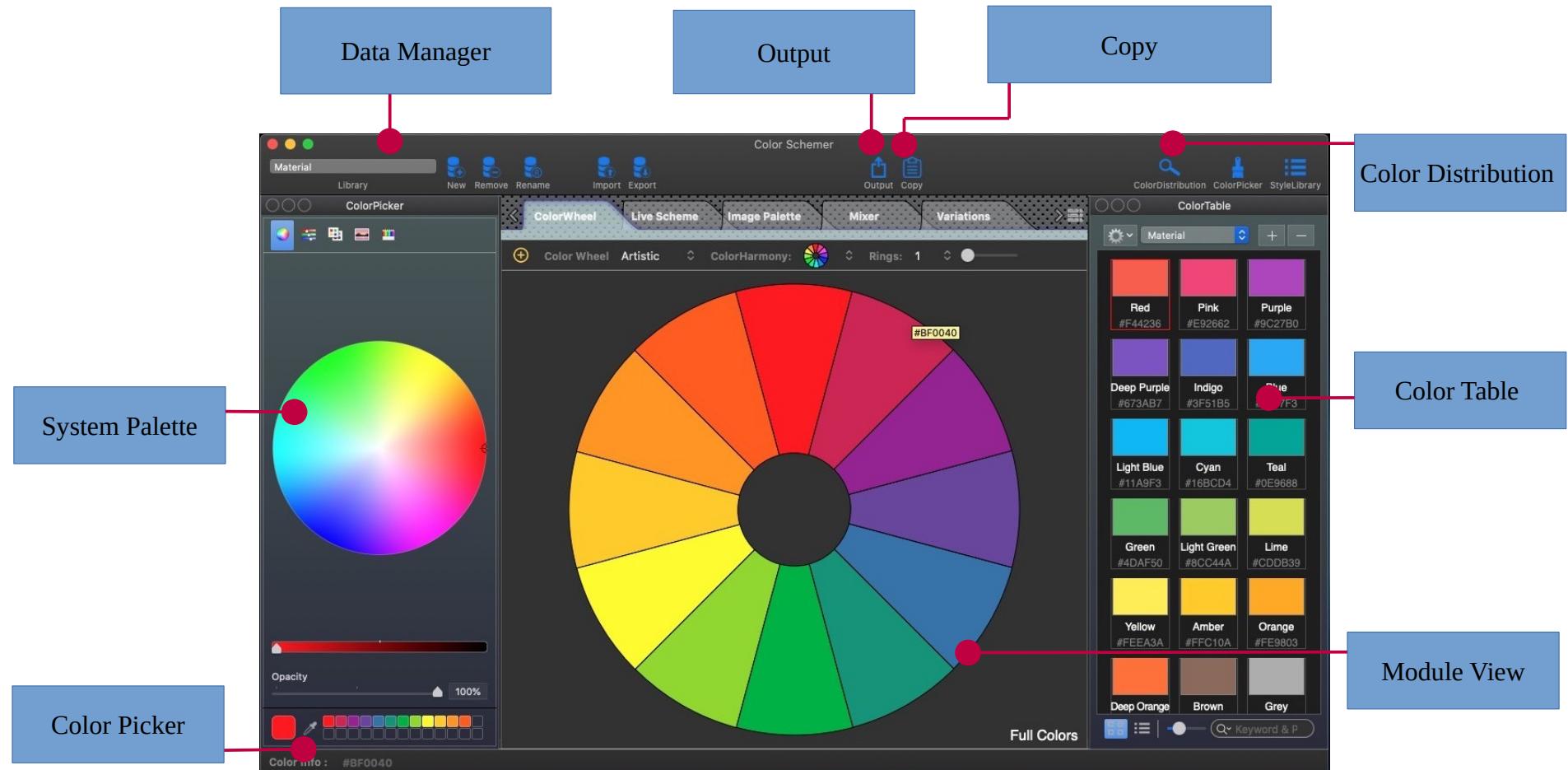
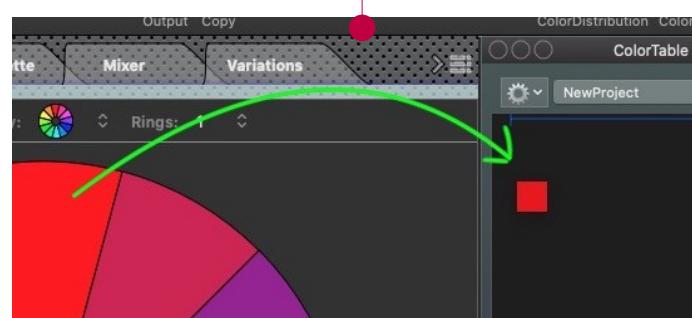
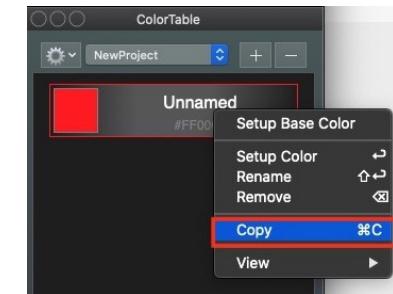
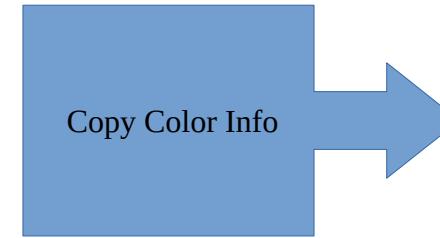
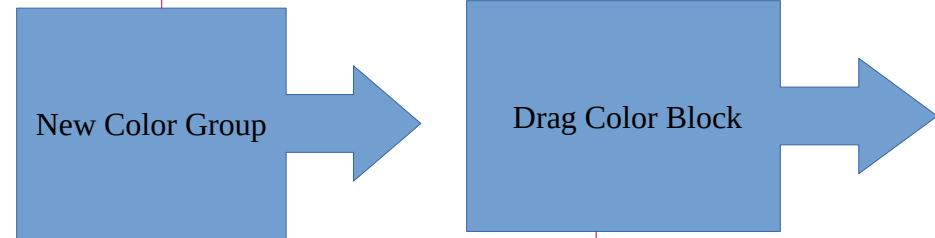
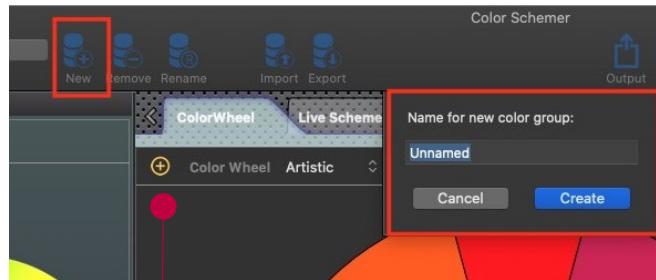


