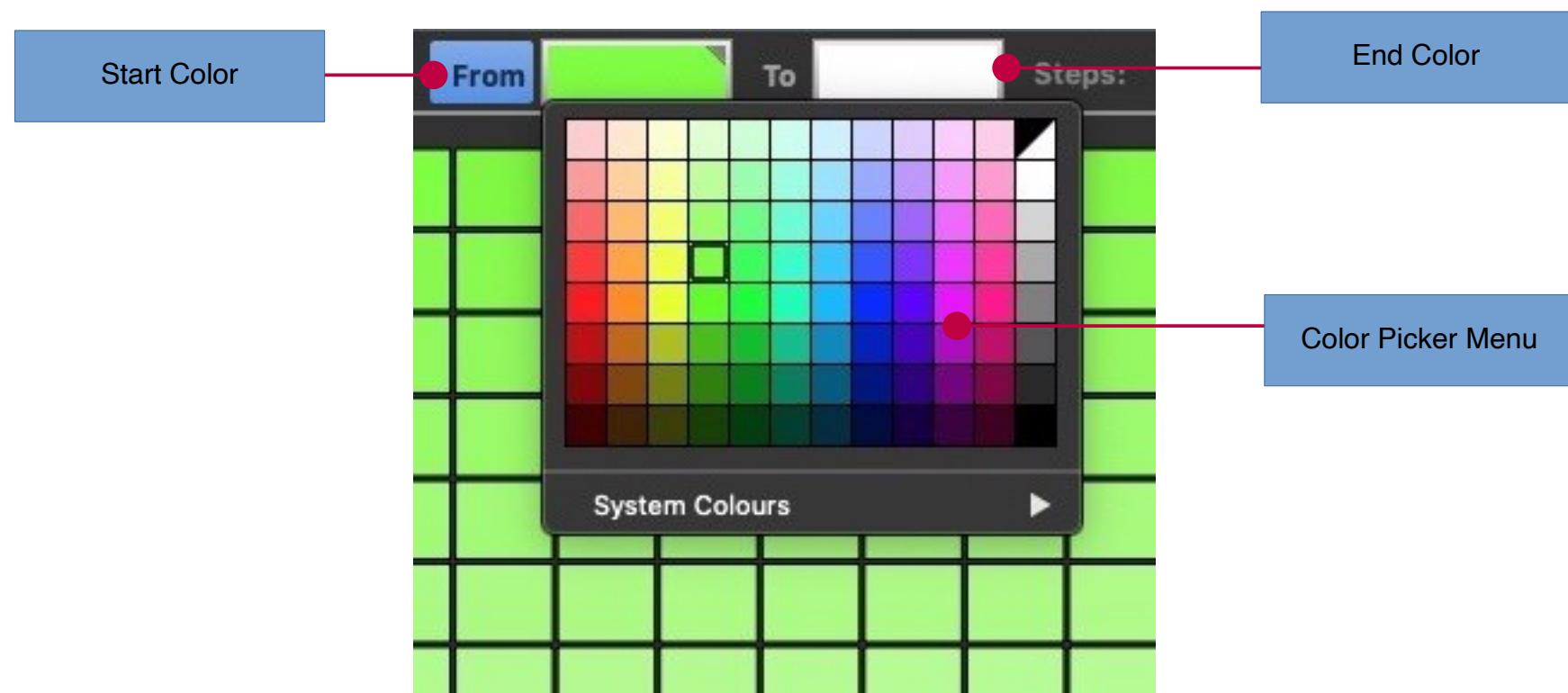
BrightColors	This ignores all pixels that are darker than a threshold
DarkColors	This ignores all pixels that are brighter than a threshold
DistinctColors	This filters the result array so that only distinct colors are returned
OrderByBrightness	This orders the result array by color brightness (first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

