

Color Schemer - Quick Start Guide

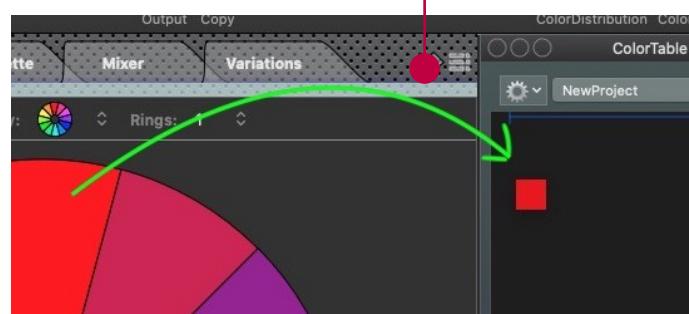


Quick Start

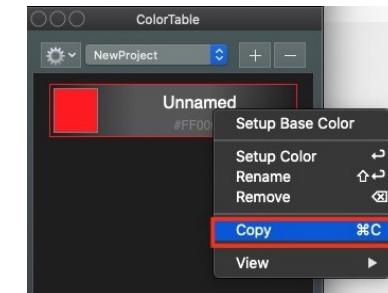


New Color Group

Drag Color Block



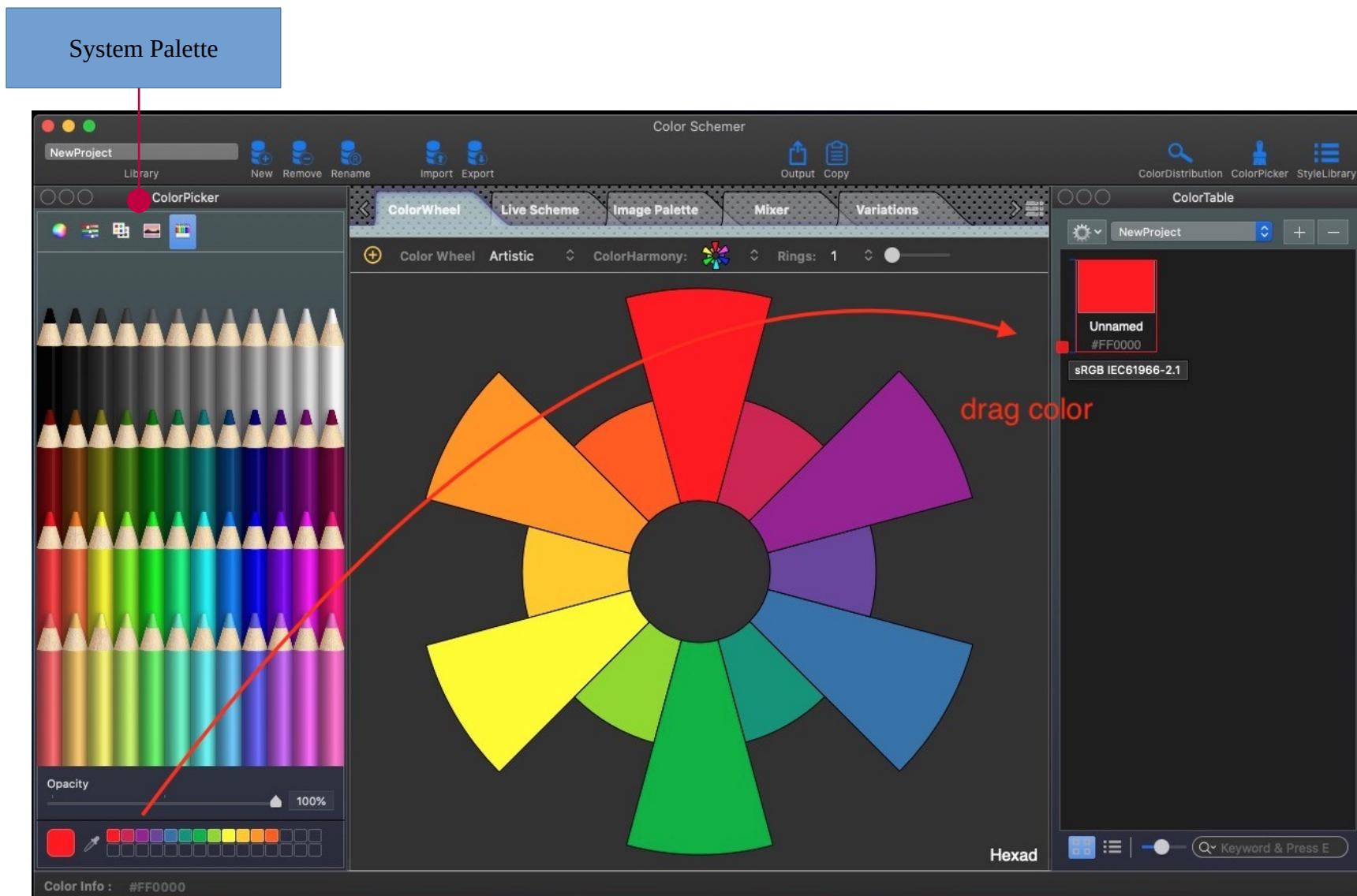
Copy Color Info

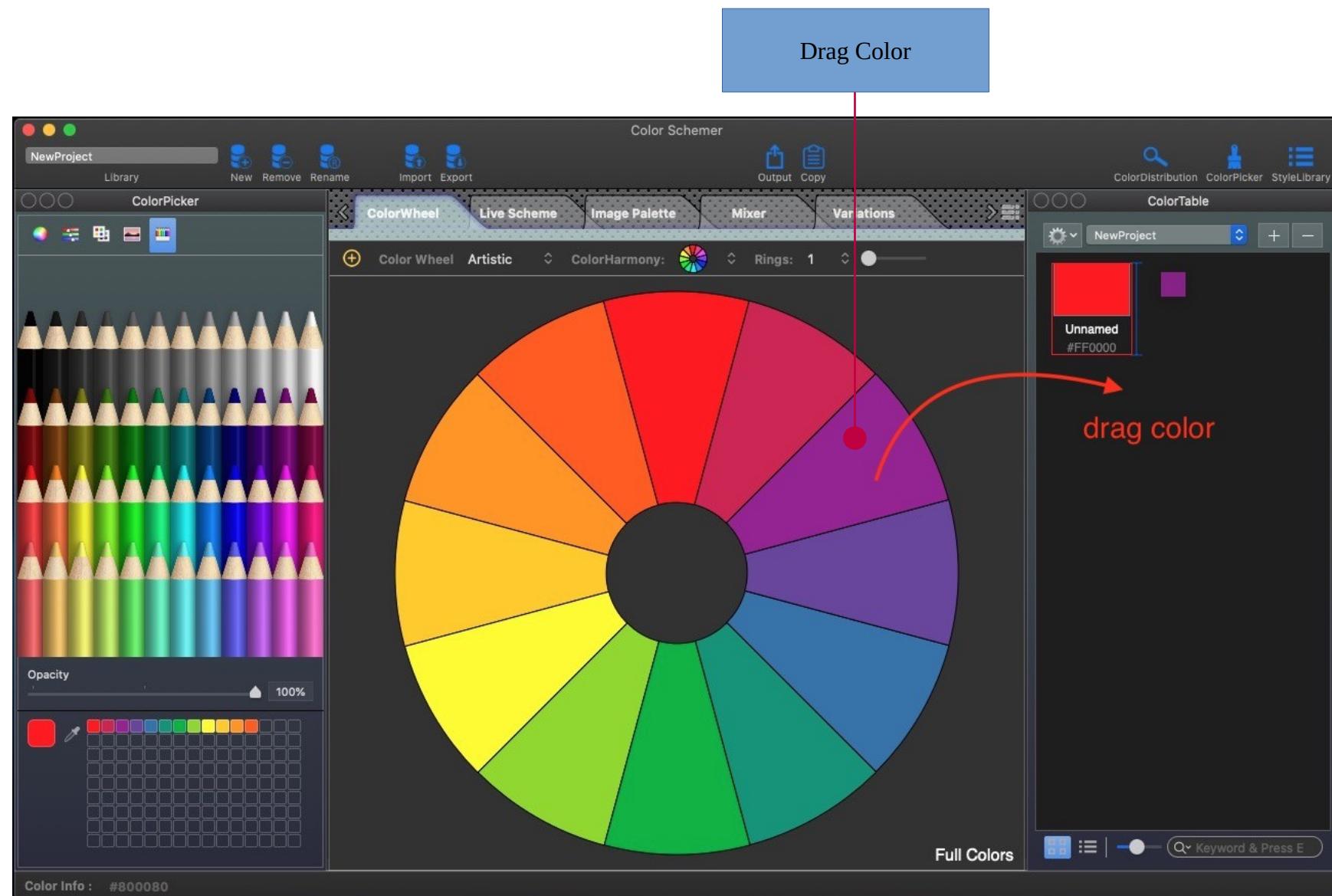