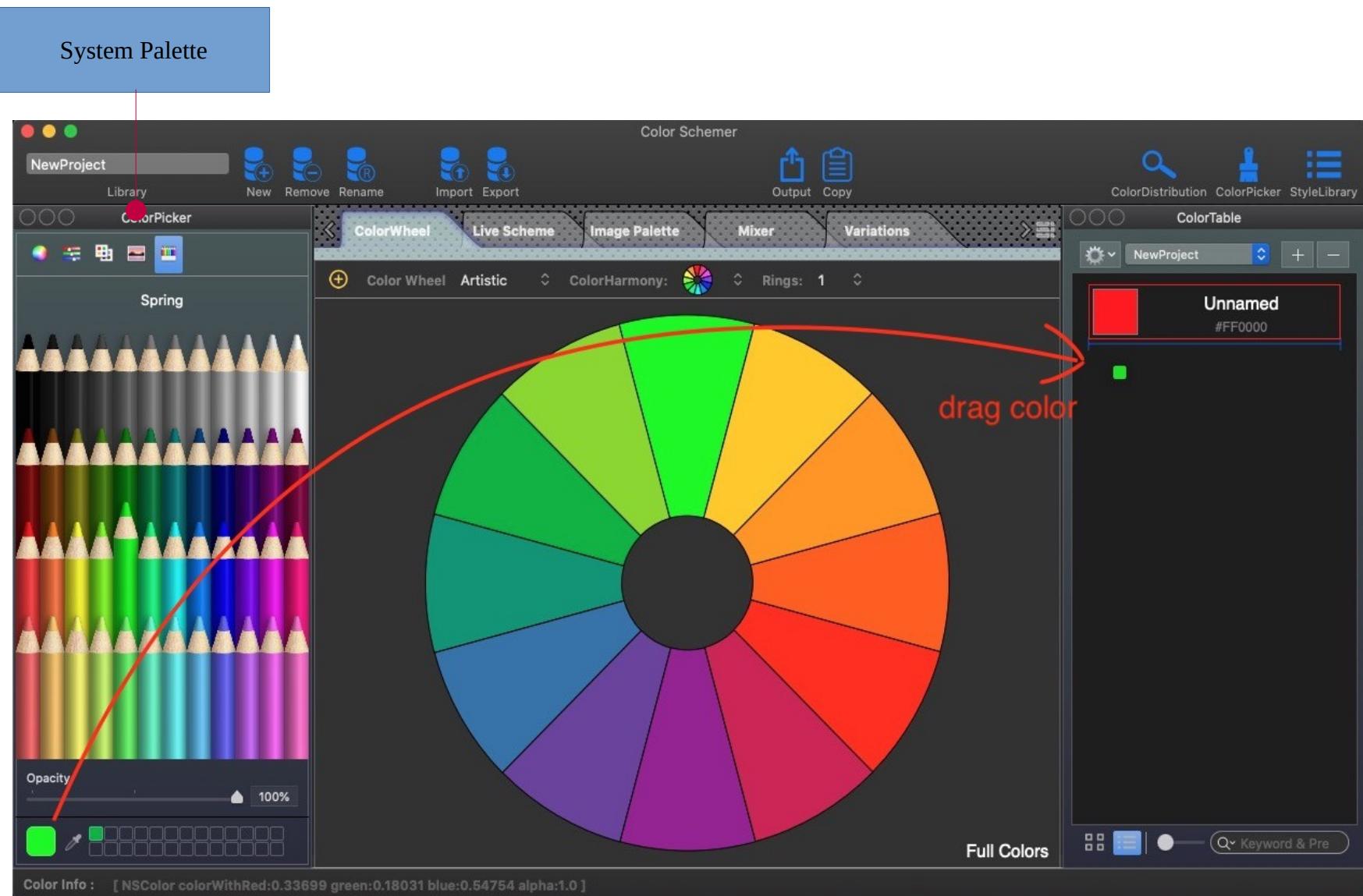
# Color Schemer - Quick Start Guide

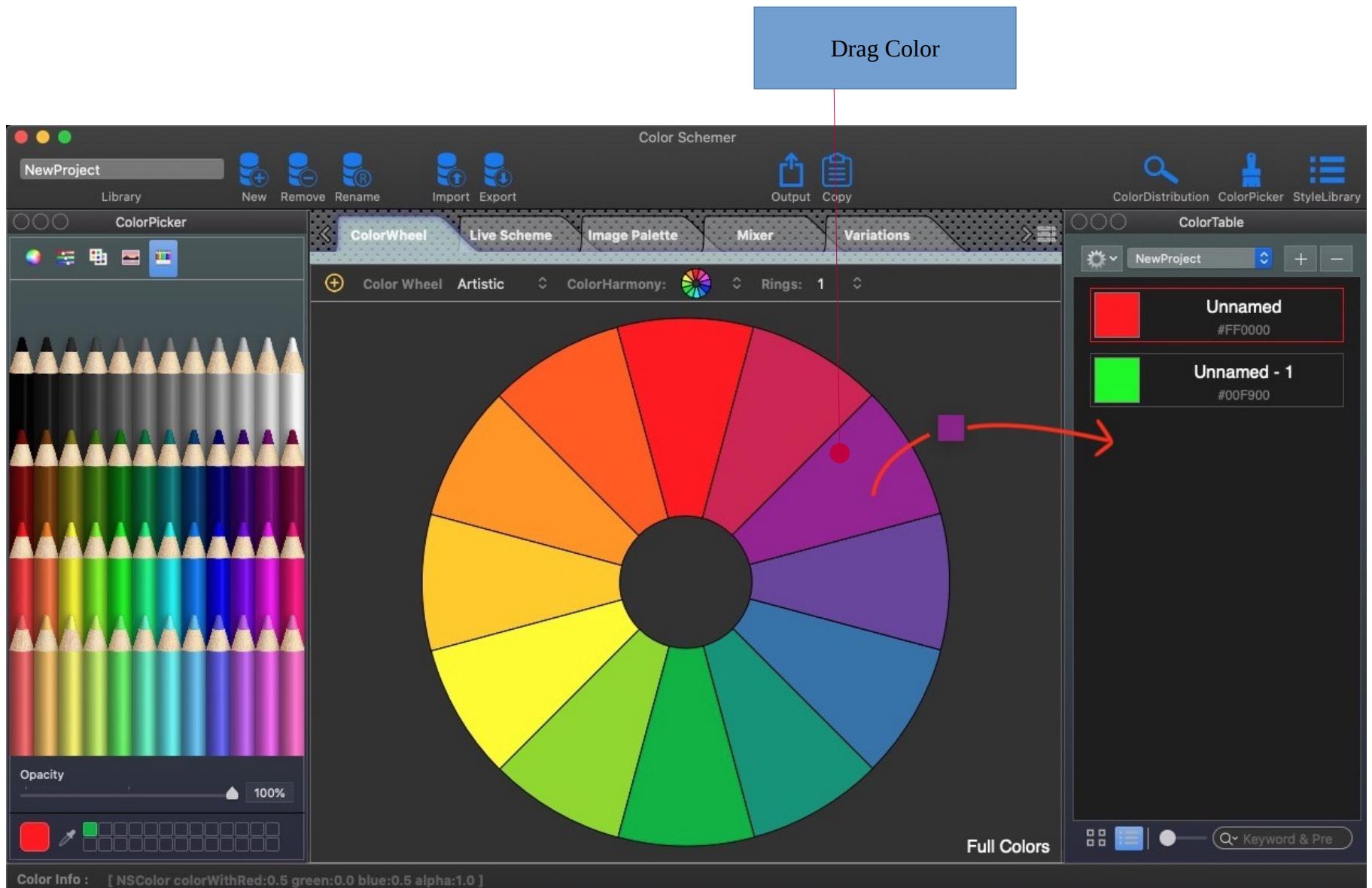


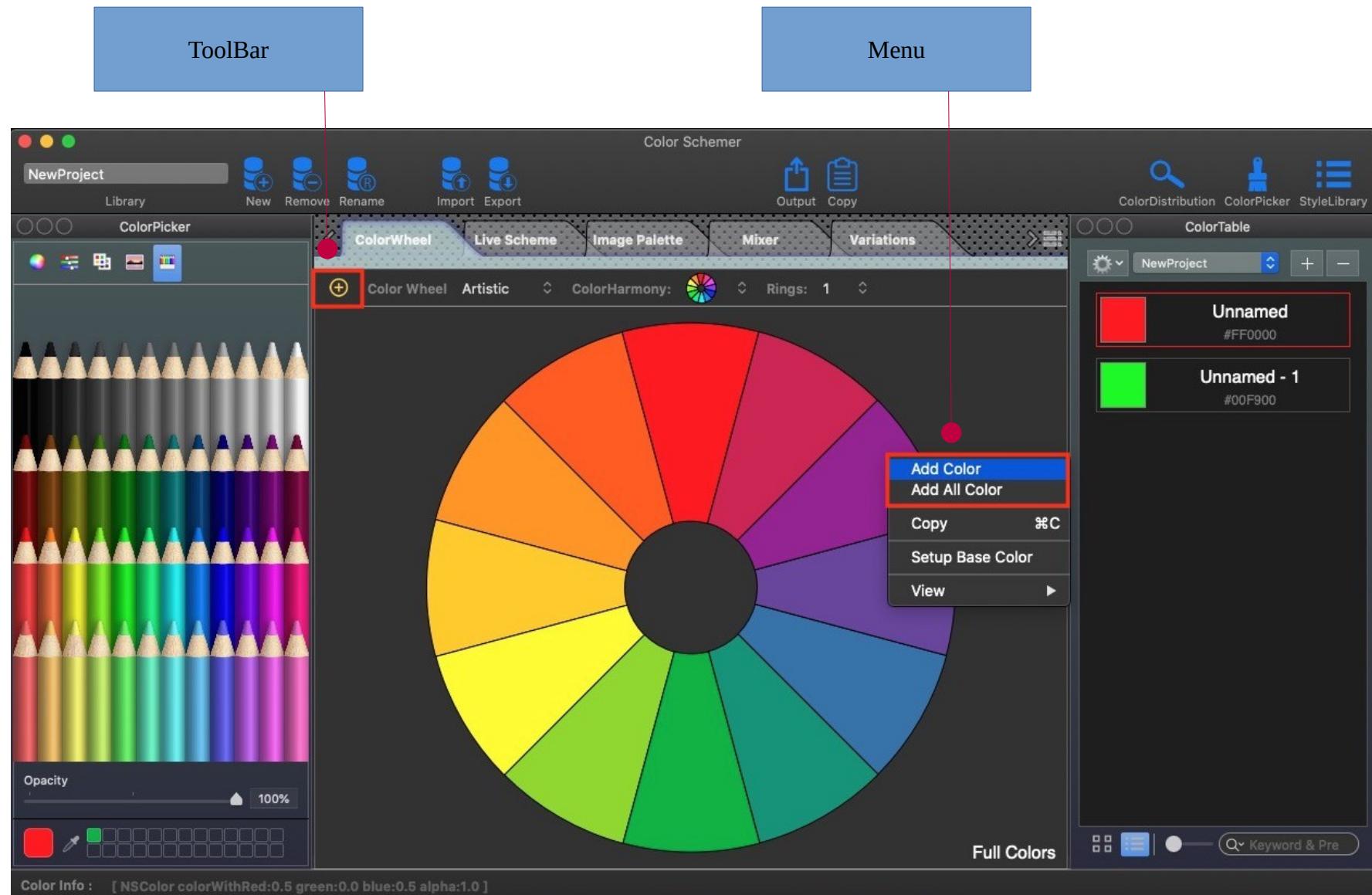
# Quick Start

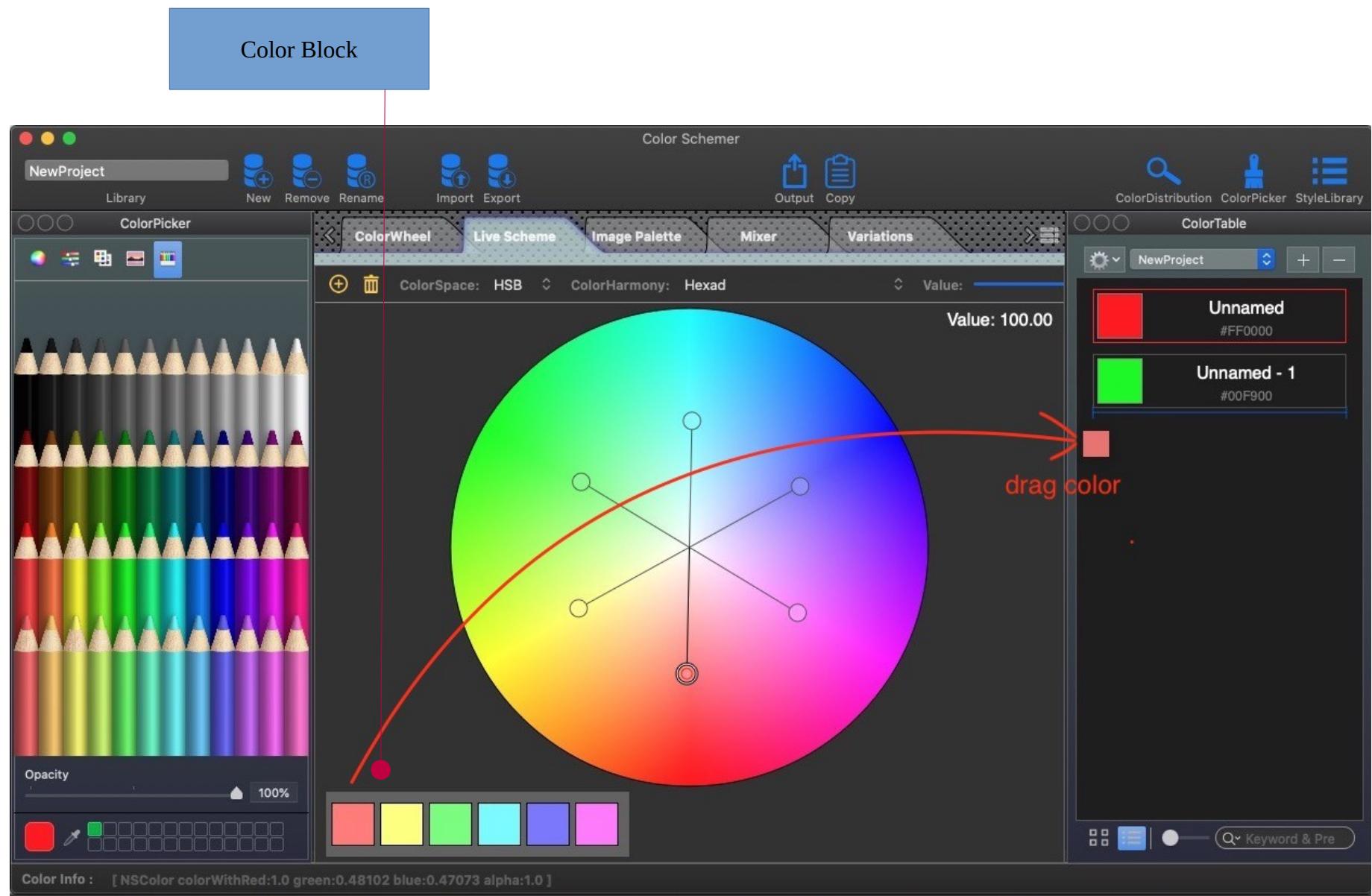


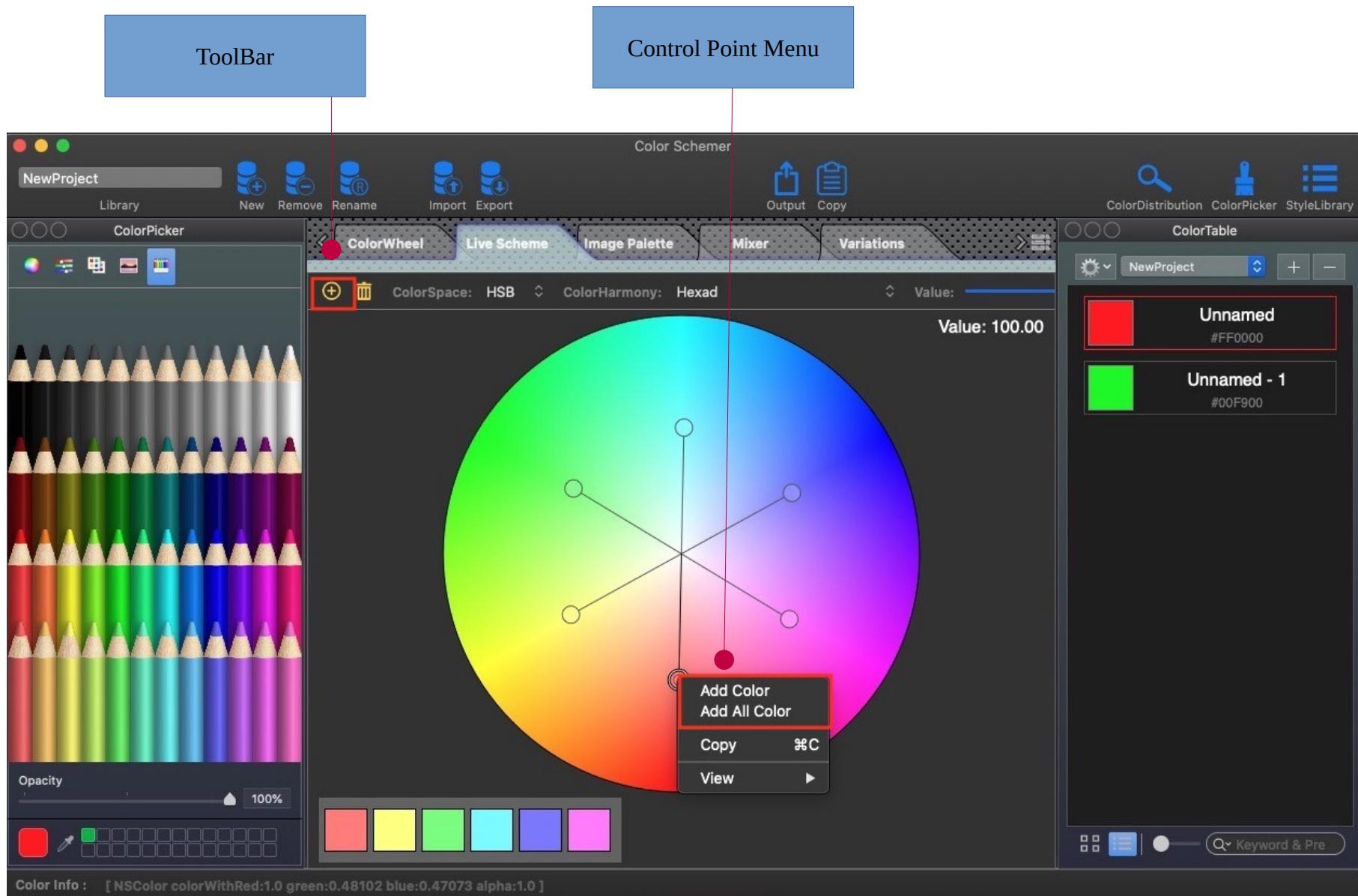
## How to add color block.

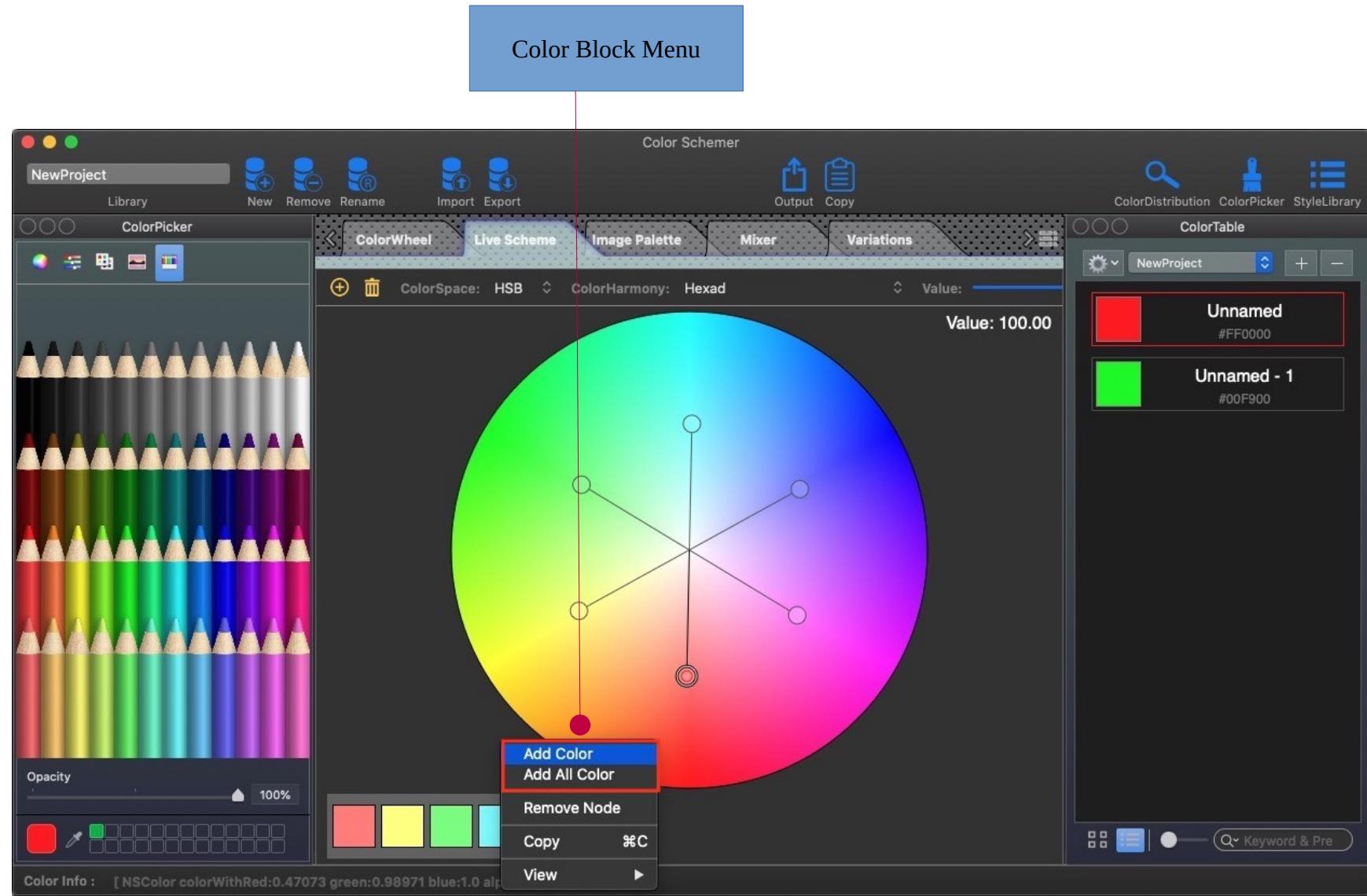




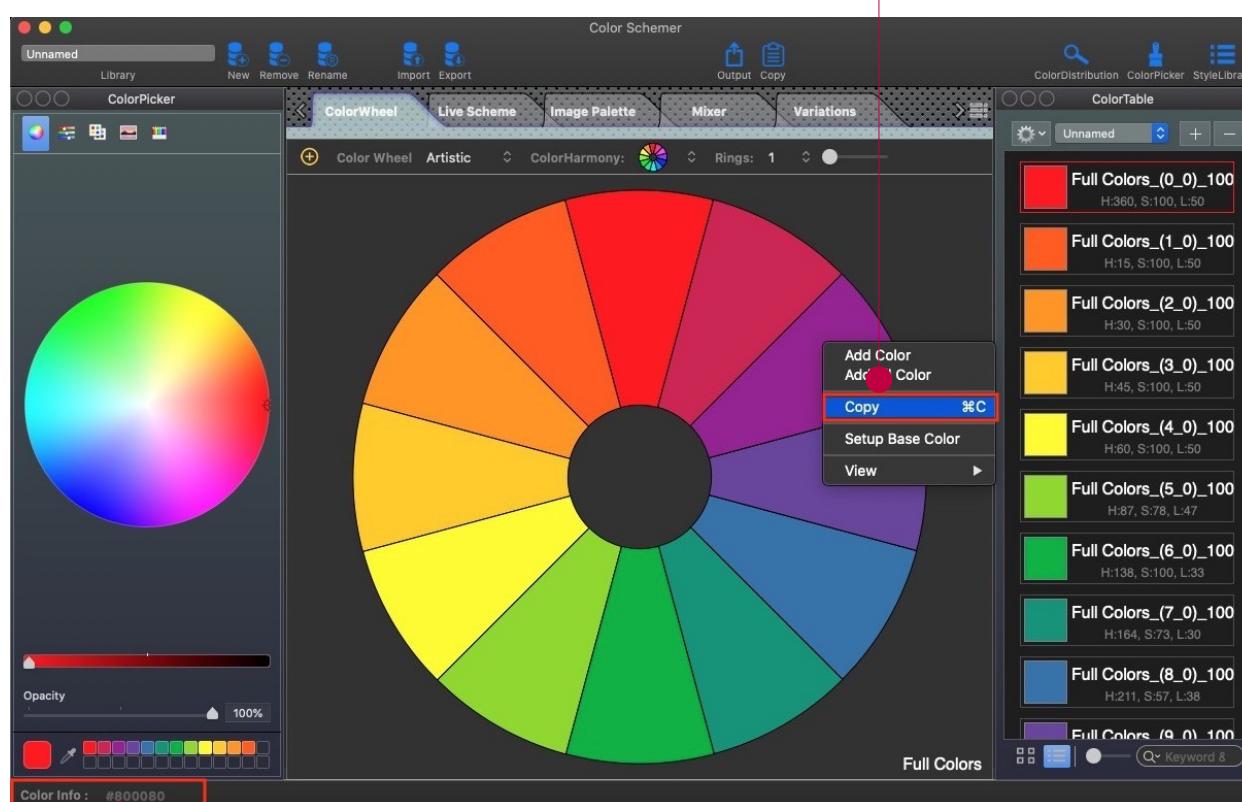








## How to copy color string.



right-click menu to copy color string

Color Info

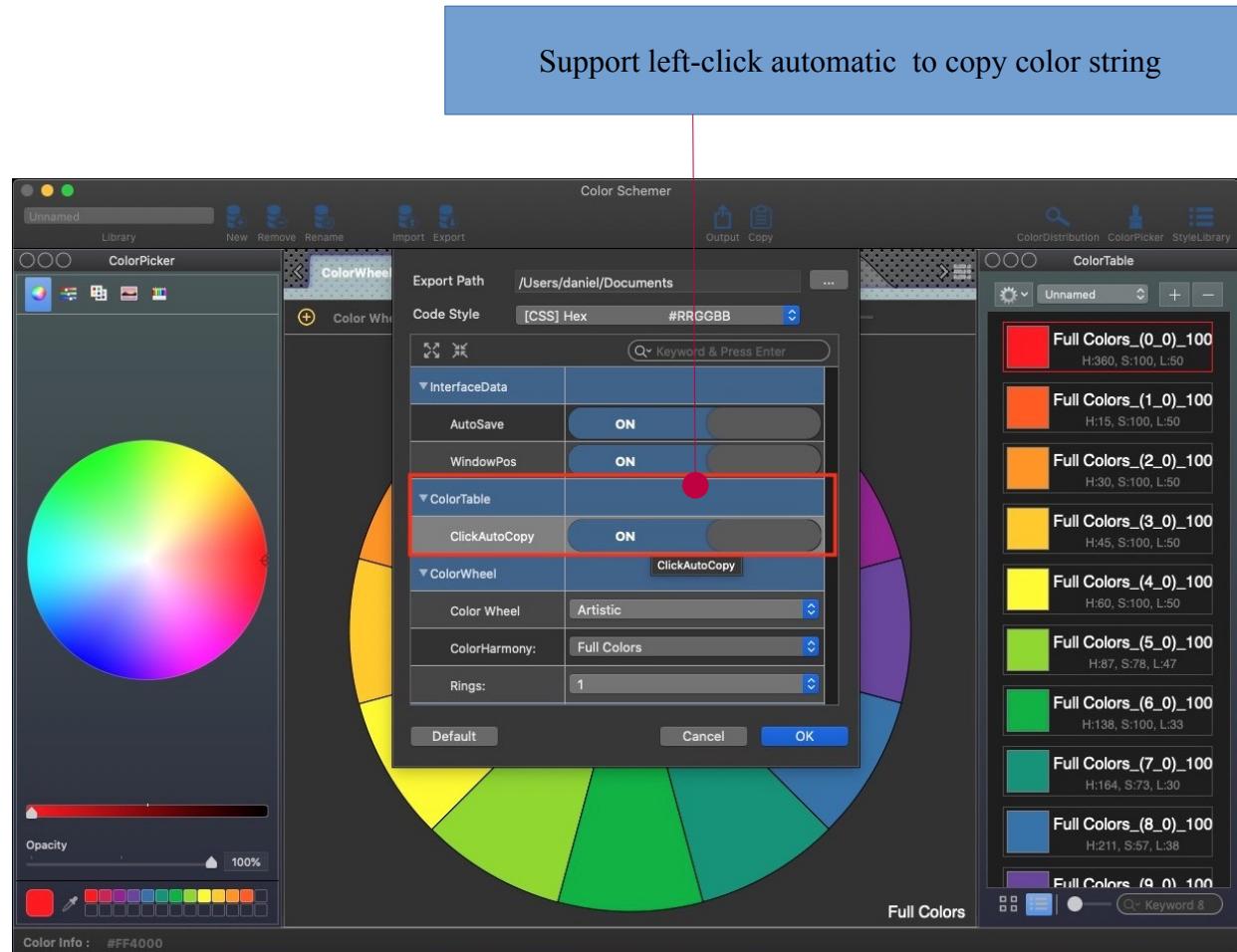
Support mouse focus + shortcut key( ⌘+ C ) to copy color string

The screenshot shows the Color Schemer application interface. On the left is a 'ColorPicker' panel with a circular color wheel, an opacity slider set to 100%, and a color palette at the bottom. In the center is a 'ColorWheel' panel displaying a color wheel divided into 12 segments, labeled 'Full Colors'. On the right is a 'ColorTable' panel listing color swatches with their names and HSL values. A context menu is open over a yellow swatch in the color table, with 'Copy' highlighted. A red dot on the color wheel indicates the selected color.