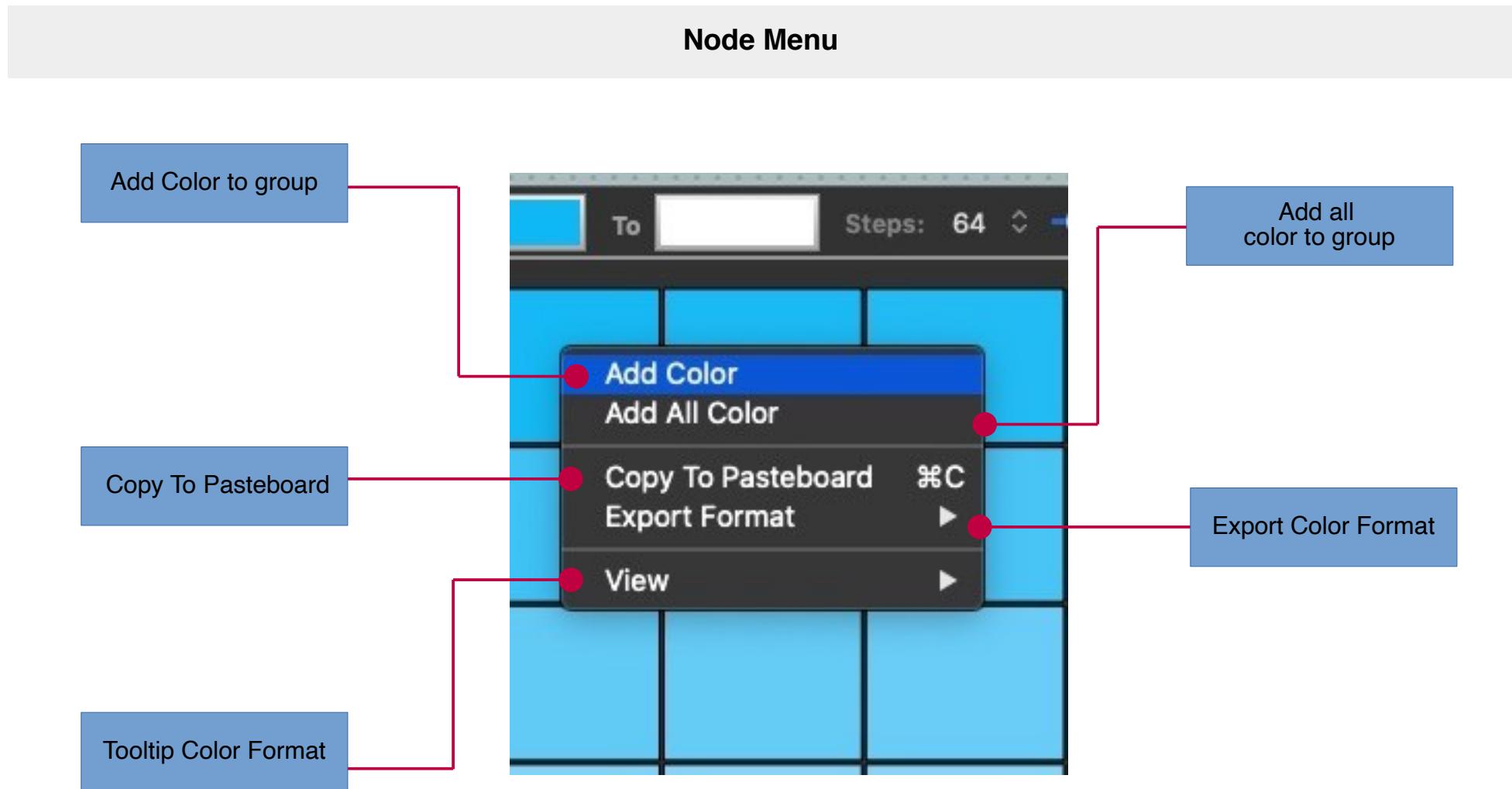
**Node Menu**

# Module: Mixer Module

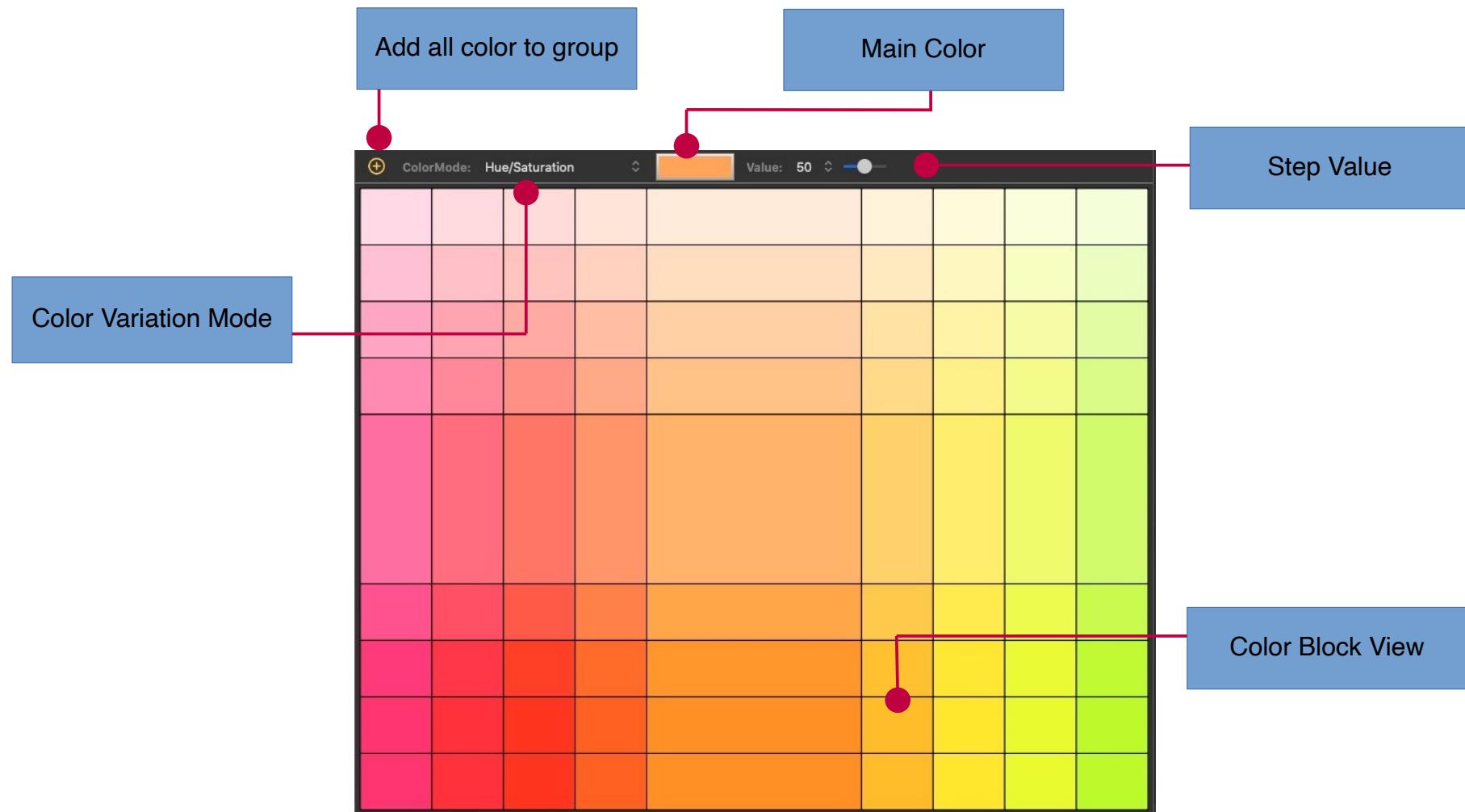