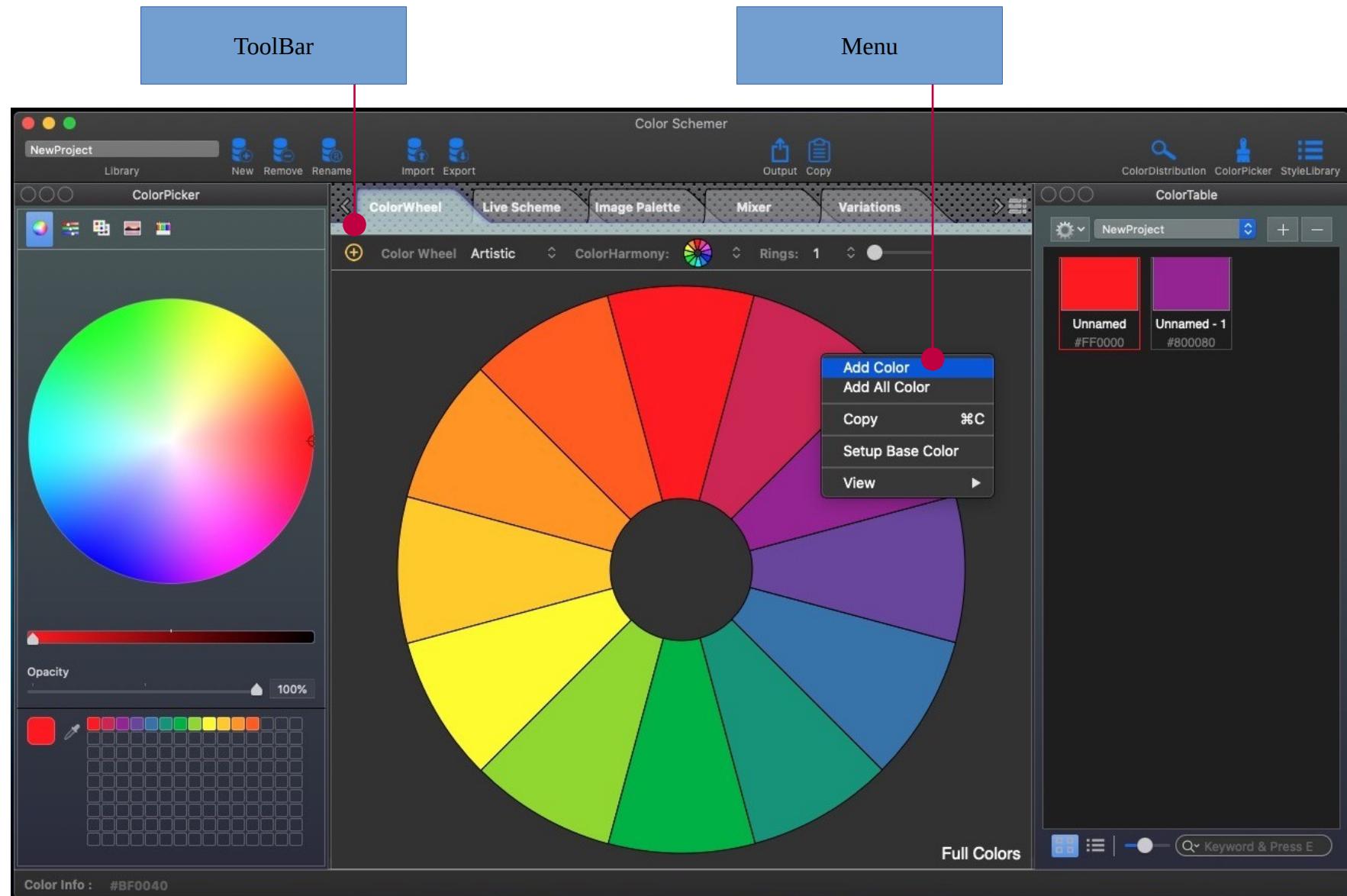
Output Color Report