right-click menu to copy color string

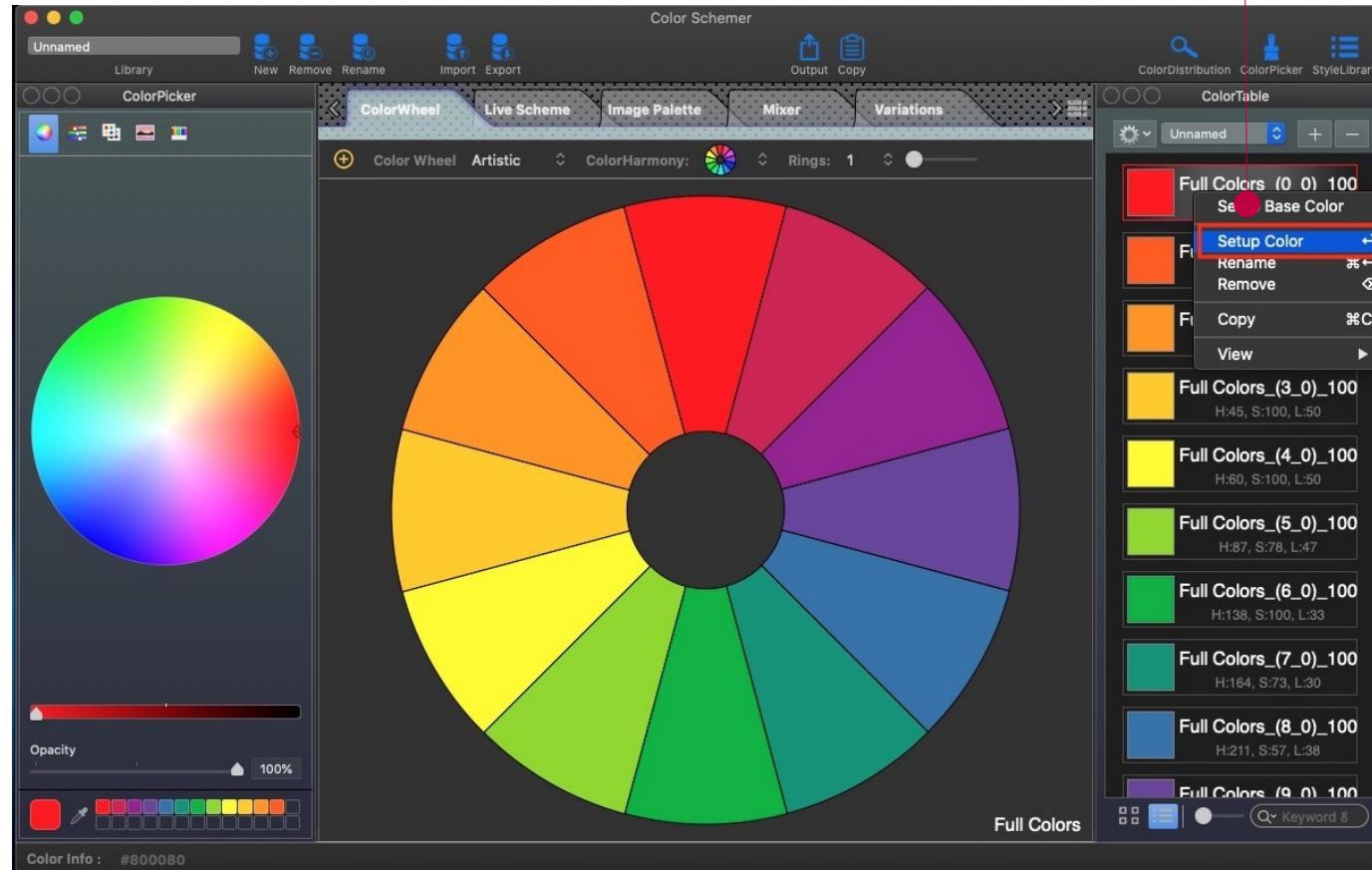
Color Info : #55308C

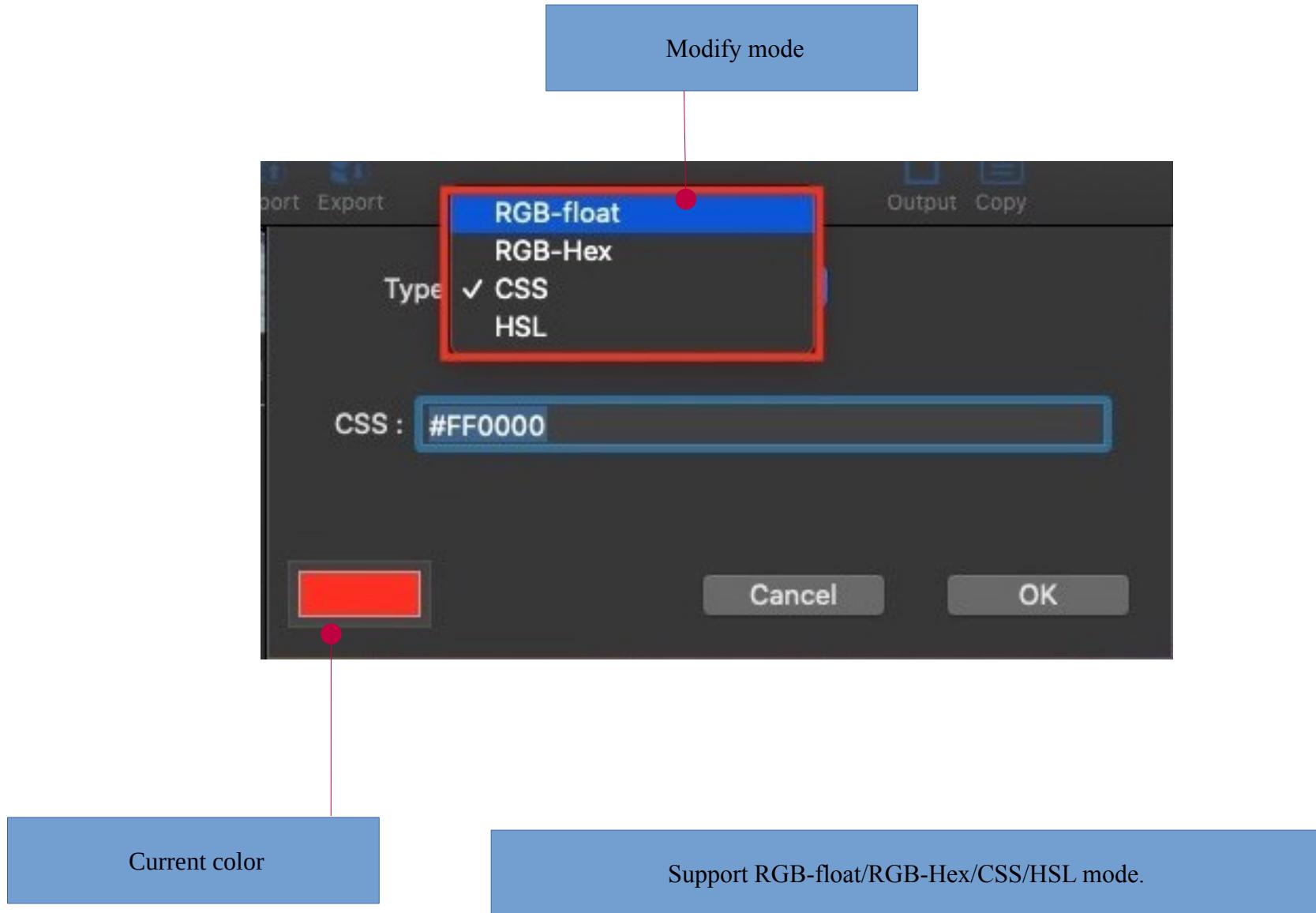
Support mouse selected + shortcut key( ⌘+ C ) to copy color string

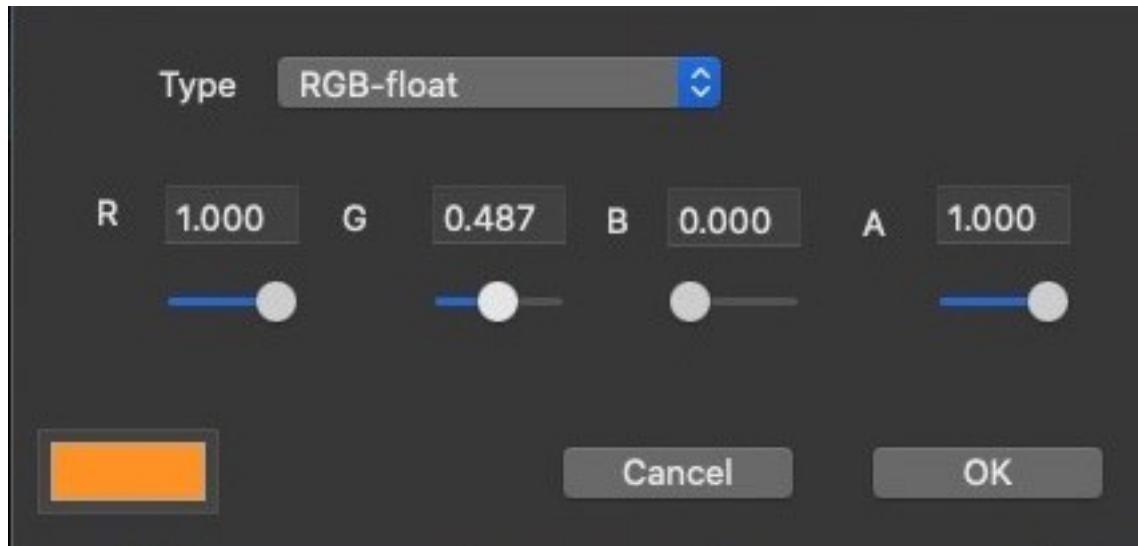


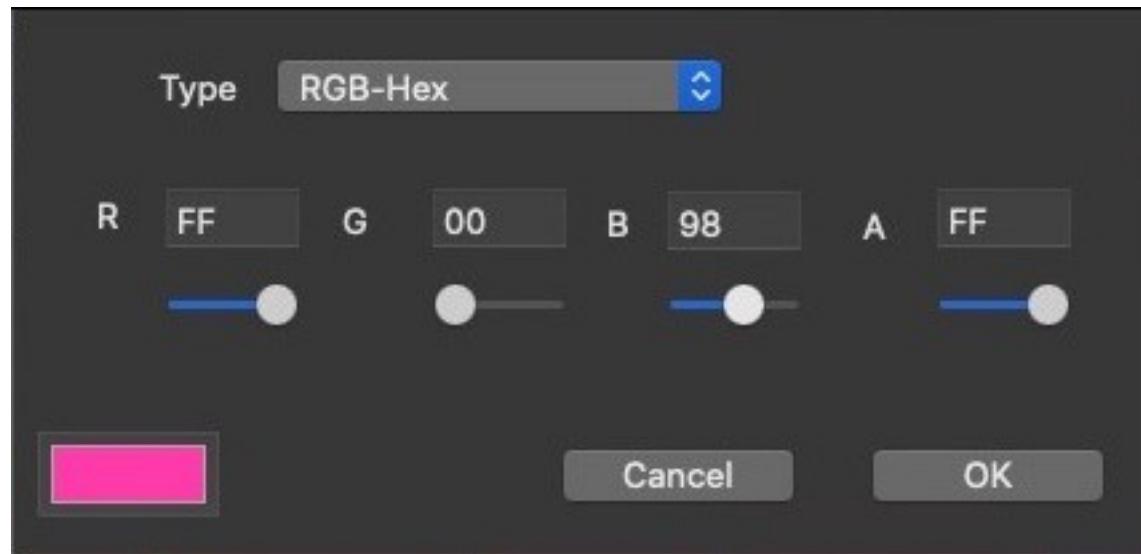
## How to modify color data

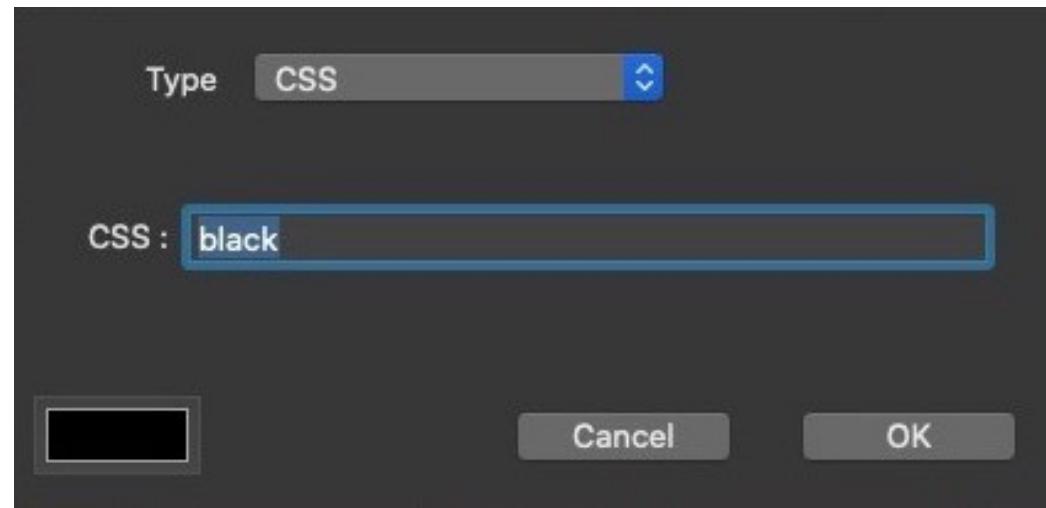
modify color (menu or shortcut key ↩ )



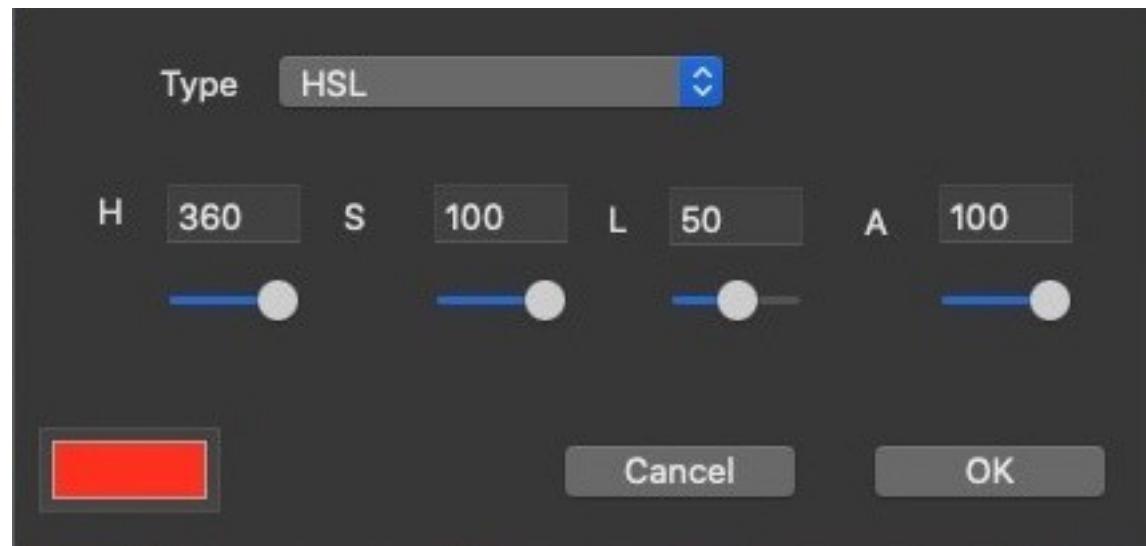






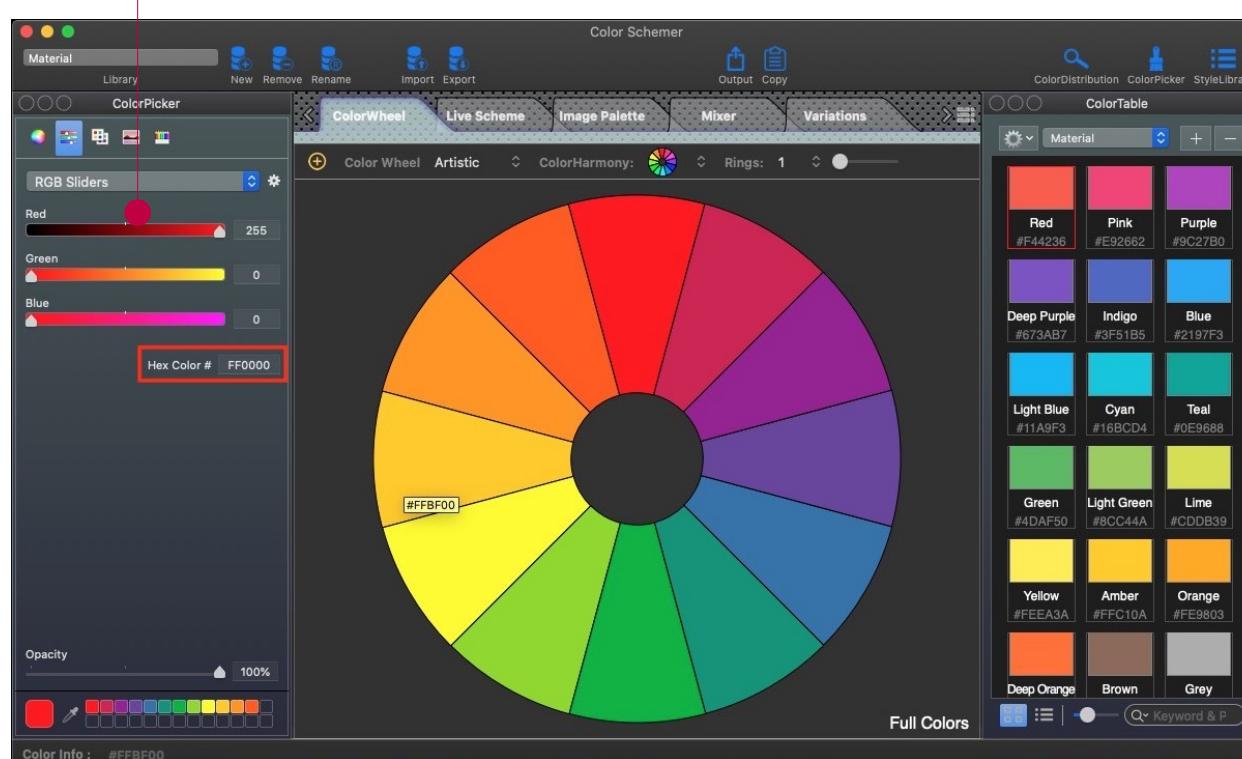


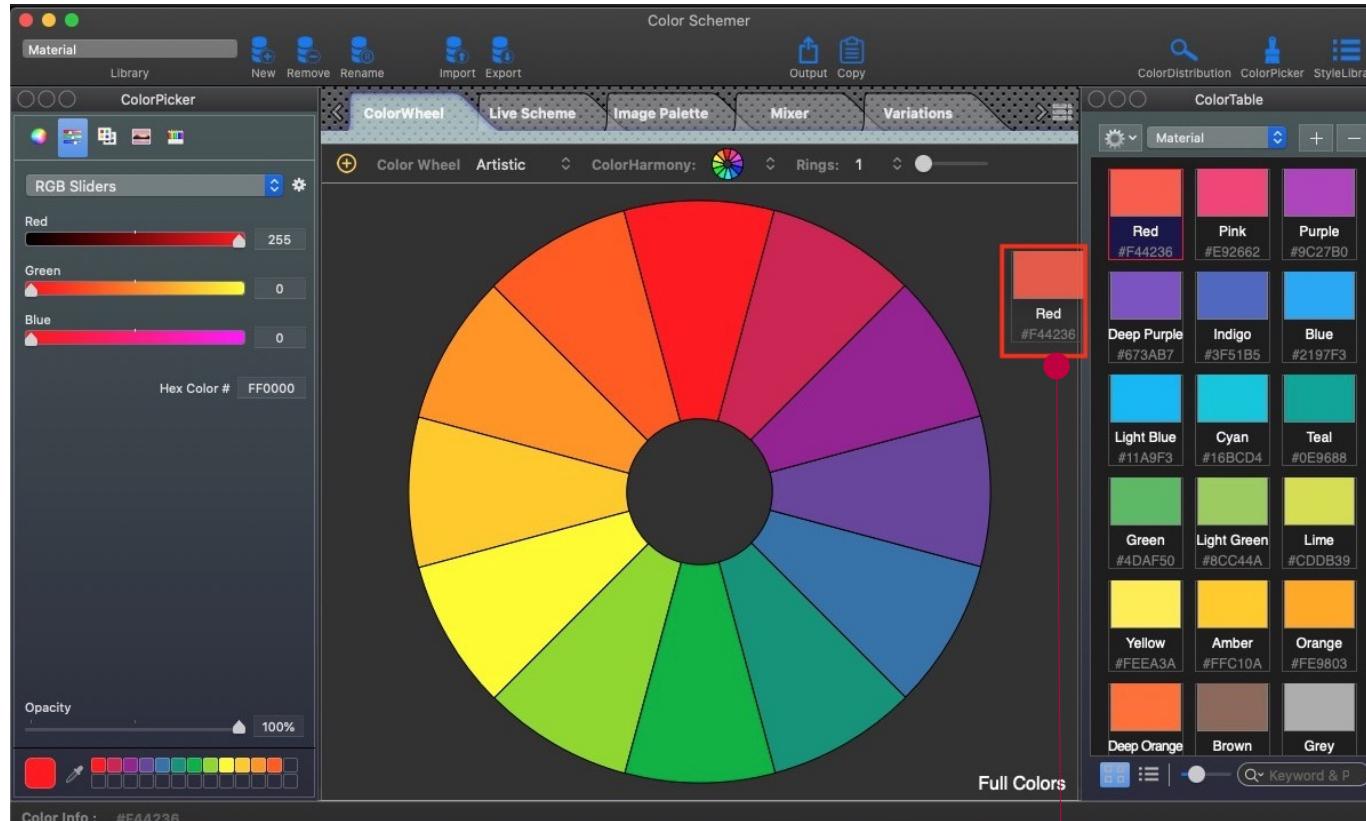
Hex	Support 6-digit hexadecimal color code (#FFFFFF)
ShortHex	Support 3-digit hexadecimal color code (#FFF)
CSS Keyword	Support CSS style color code with keyword (Black)
RGB	Support RGB colorspace . rgb(255,255,255)
RGBA	Support RGB colorspace with alpha channel. rgba(255,255,255,1)
HSL	Support HSL colorspace.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