## Color Picker Button

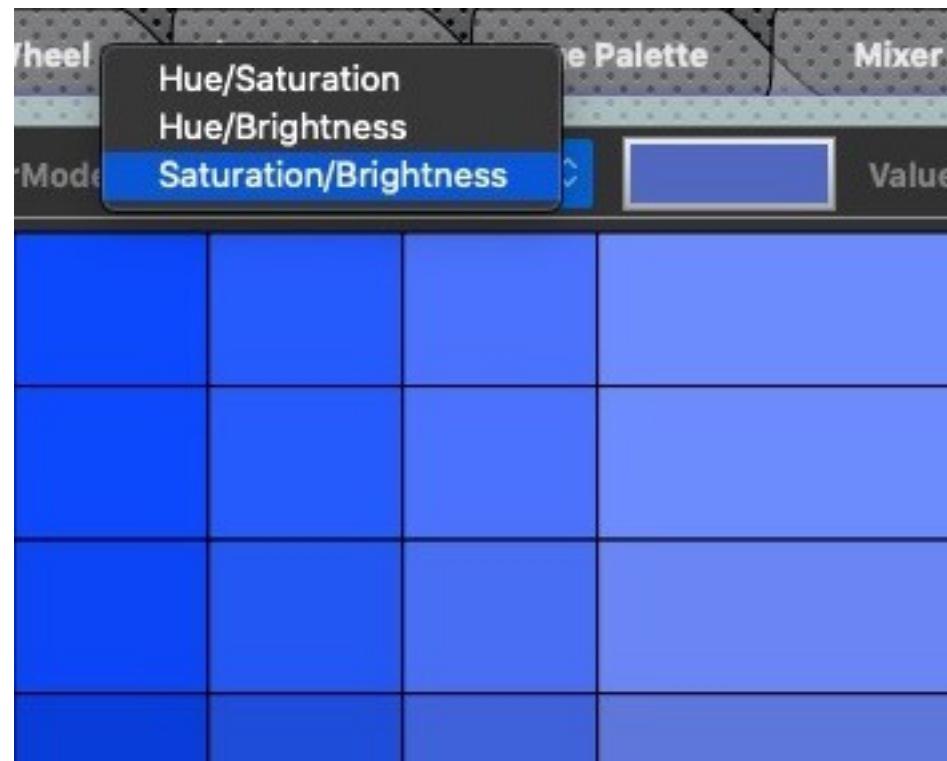




# Module: Variations Module

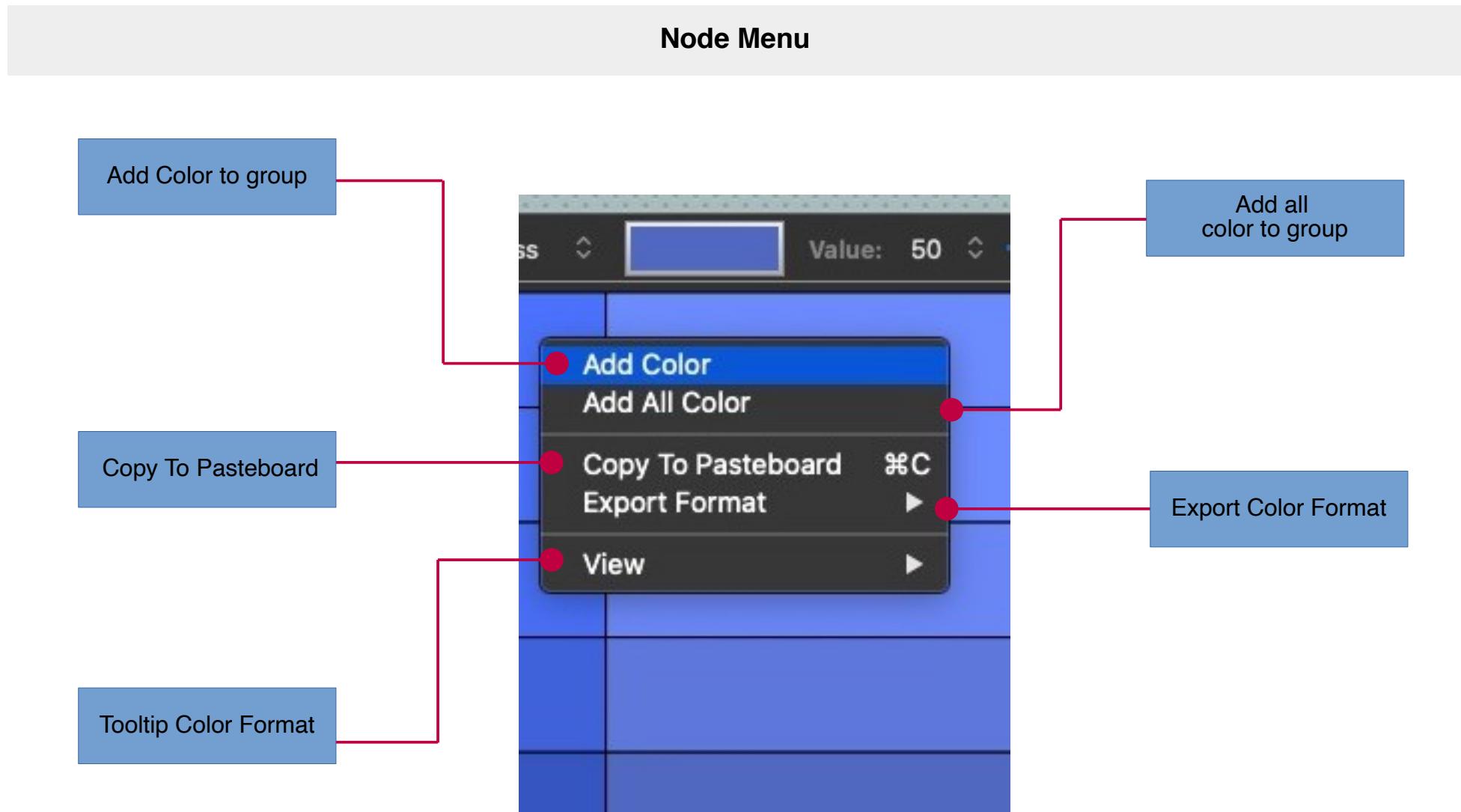