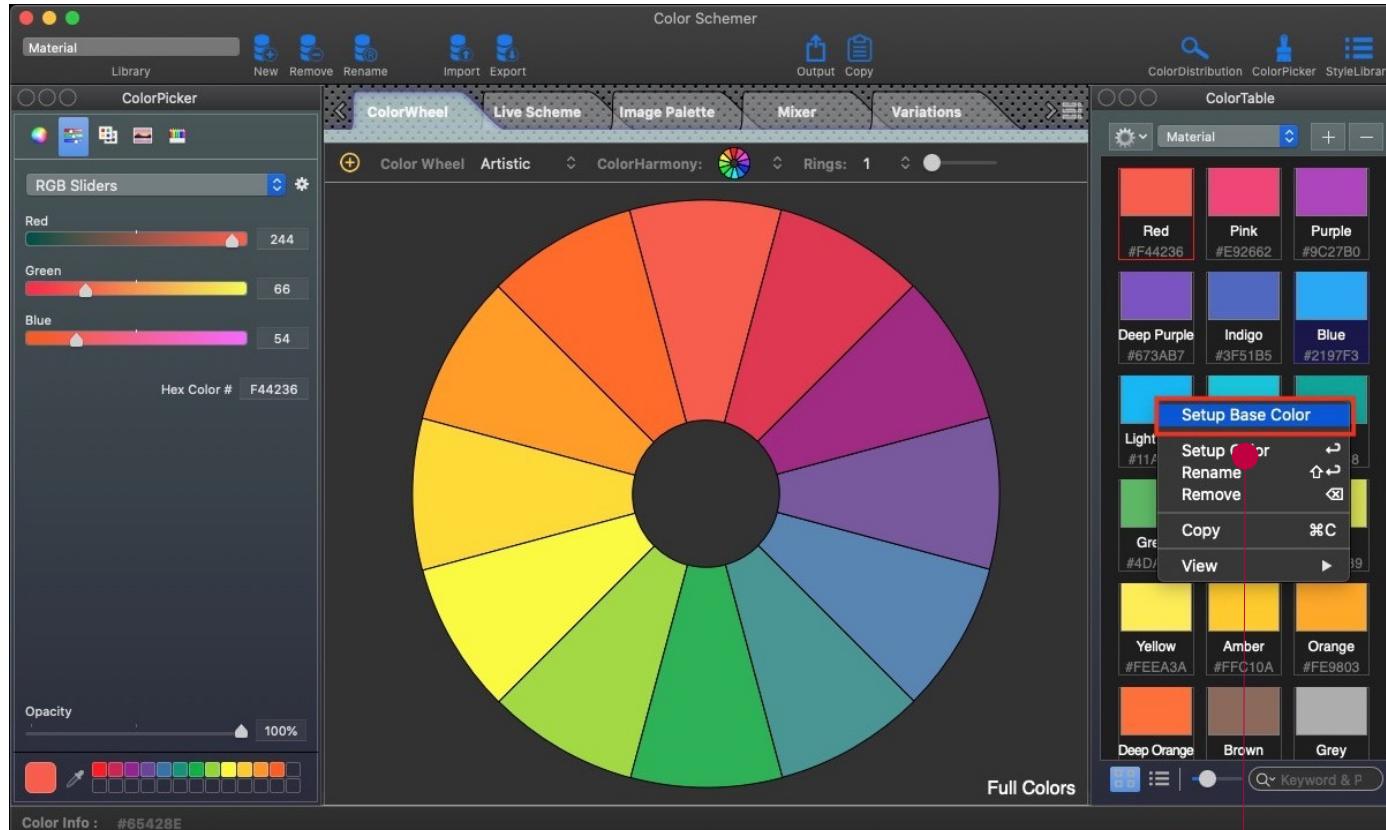
## How to set the base color

Use the system palette to inputting RGB or HEX values



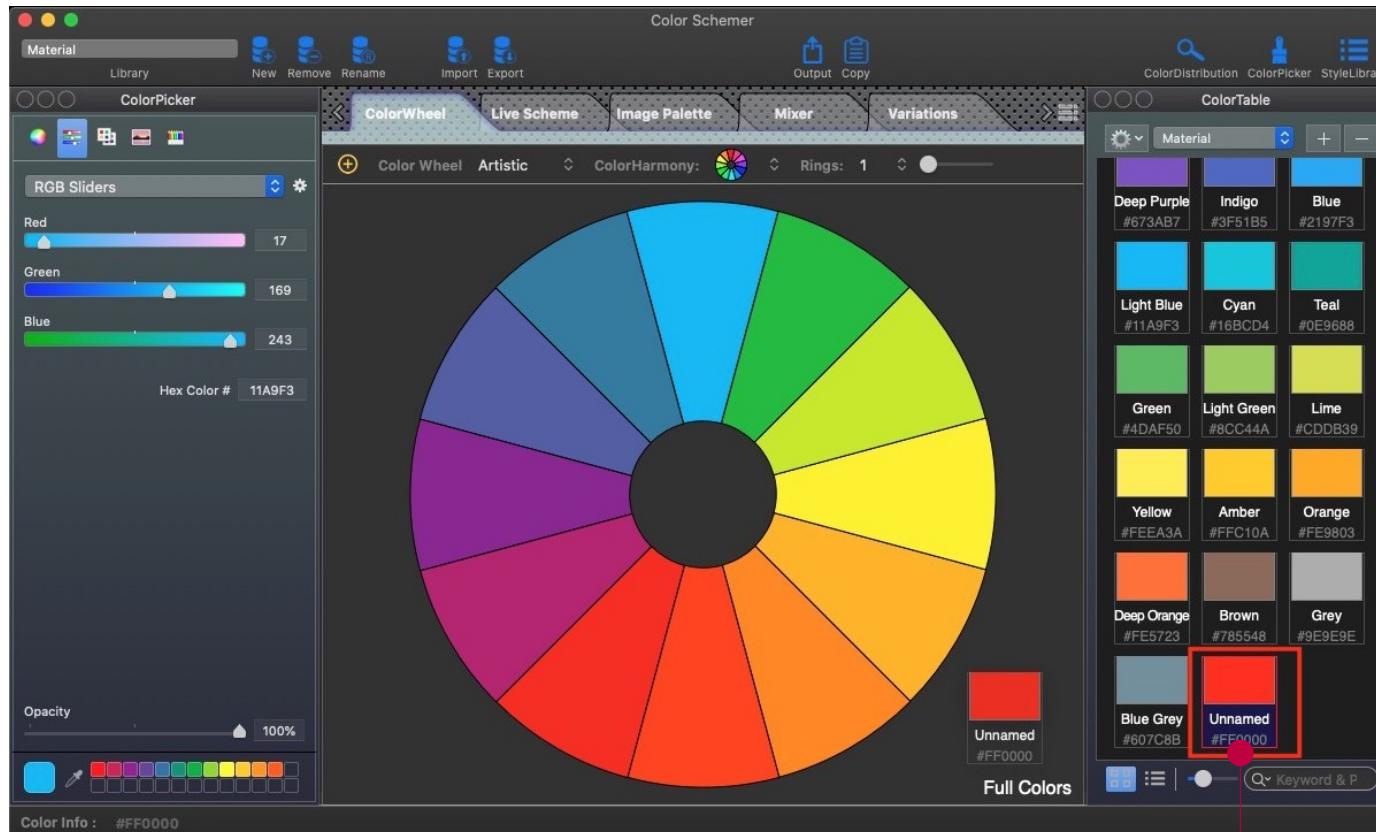


Drag the color to set the base color



Use the menu to set the base color

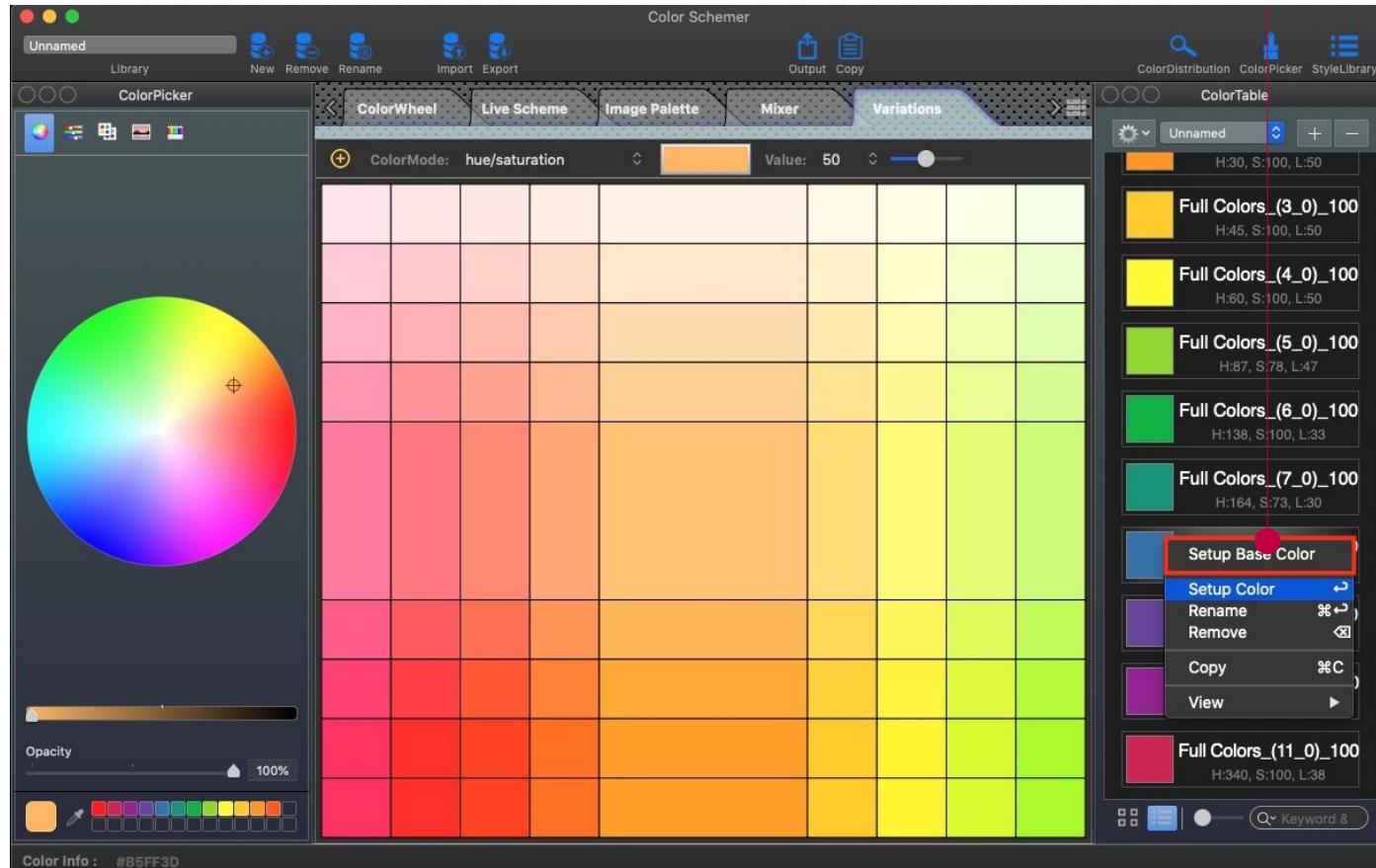




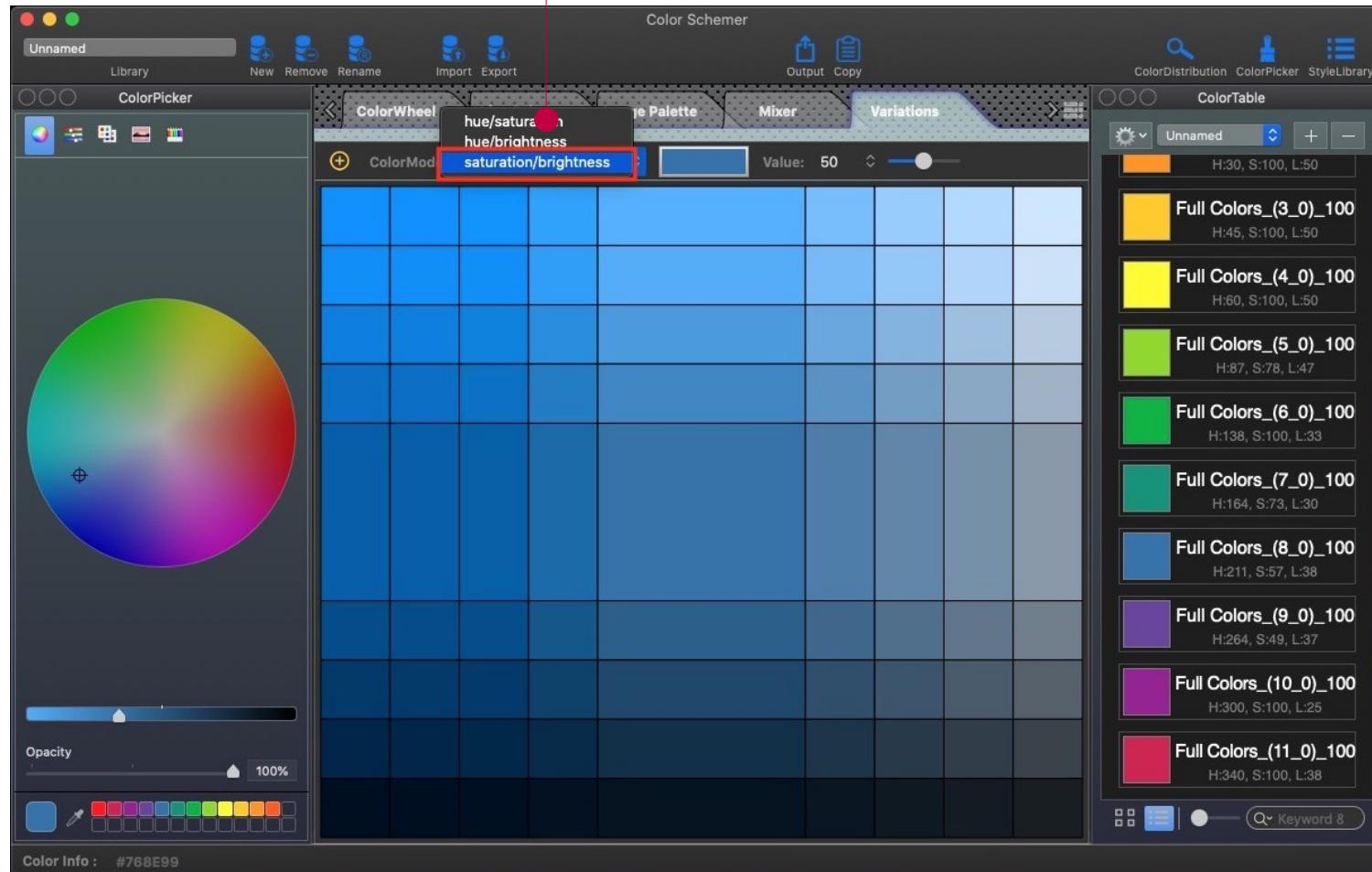
Drag the color to set the base color

# How to generate lighten/darken colors

Setup base color

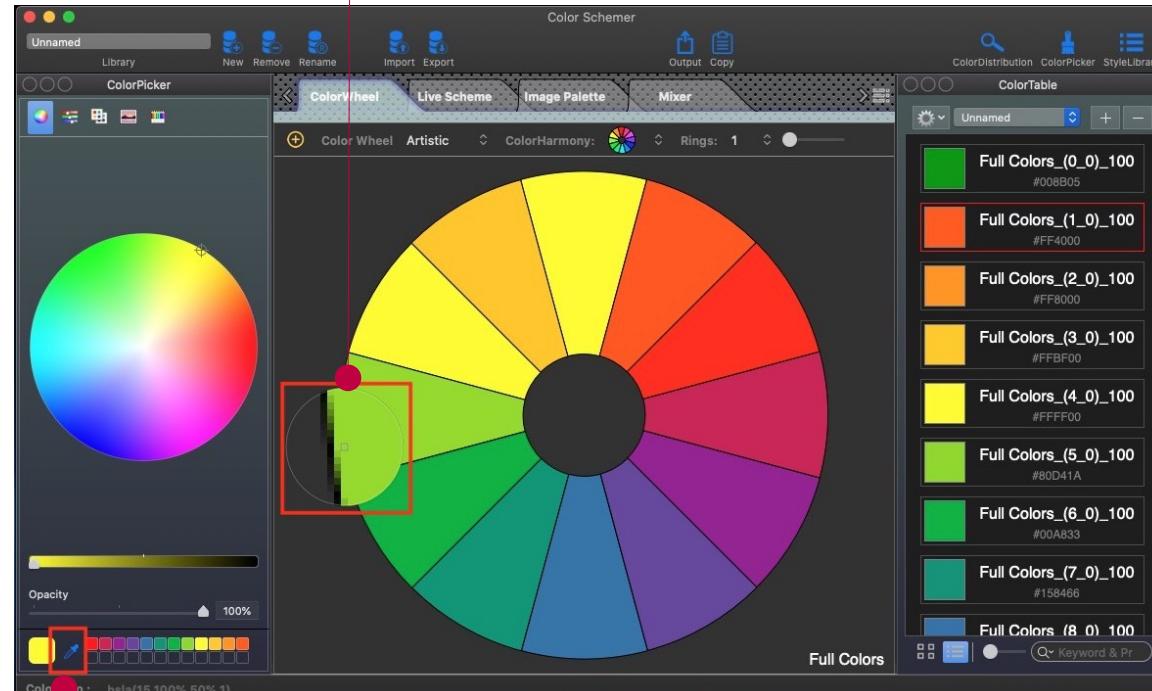


## Setup Mode



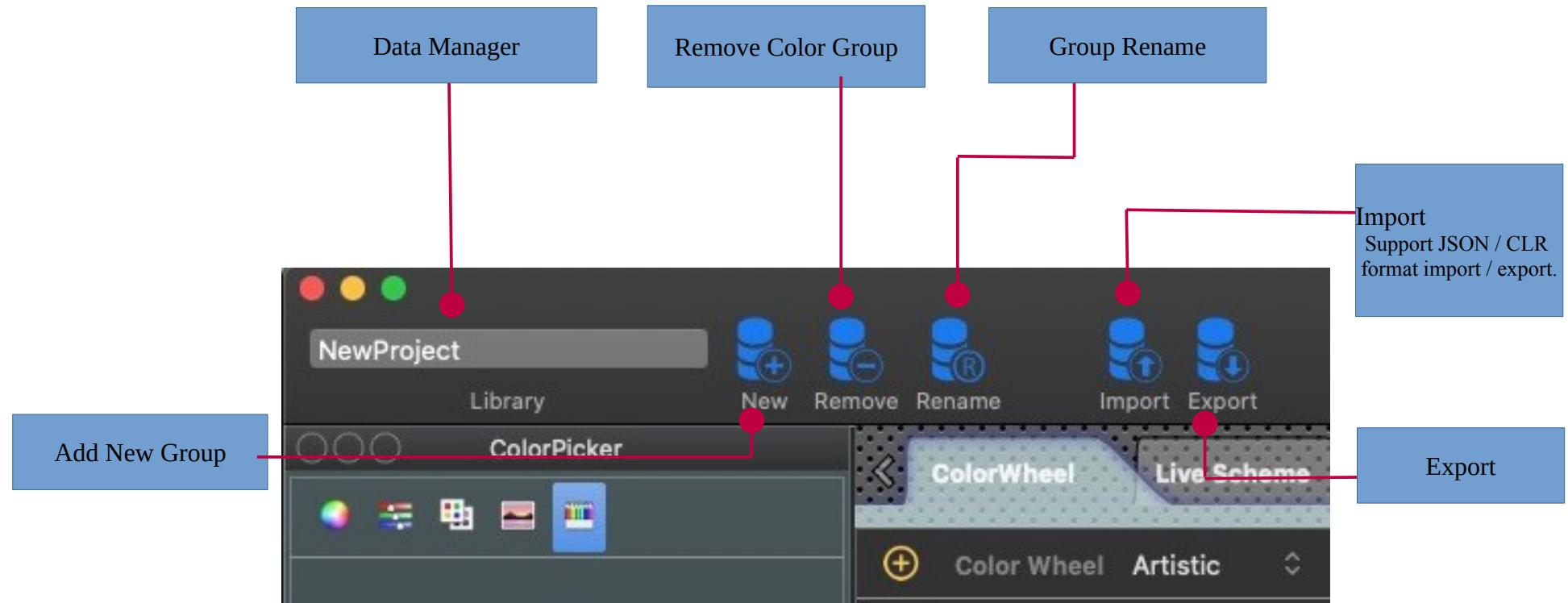
## How to use the color picker

Color picker focus

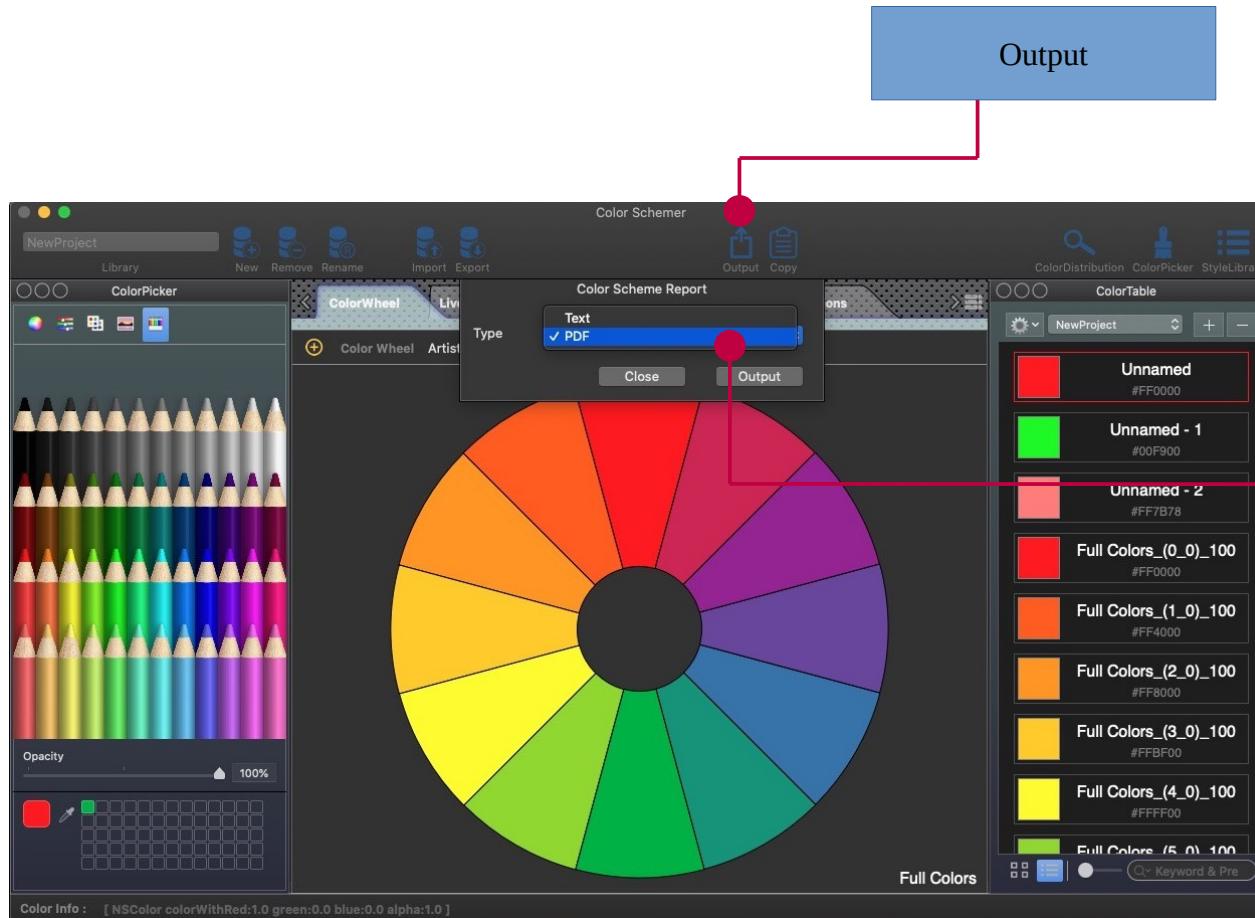


Color picker button

# Data Management

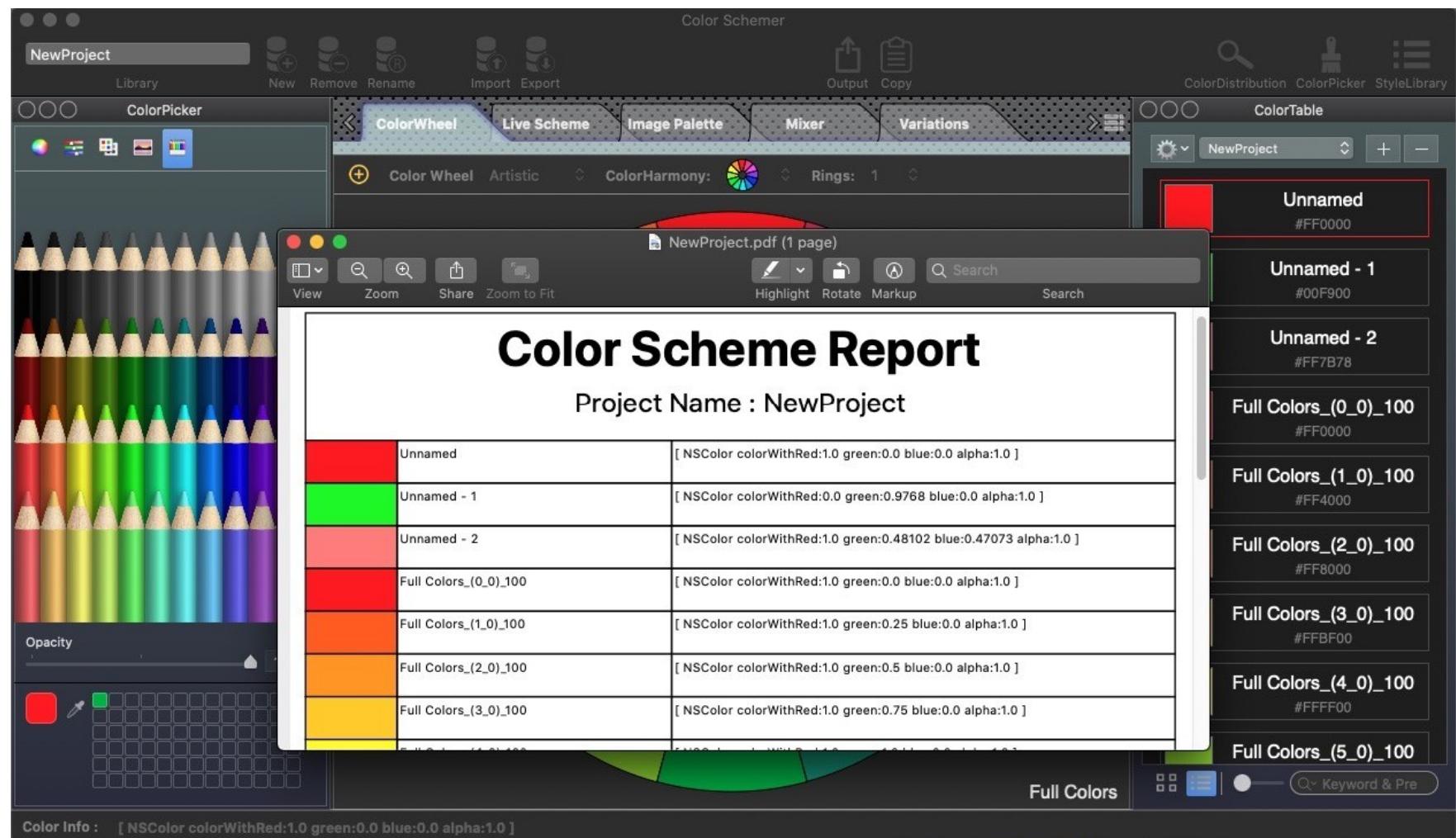


# Output Module

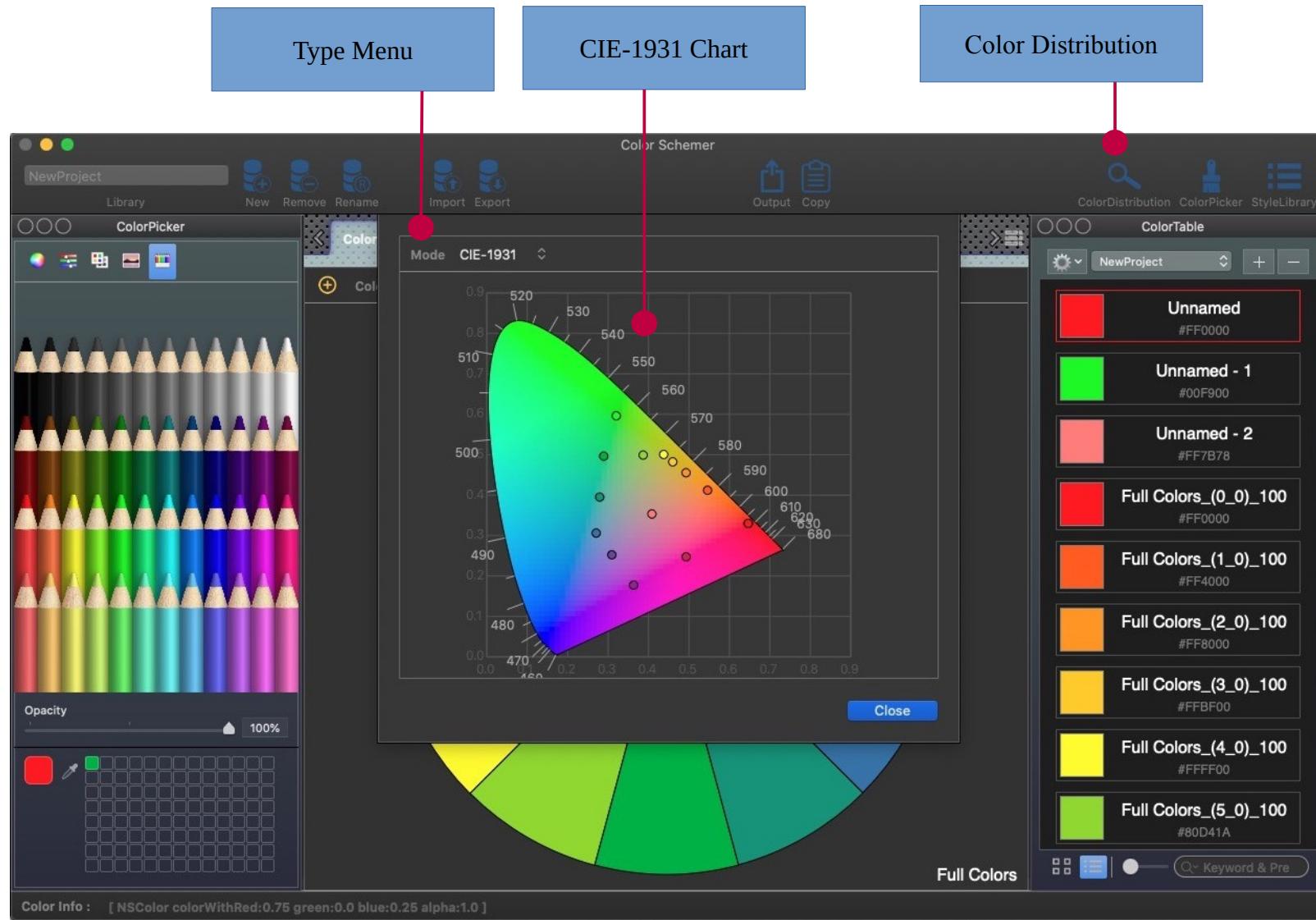


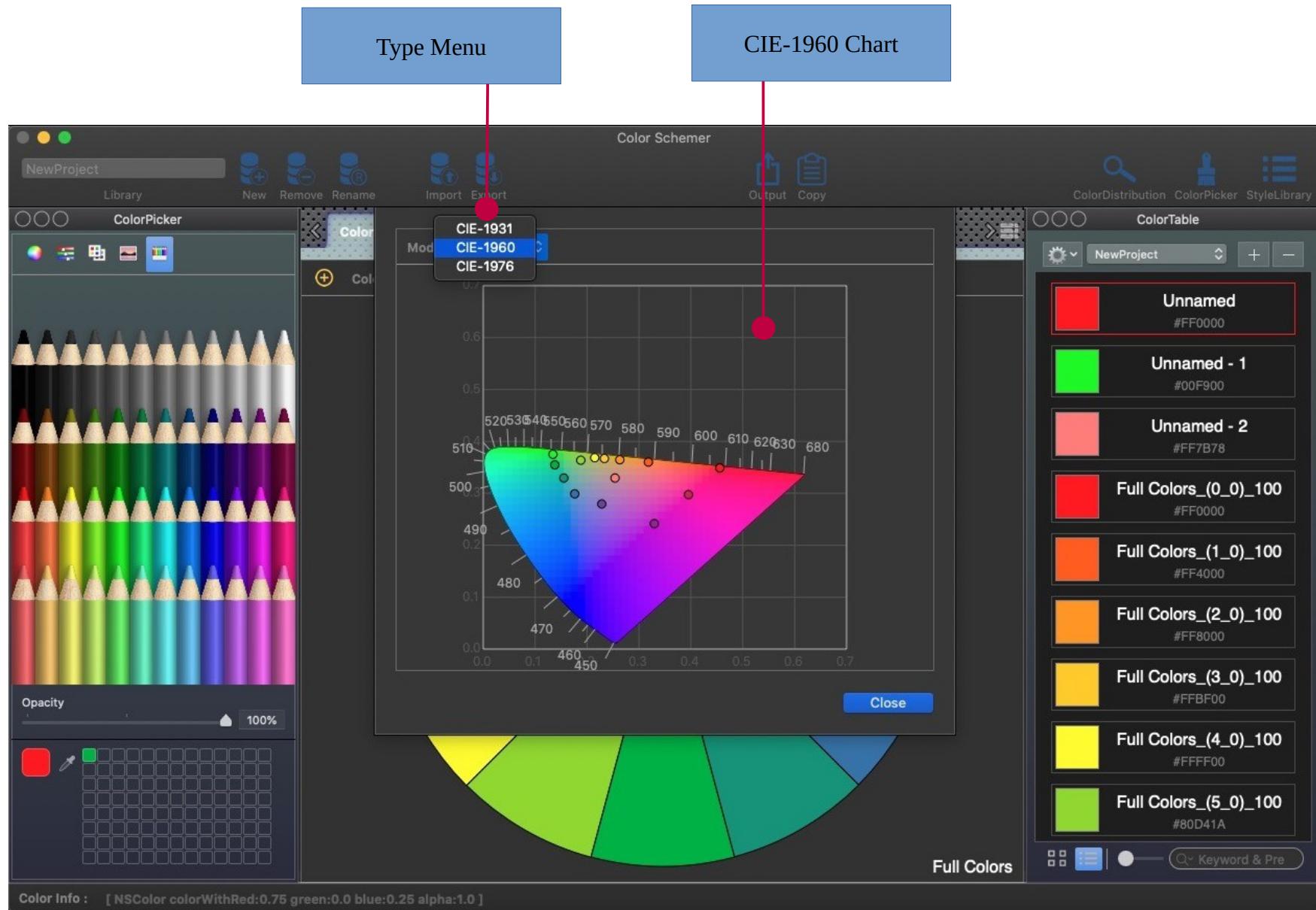
Output

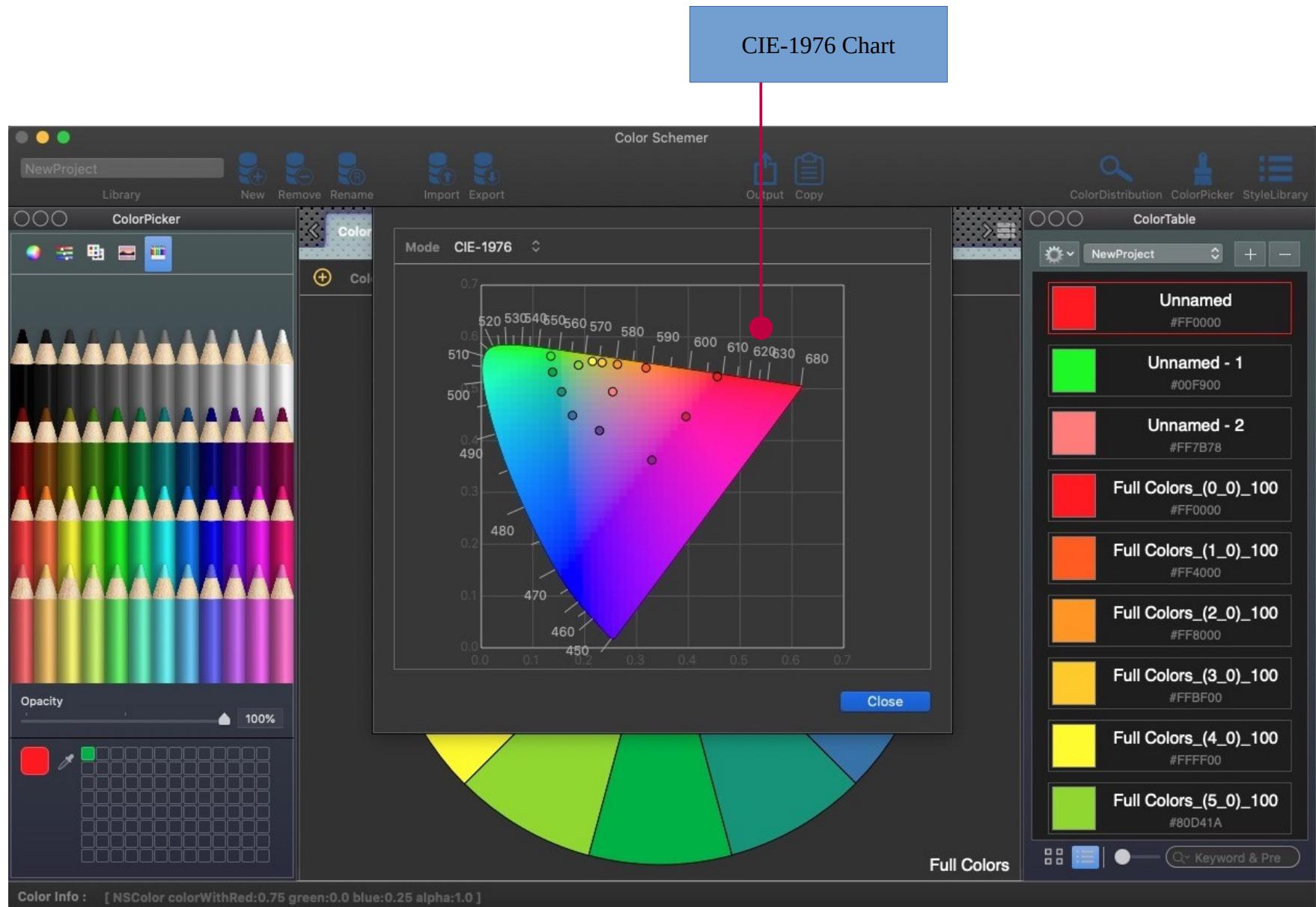
Output Type



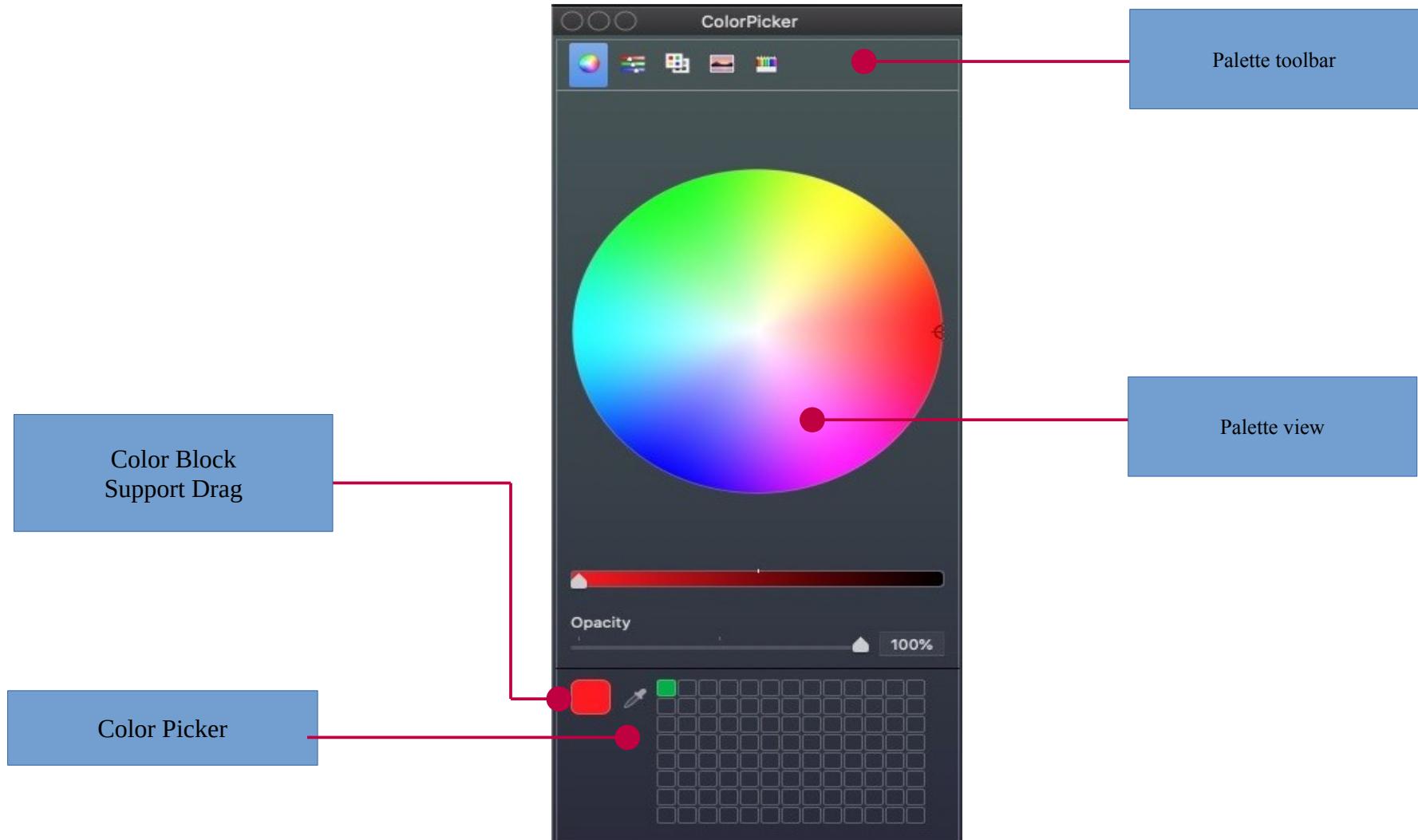
# Color Distribution Module



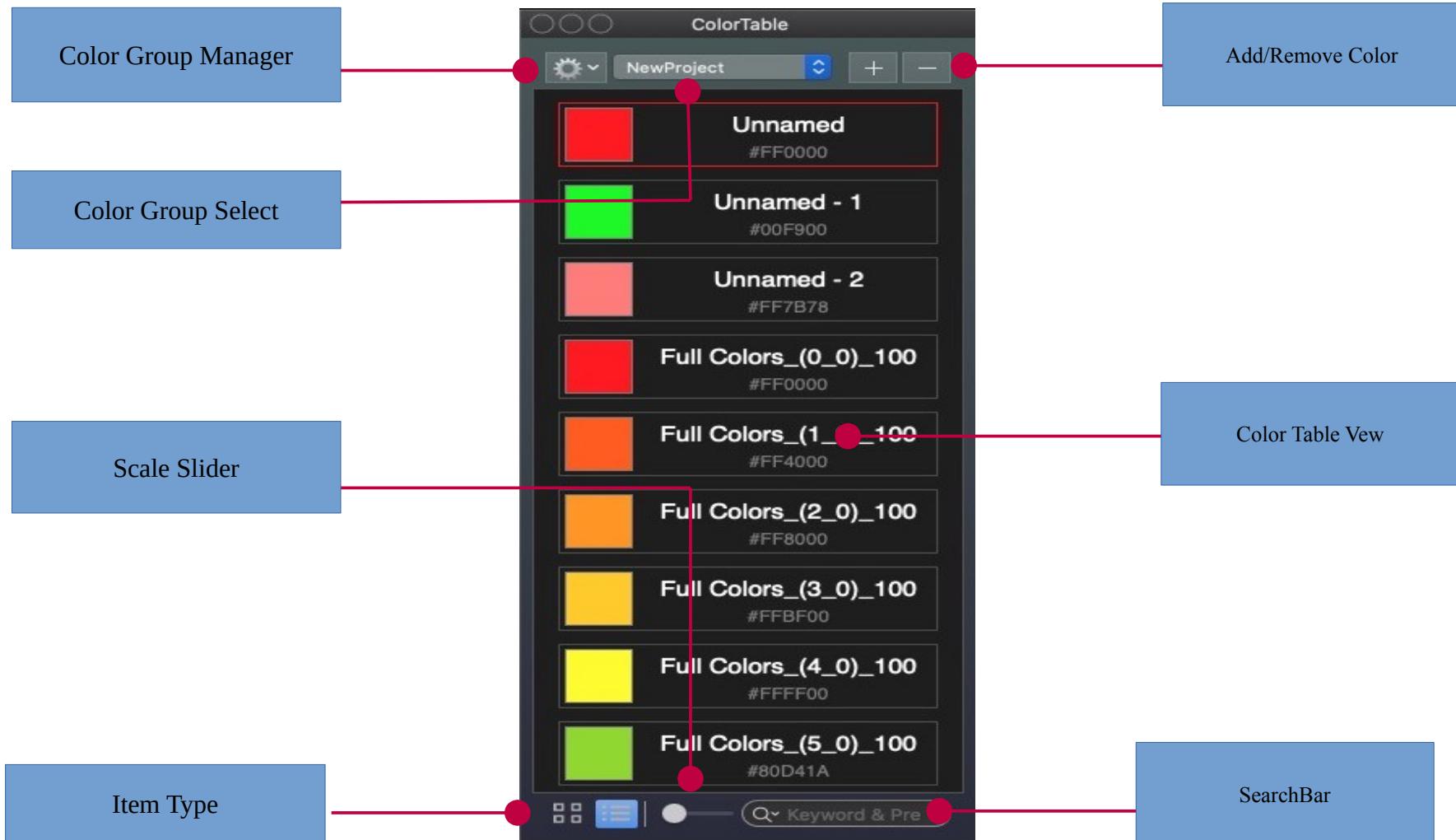