## Color Variations



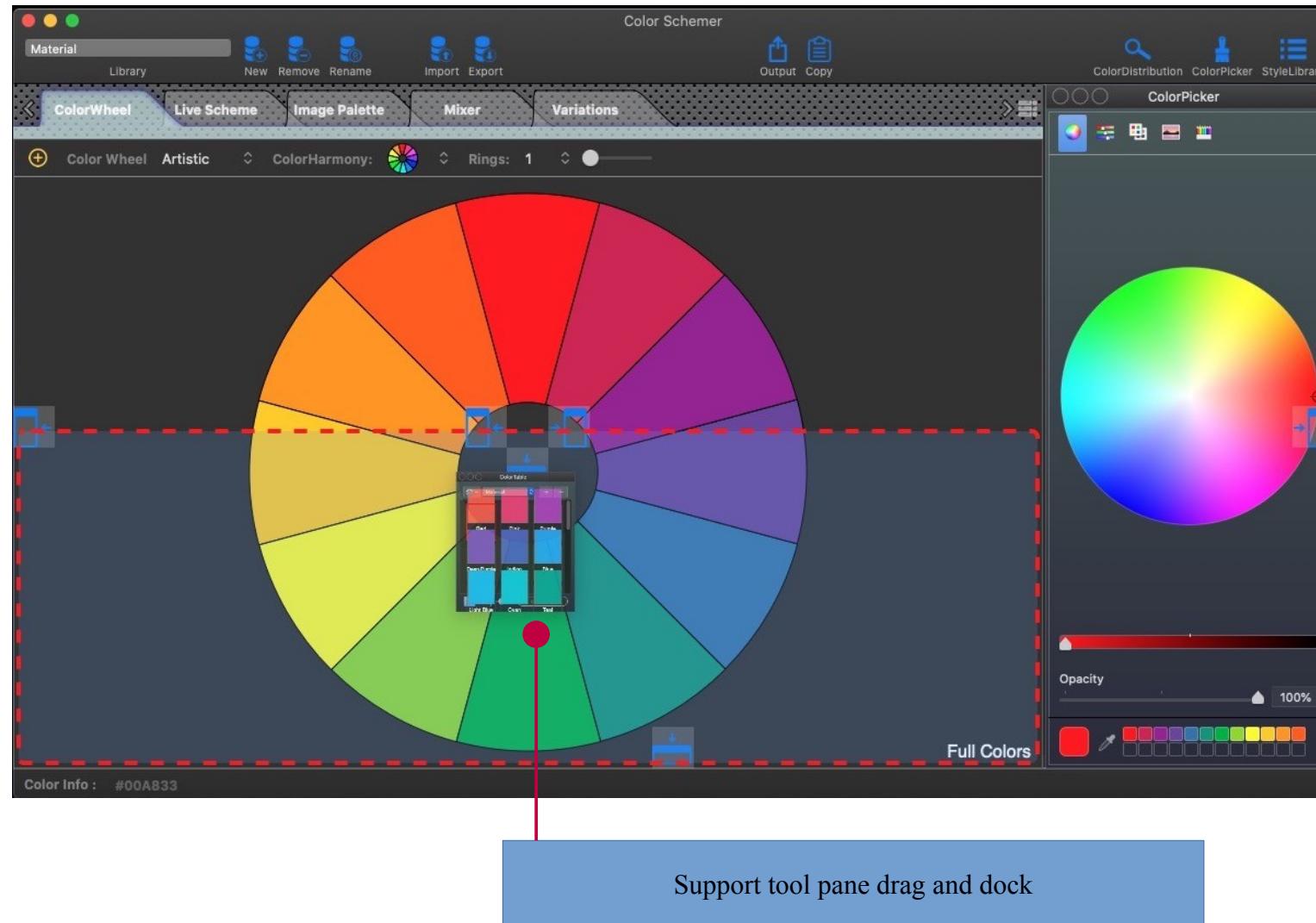
### Color Variations Mode

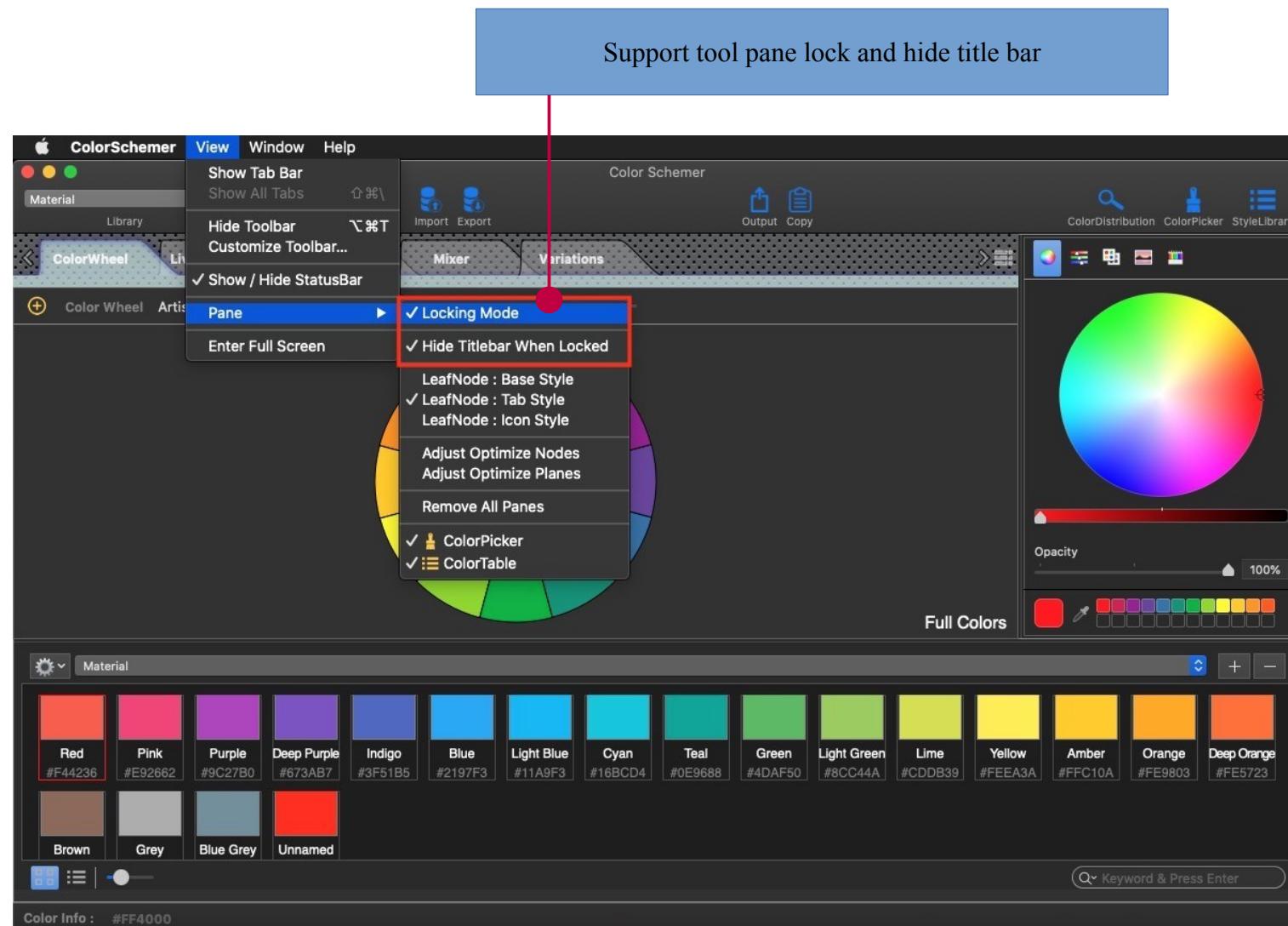
Hue / Saturation	Hue / Saturation variations.
Hue / Brightness	Hue / Brightness variations.
Saturation / Brightness	Saturation / Brightness variations.