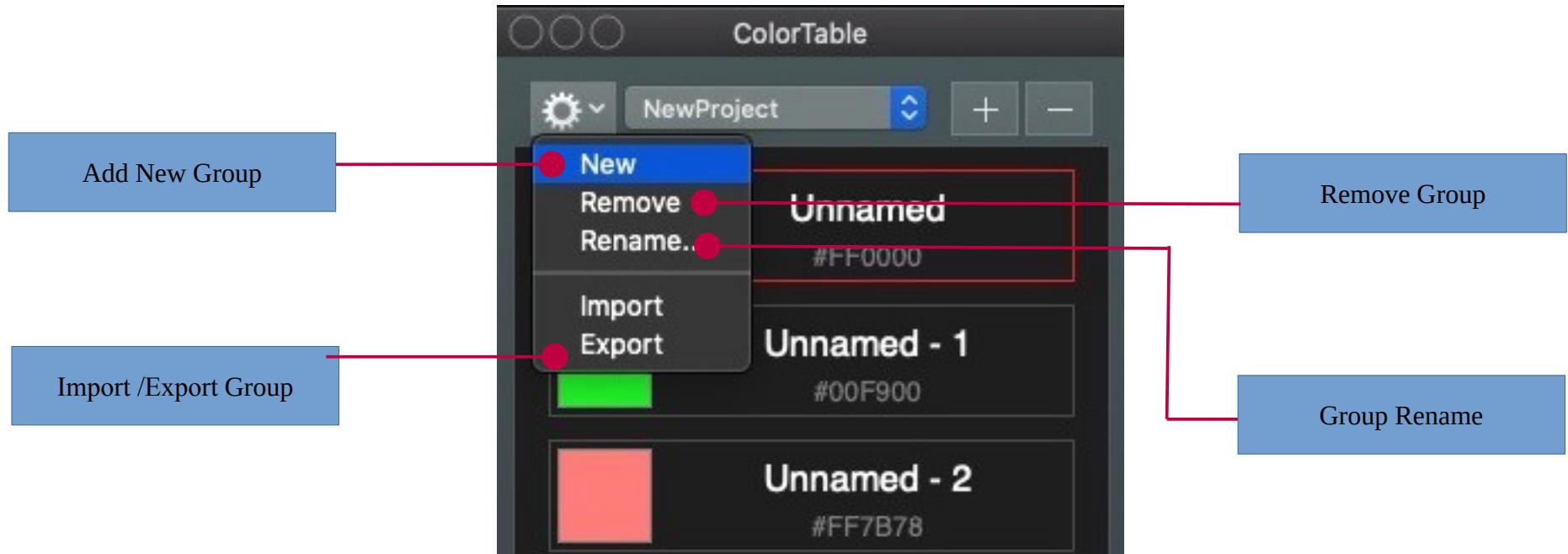
# System Palette Module



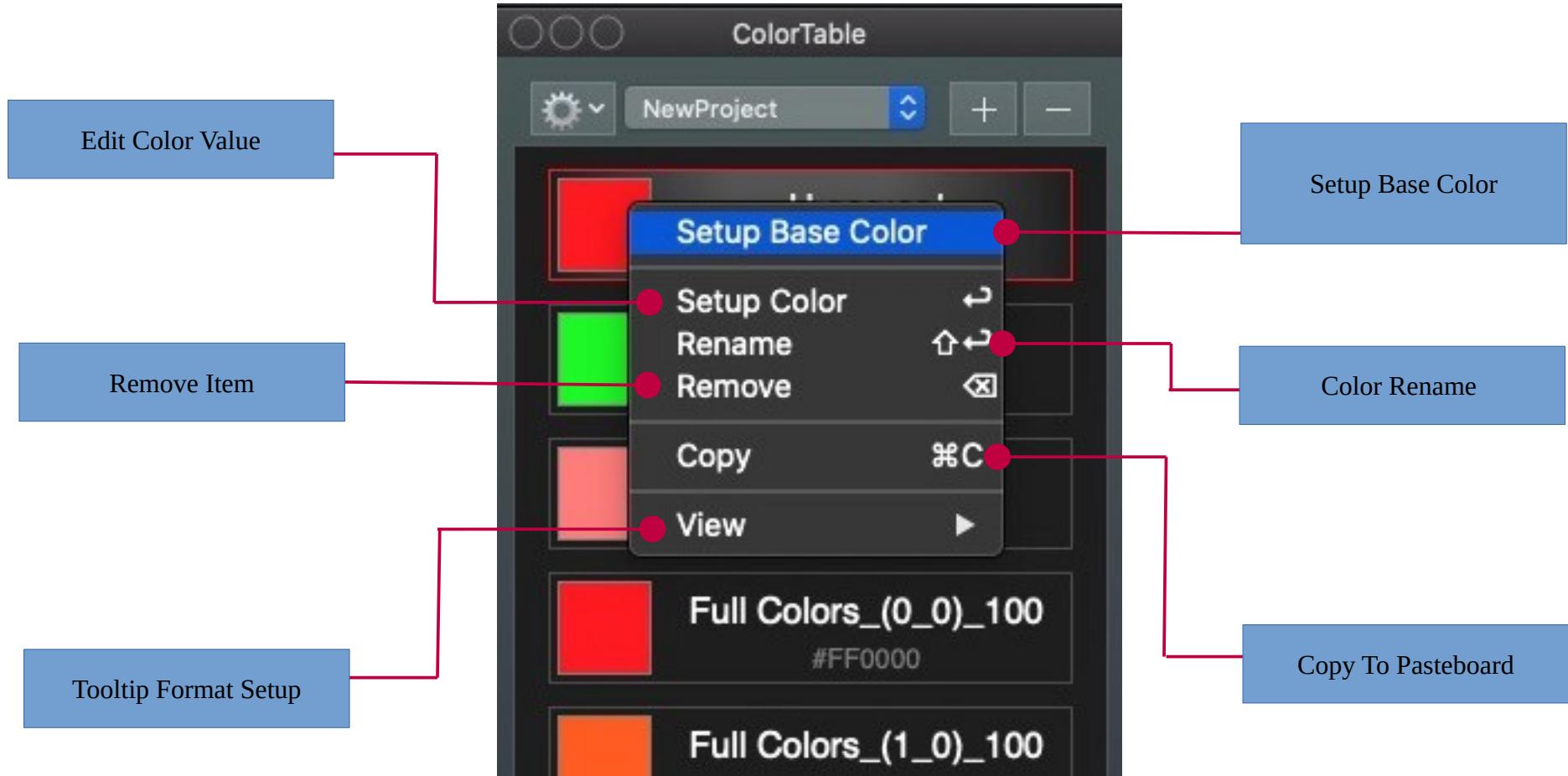
# Color Table Module



## Group Management

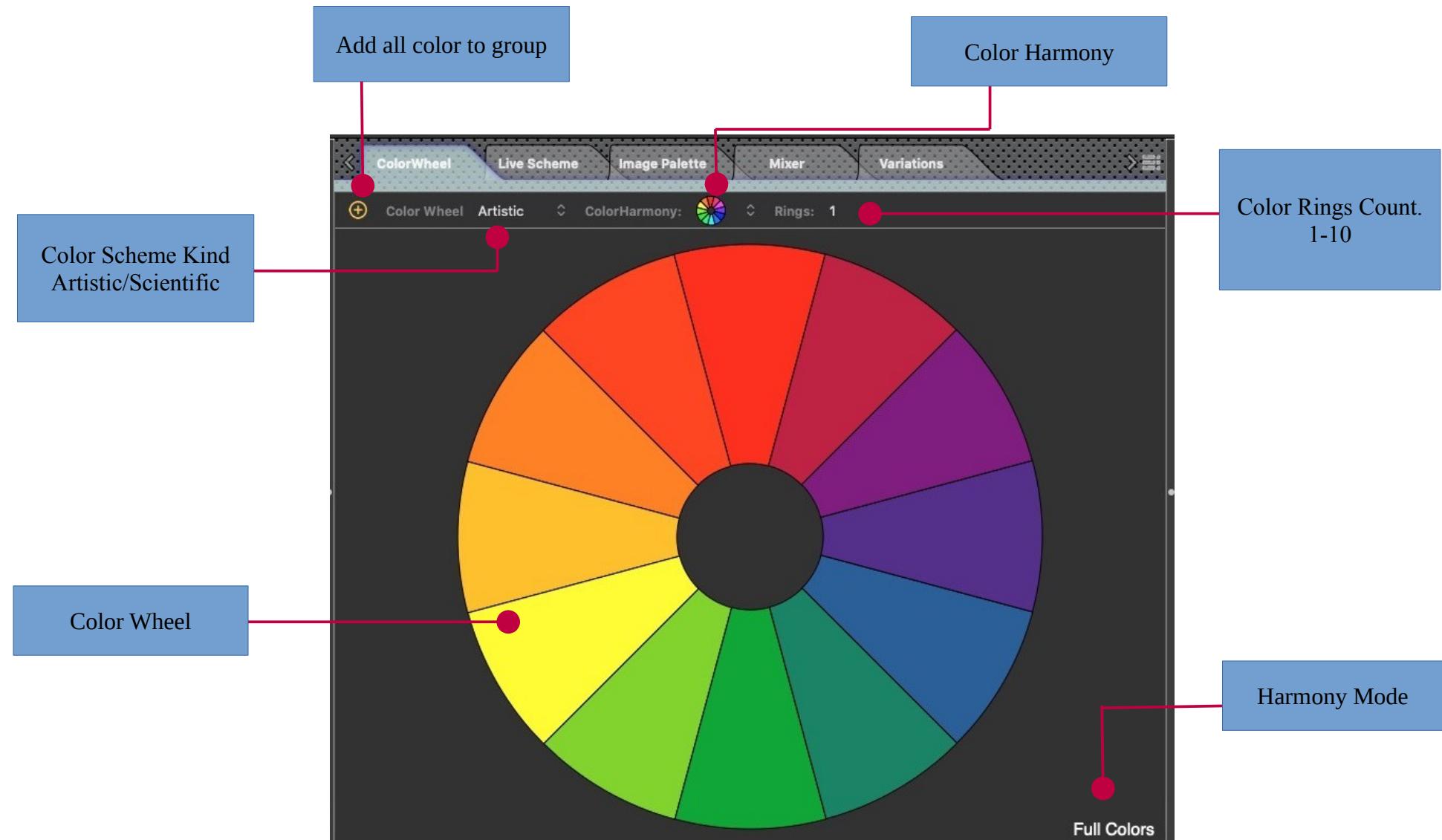


## Item Menu

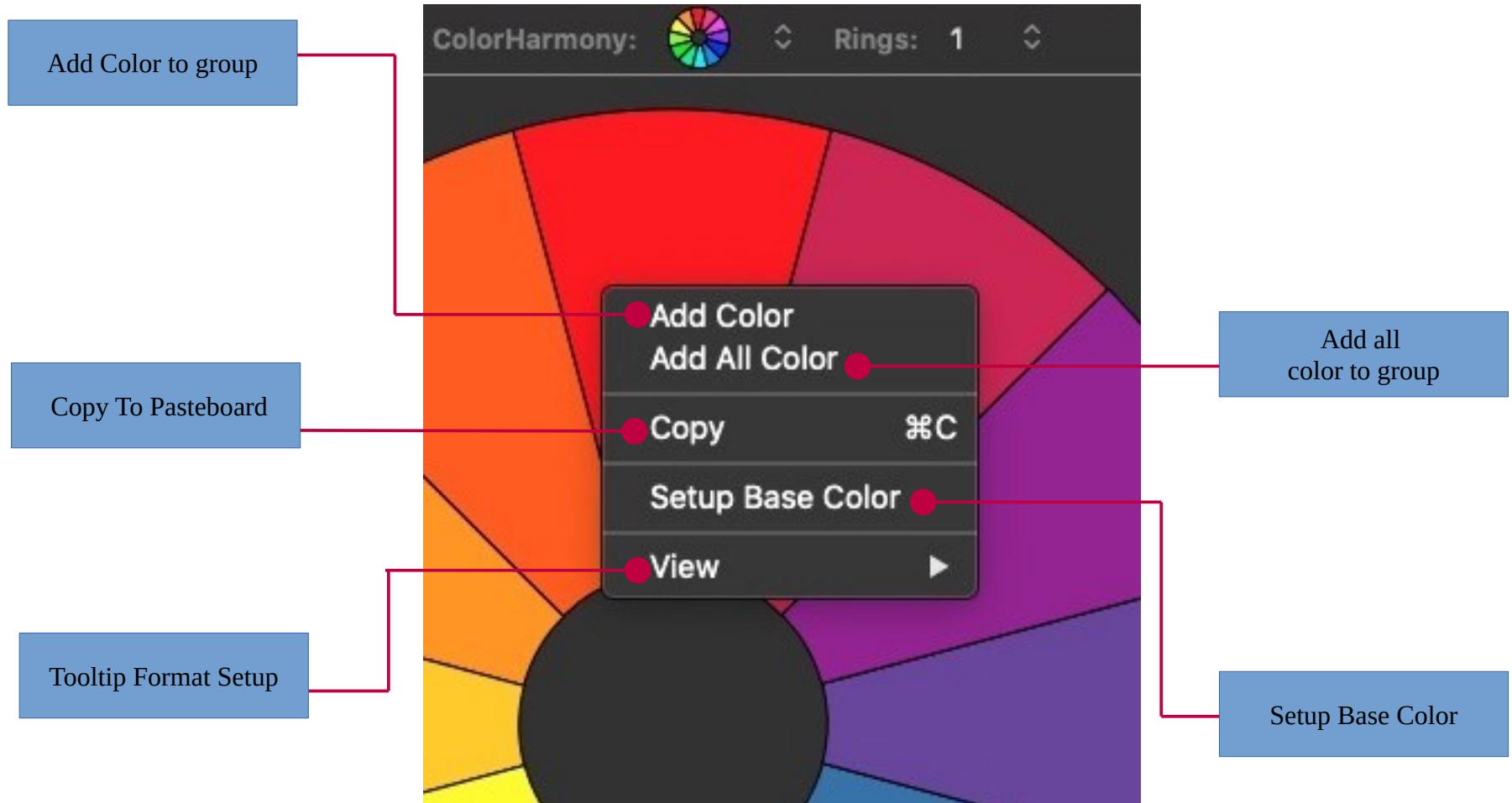




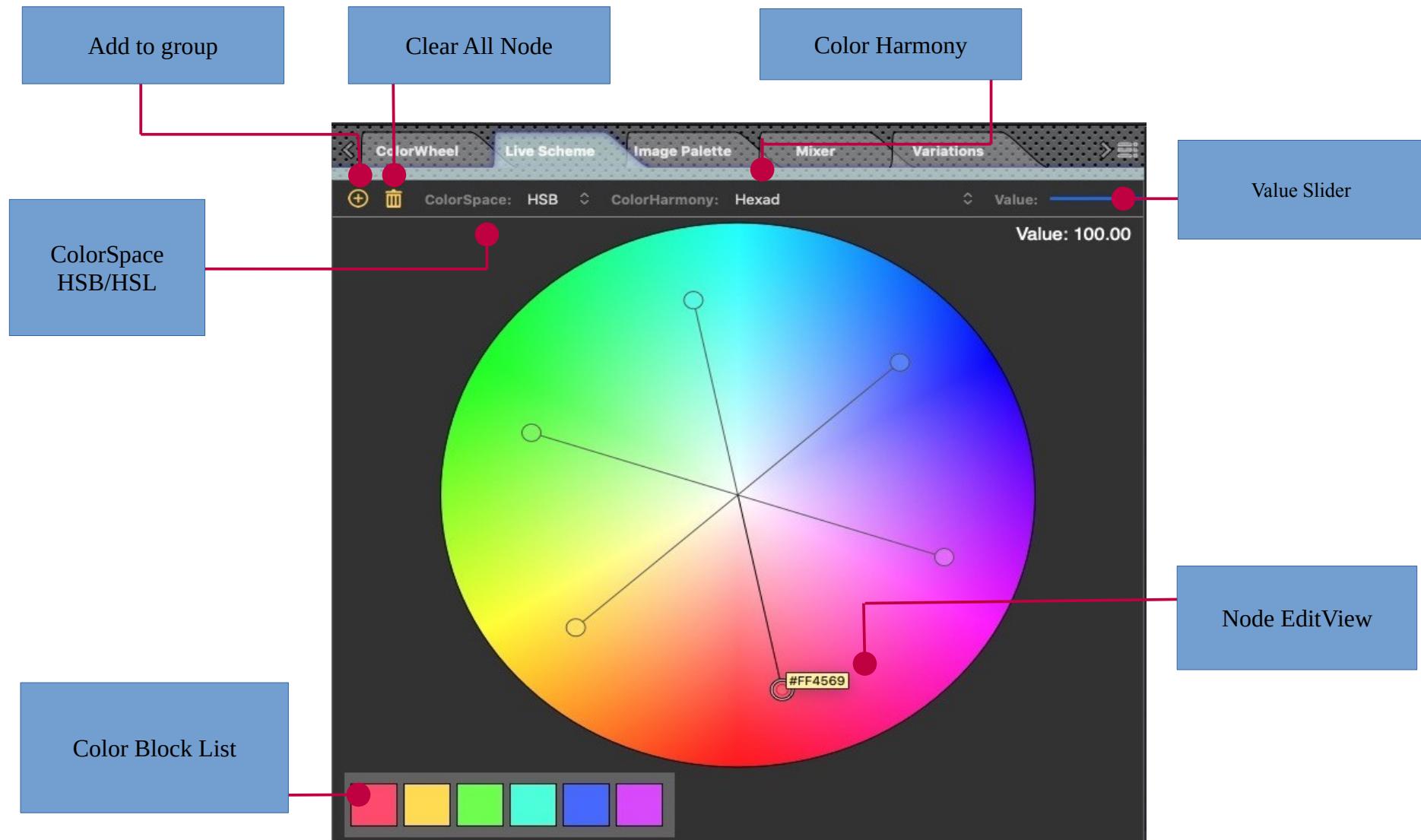
# Module: Color Wheel



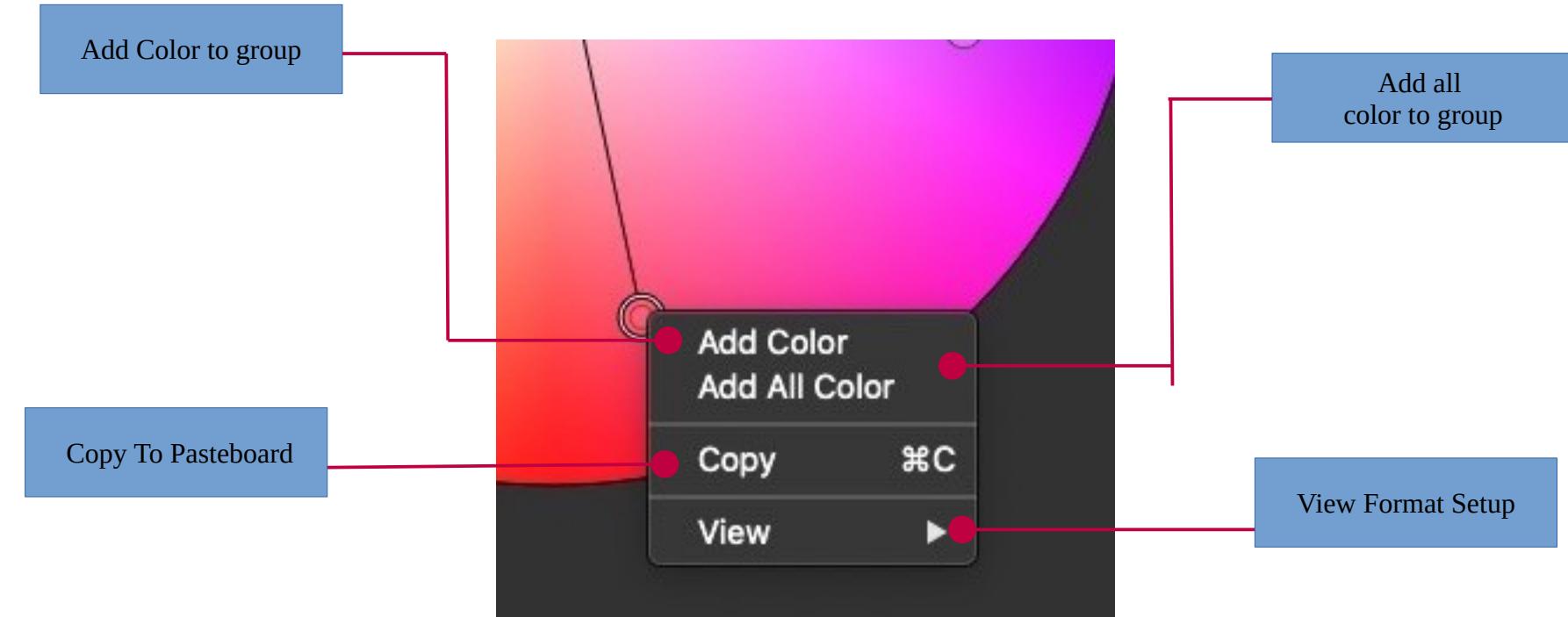
## Menu



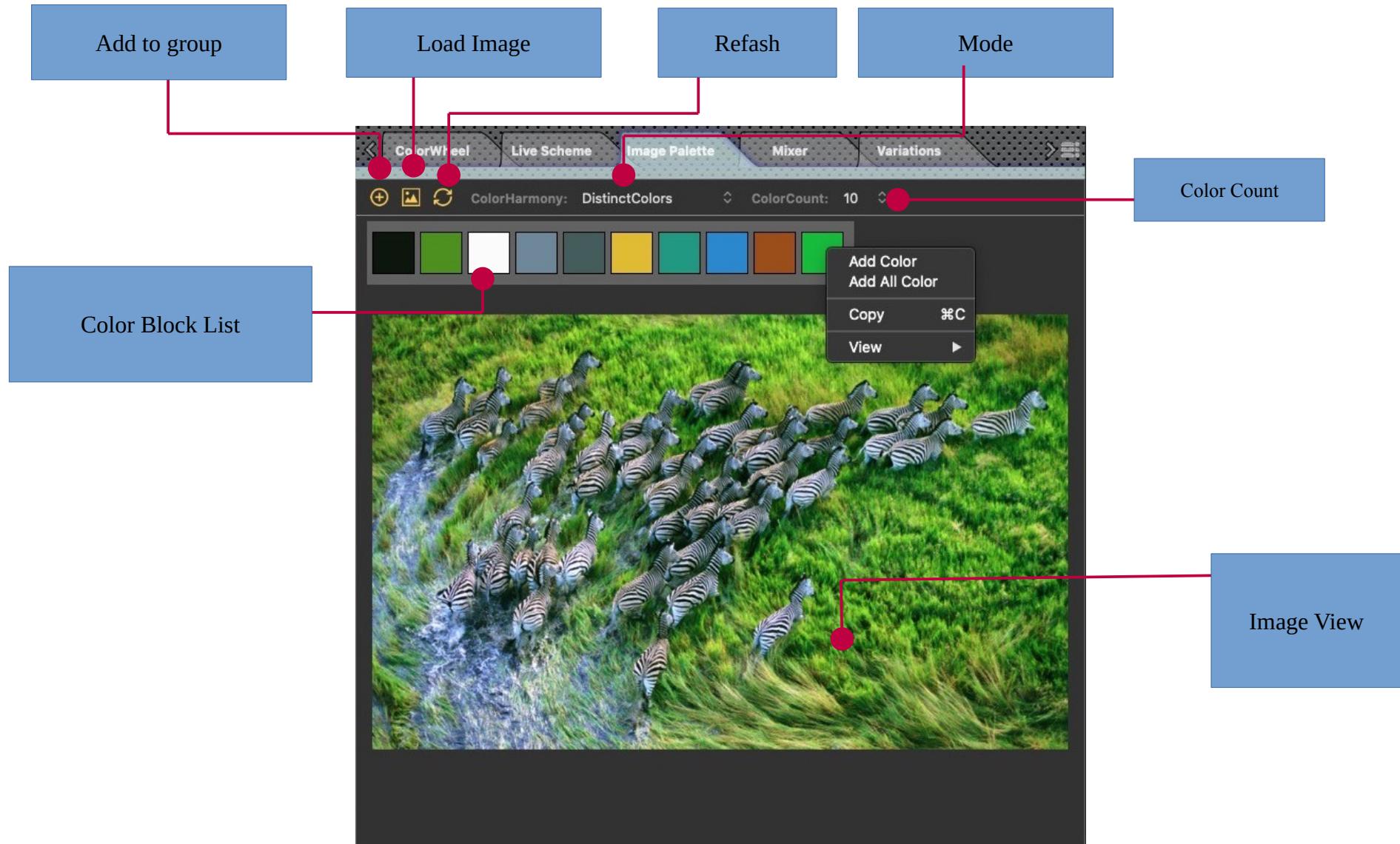
# Module: Live Scheme Module



## Node Menu



# 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

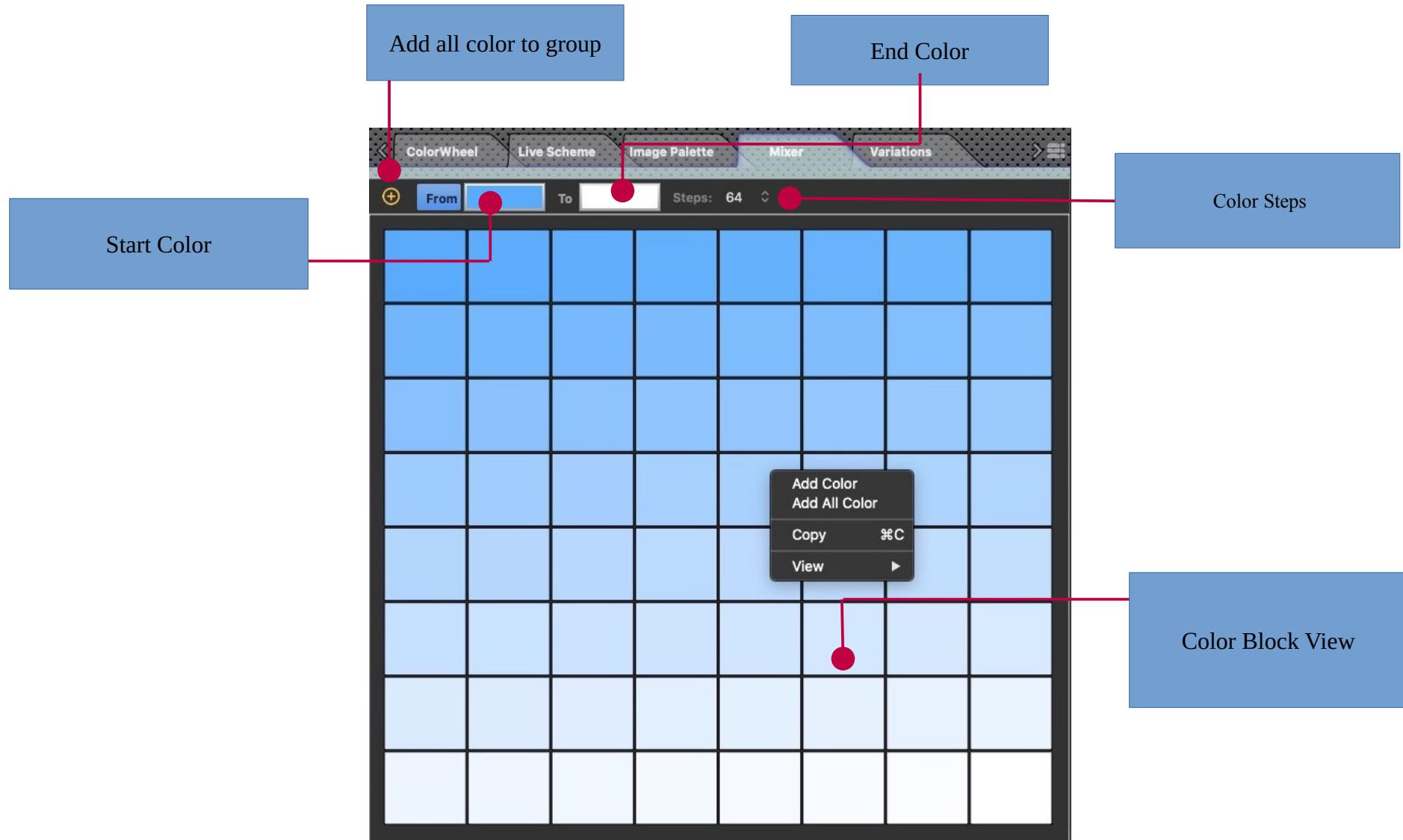
**OrderByBrightness** This orders the result array by color brightness (first color has highest brightness).  
If not set, colors are ordered by frequency (first color is "most frequent").

**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").

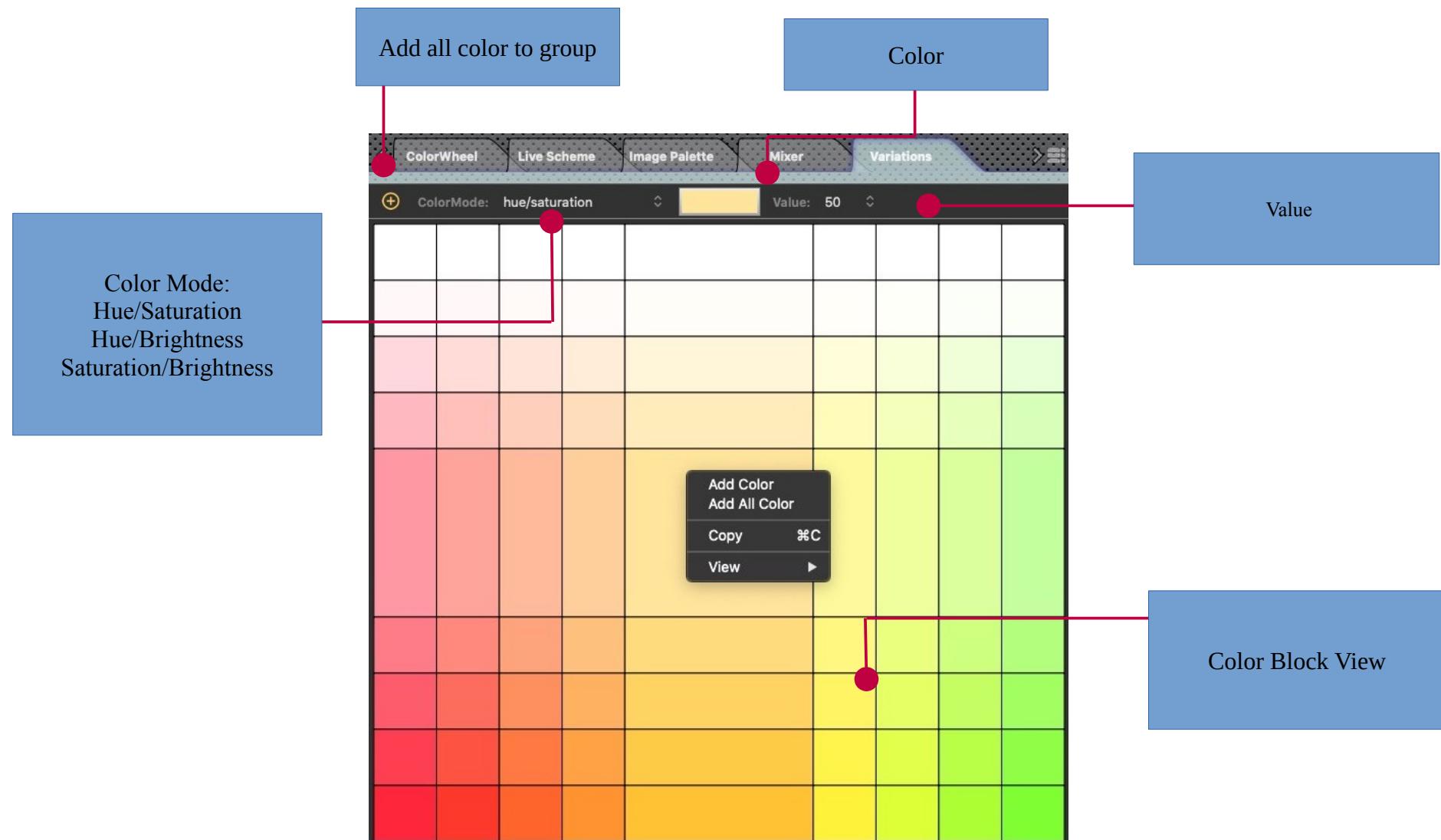
**AvoidWhite** Removes colors from the result if they are too close to white