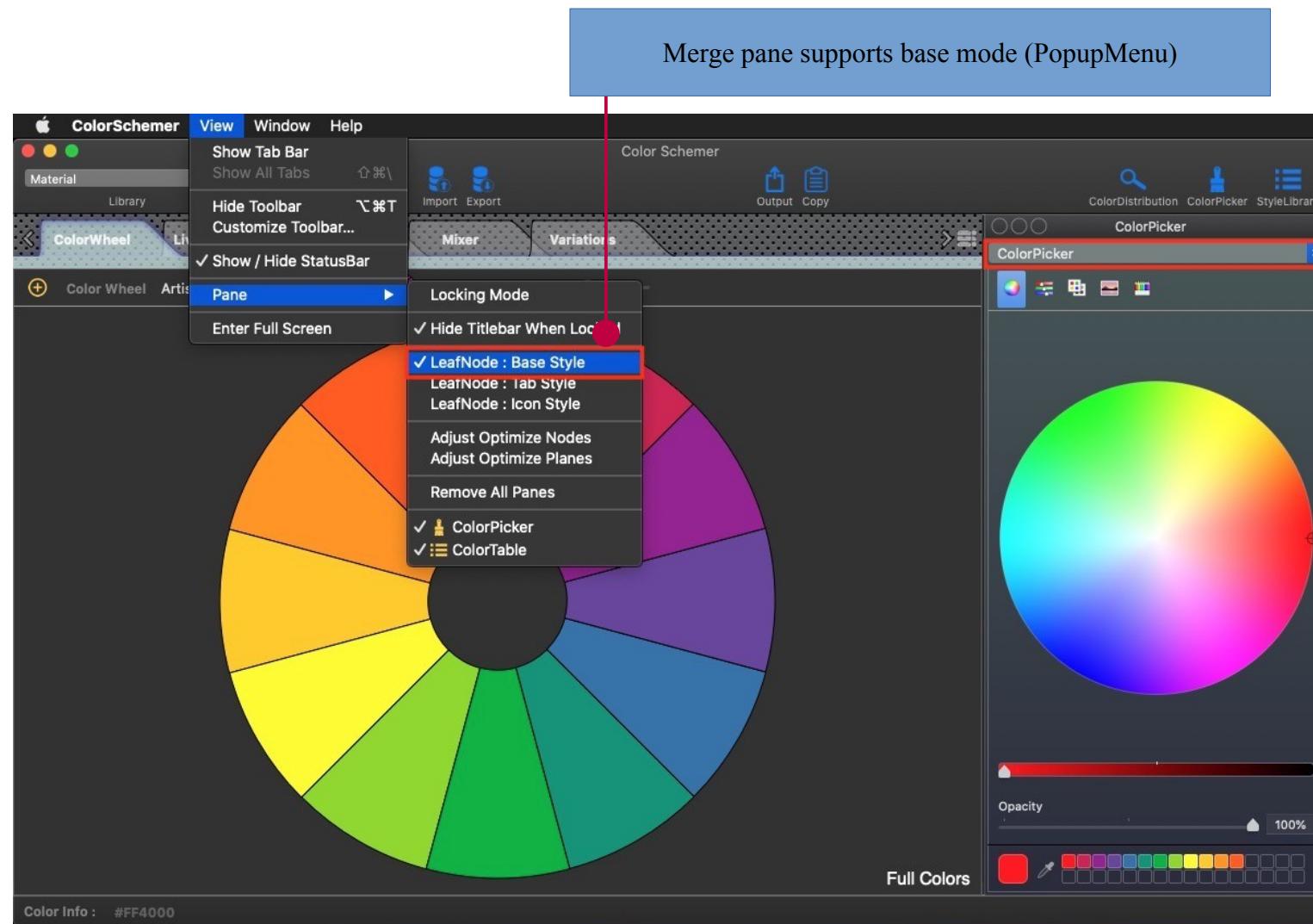


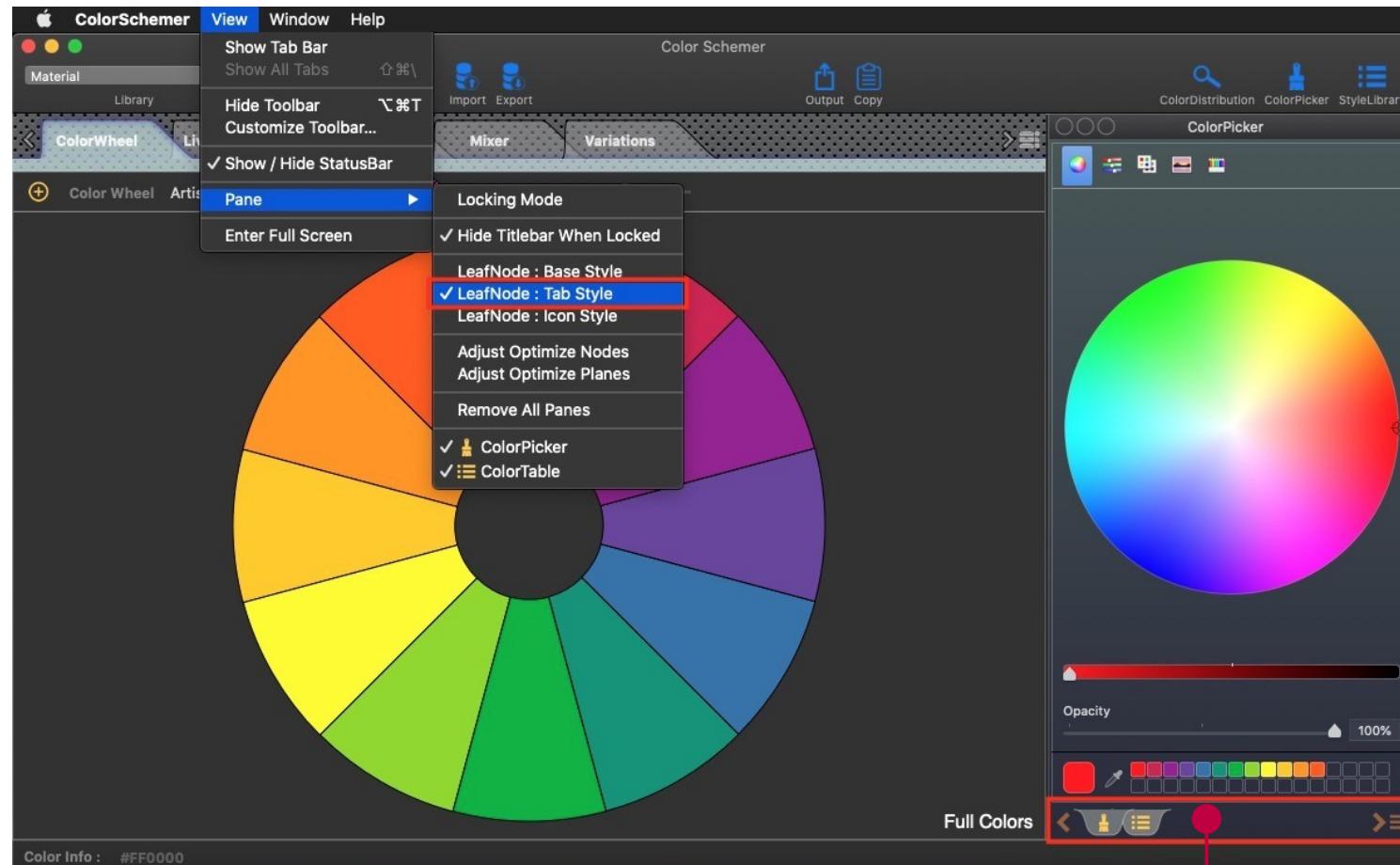
# DockableFrame Module