**AvoidBlack** Removes colors from the result if they are too close to black

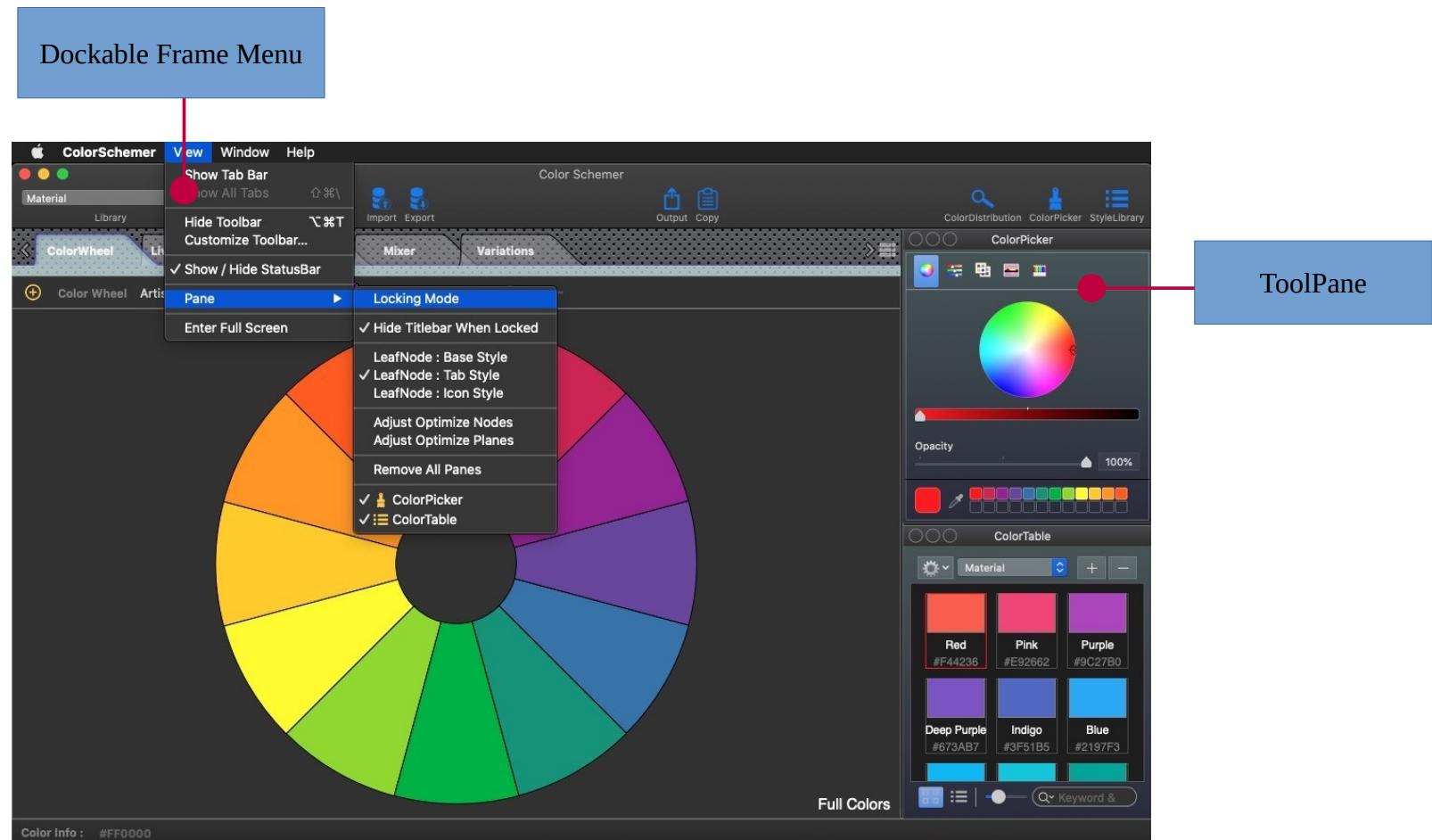
# Module: Mixer Module

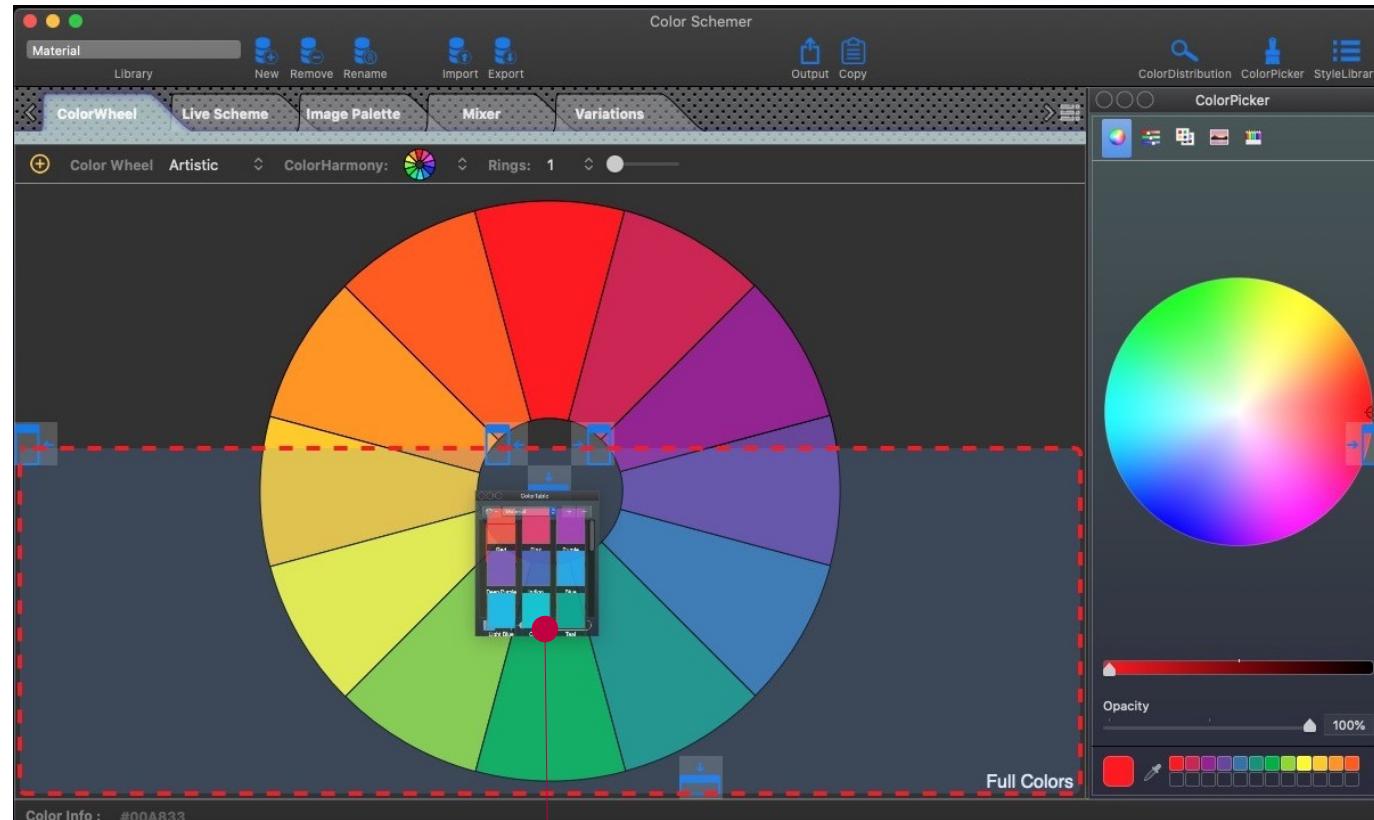


# Module: Variations Module



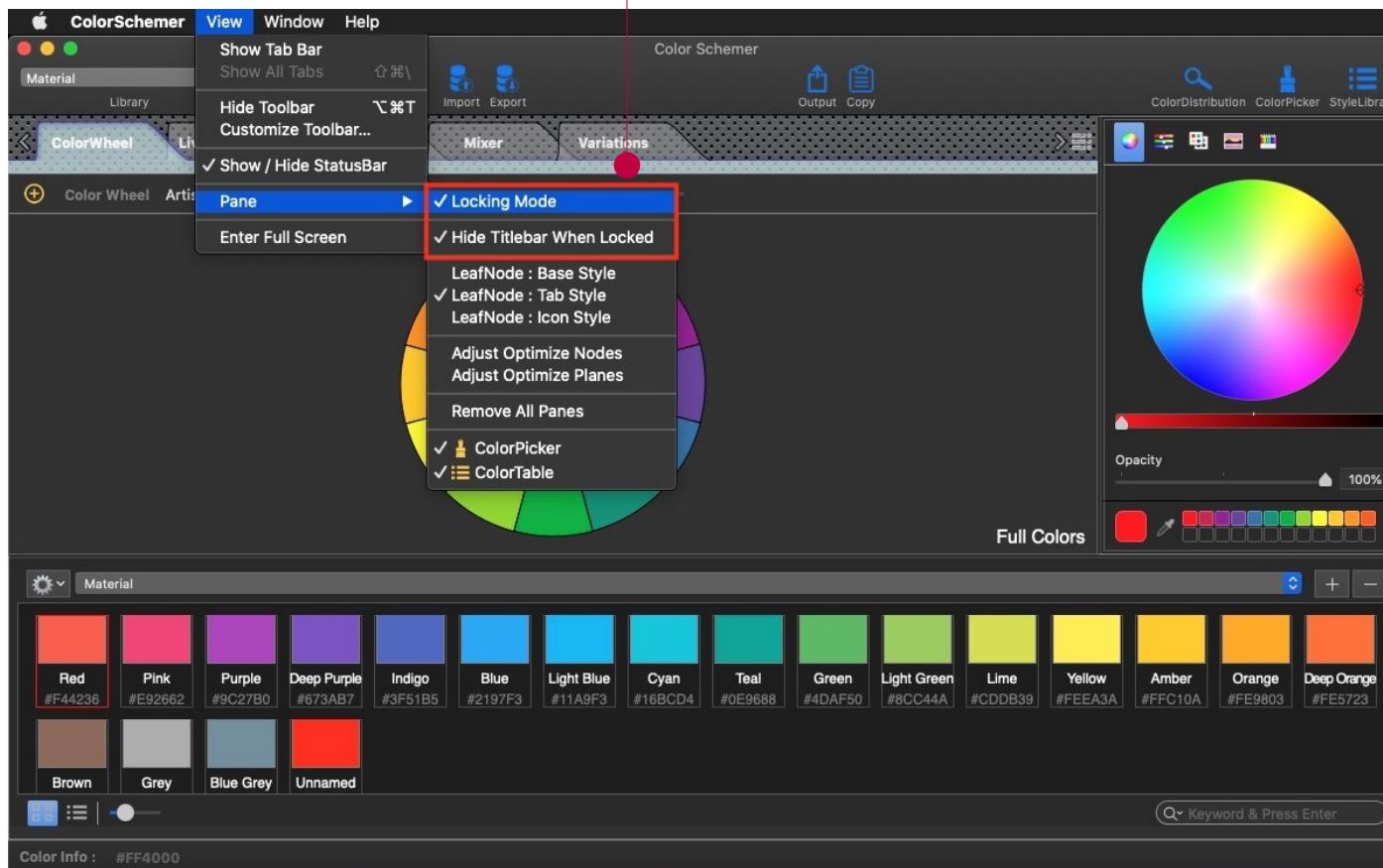
# Dockable Frame Module



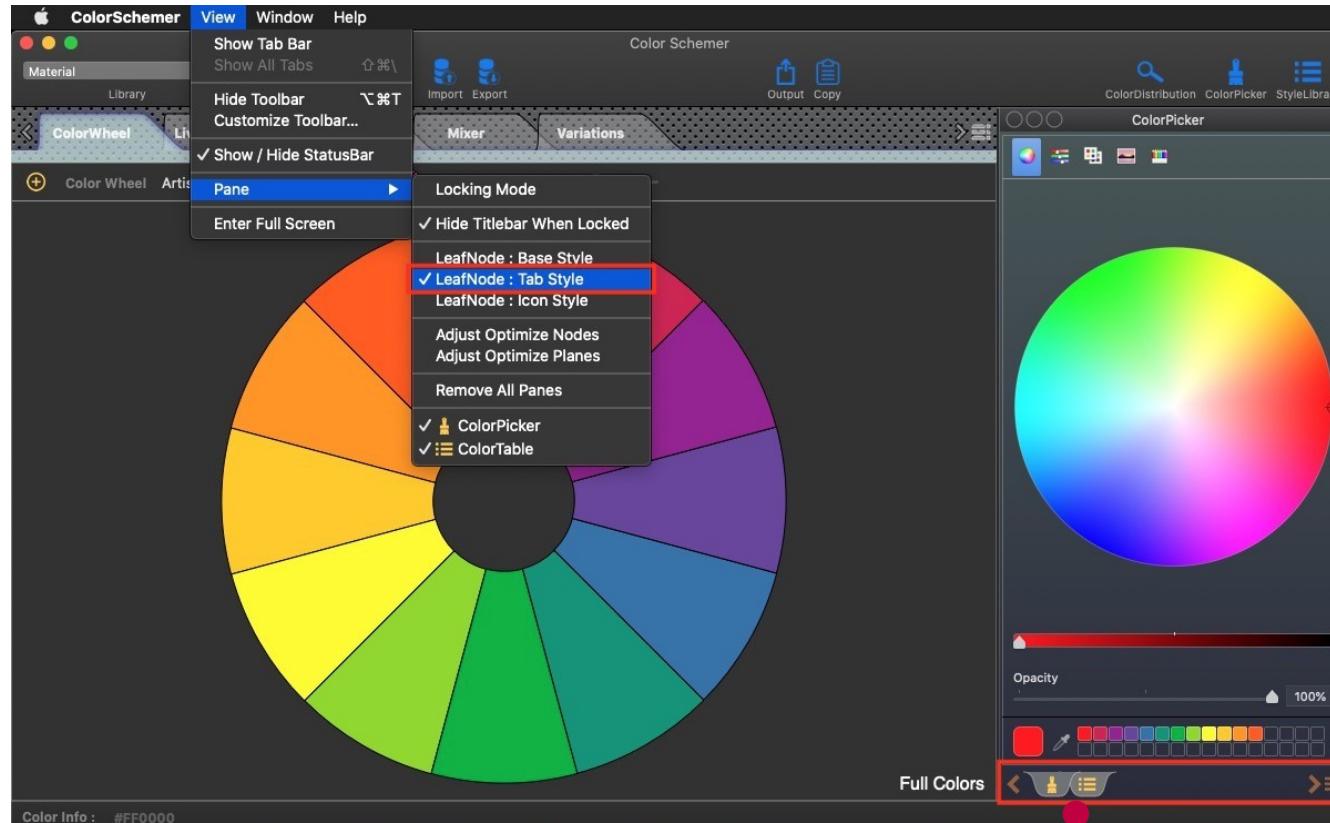


Support tool pane drag and dock

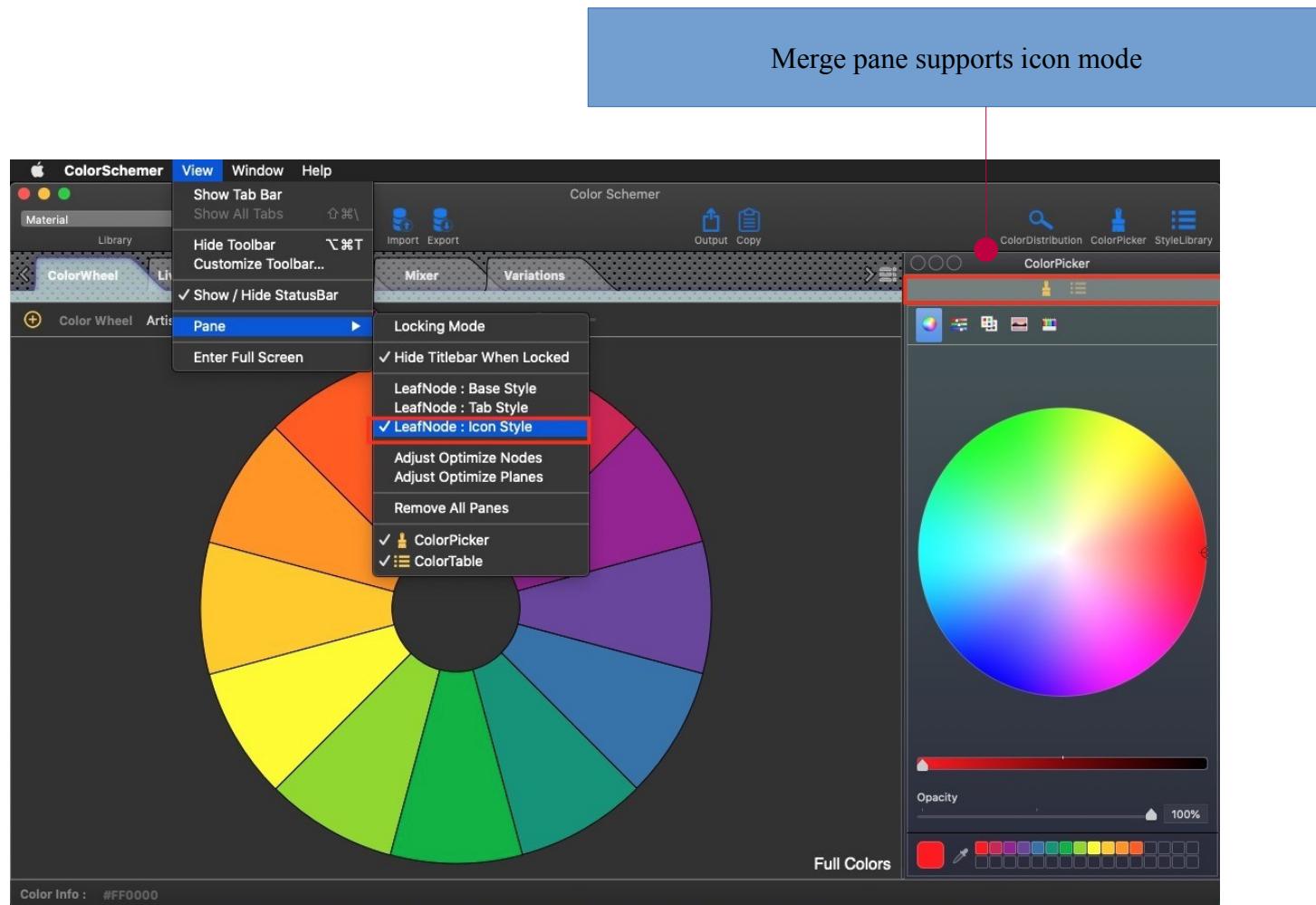
Support tool pane lock and hide title bar

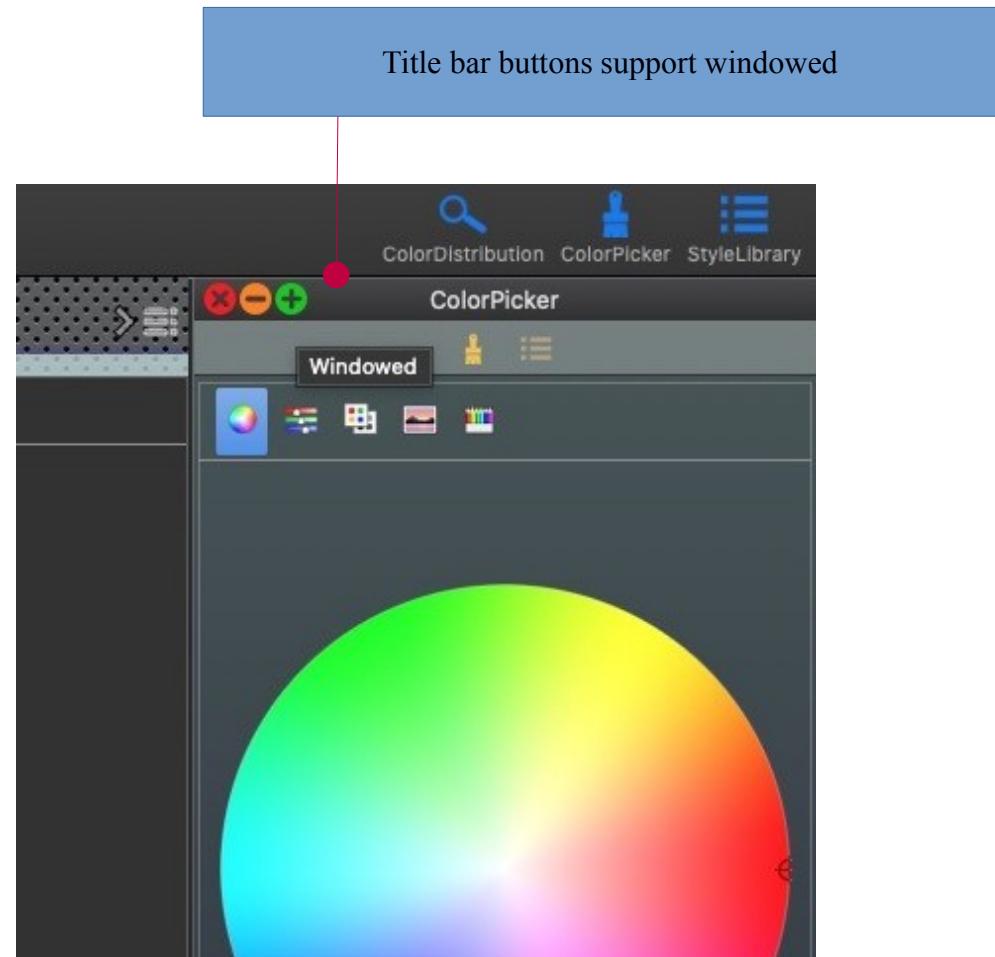


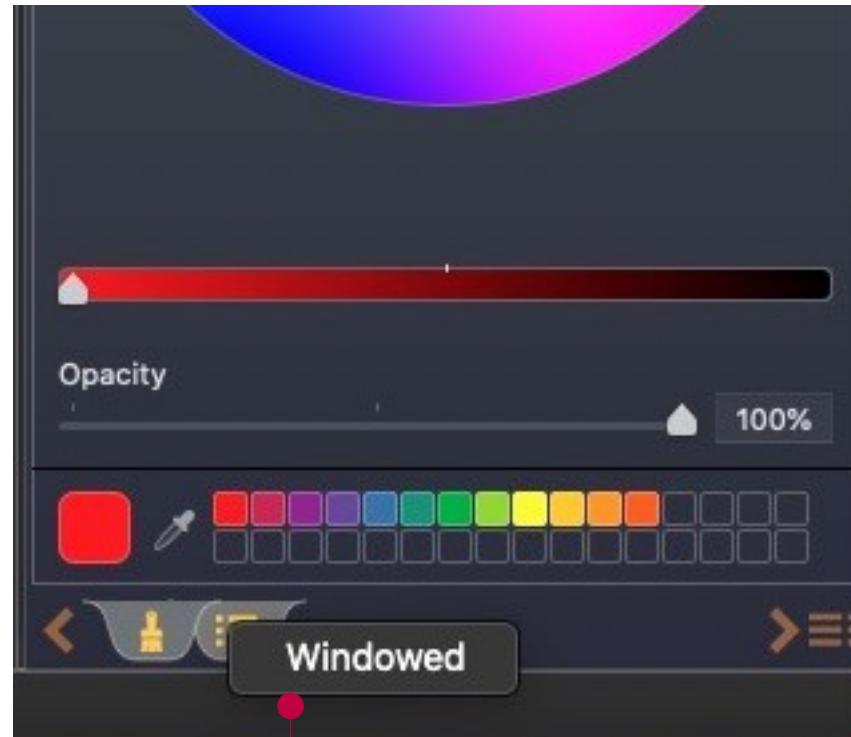




Merge pane supports tab mode (Support tab dragging tool pane)







Tab right-click menu supports windowed