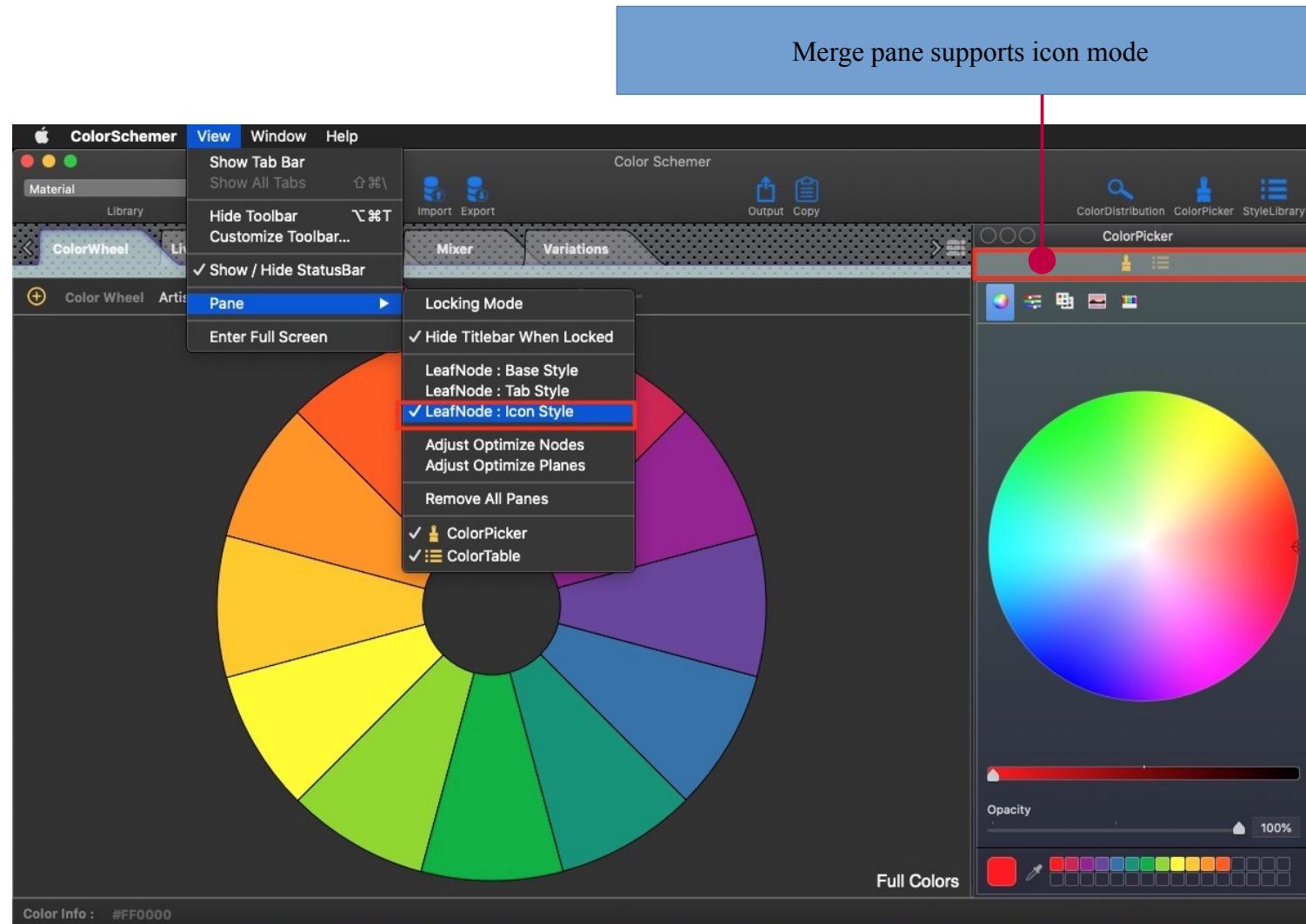


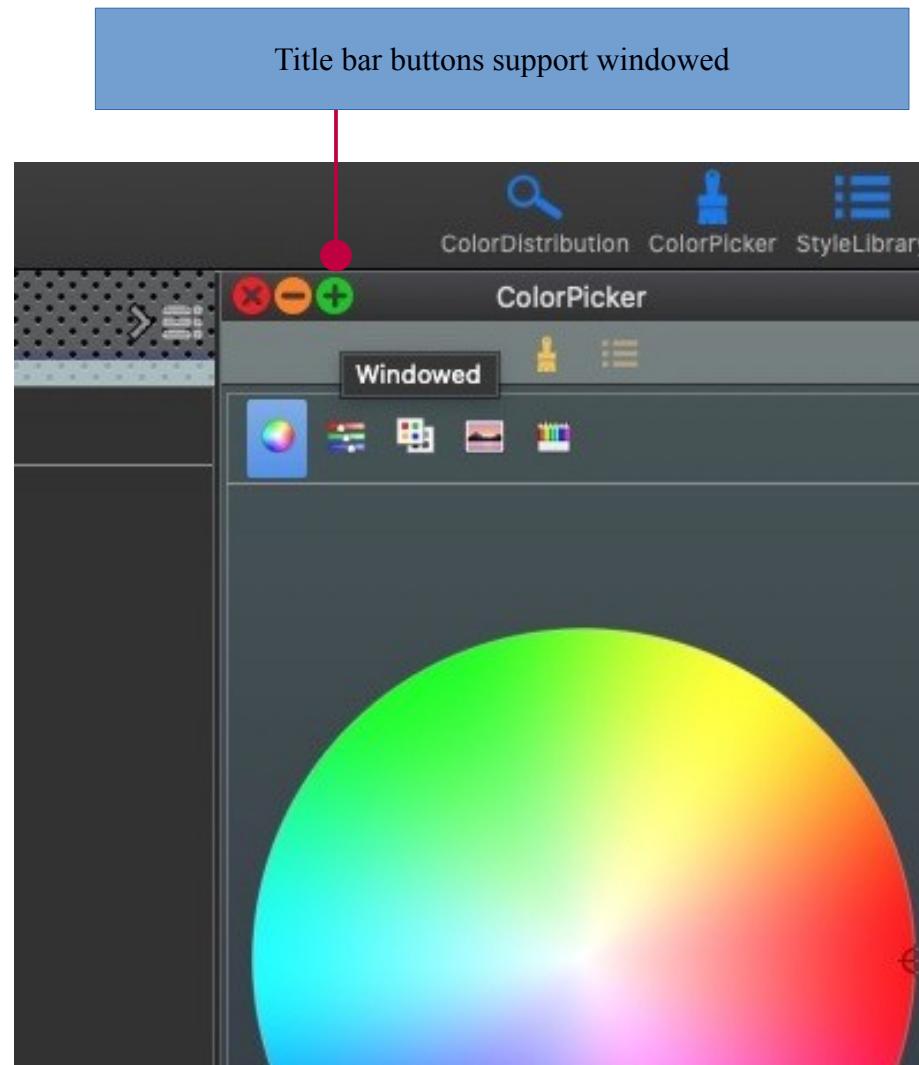


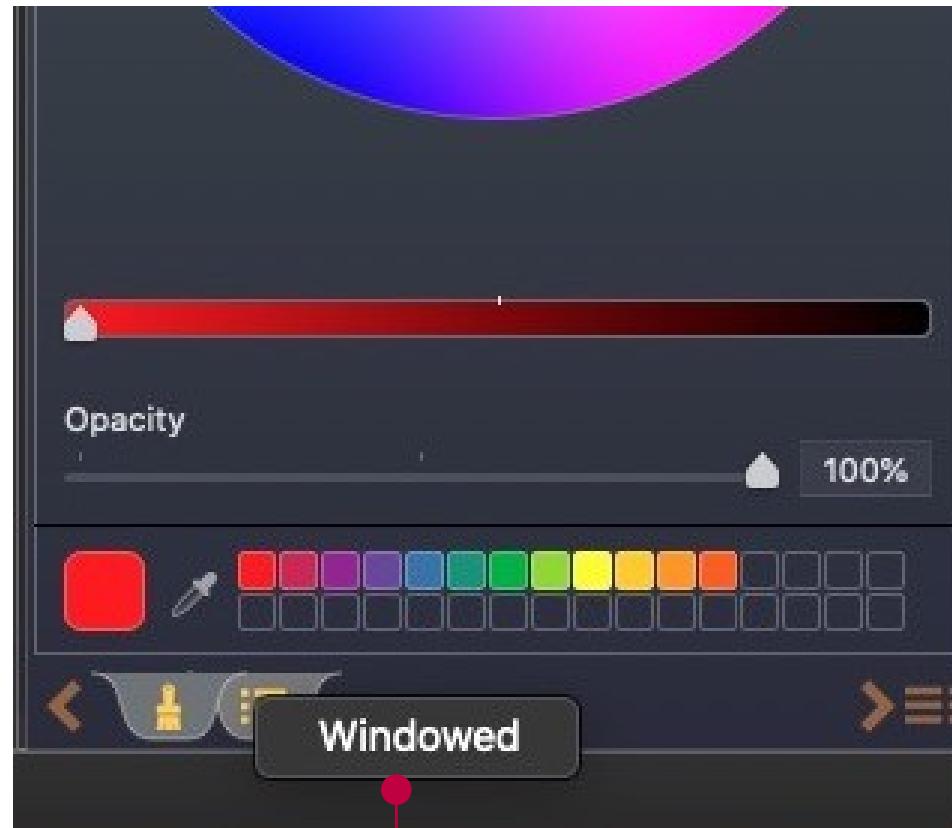




Merge pane supports tab mode (Support tab dragging tool pane)







Tab right-click menu supports windowed