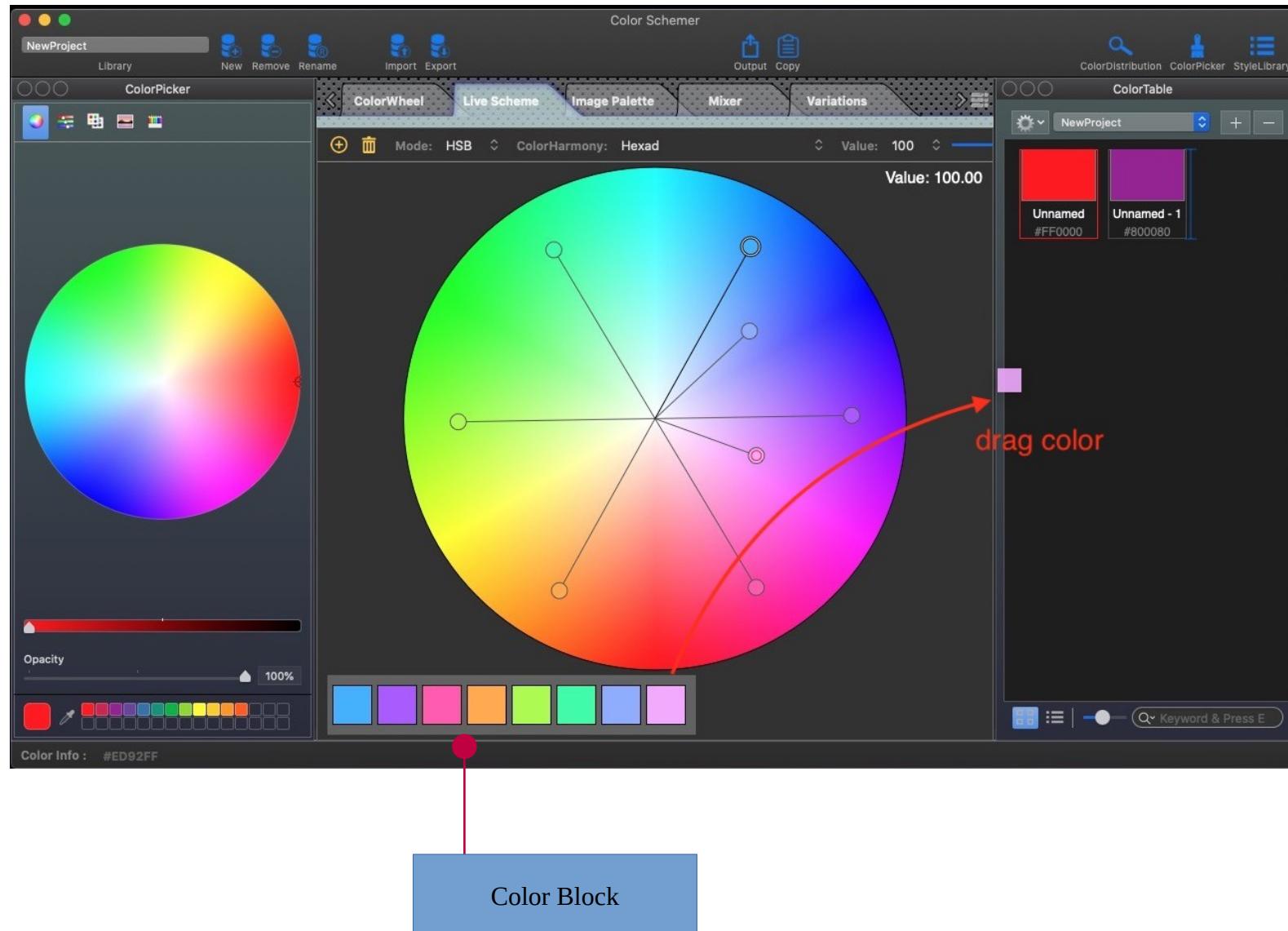


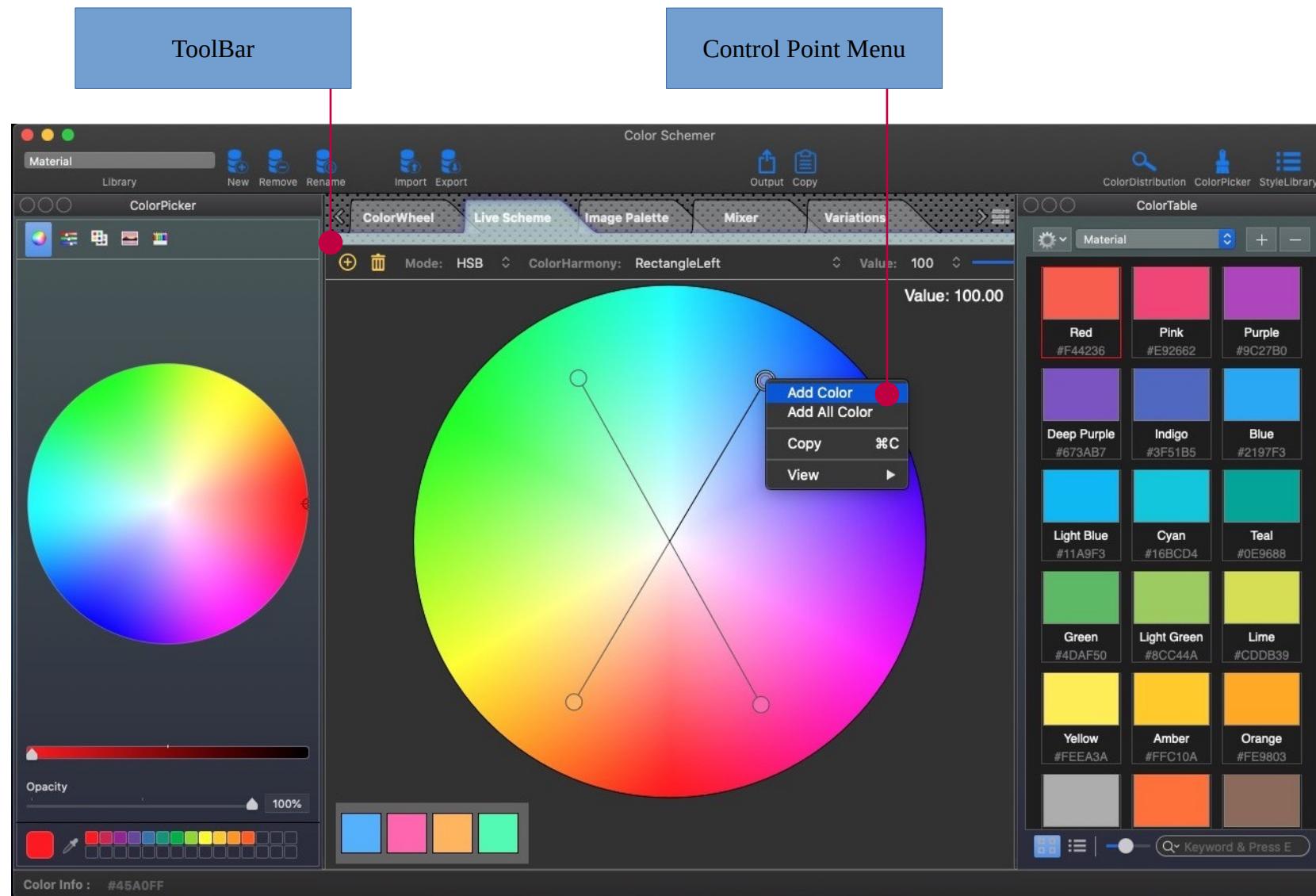
How to add color block.

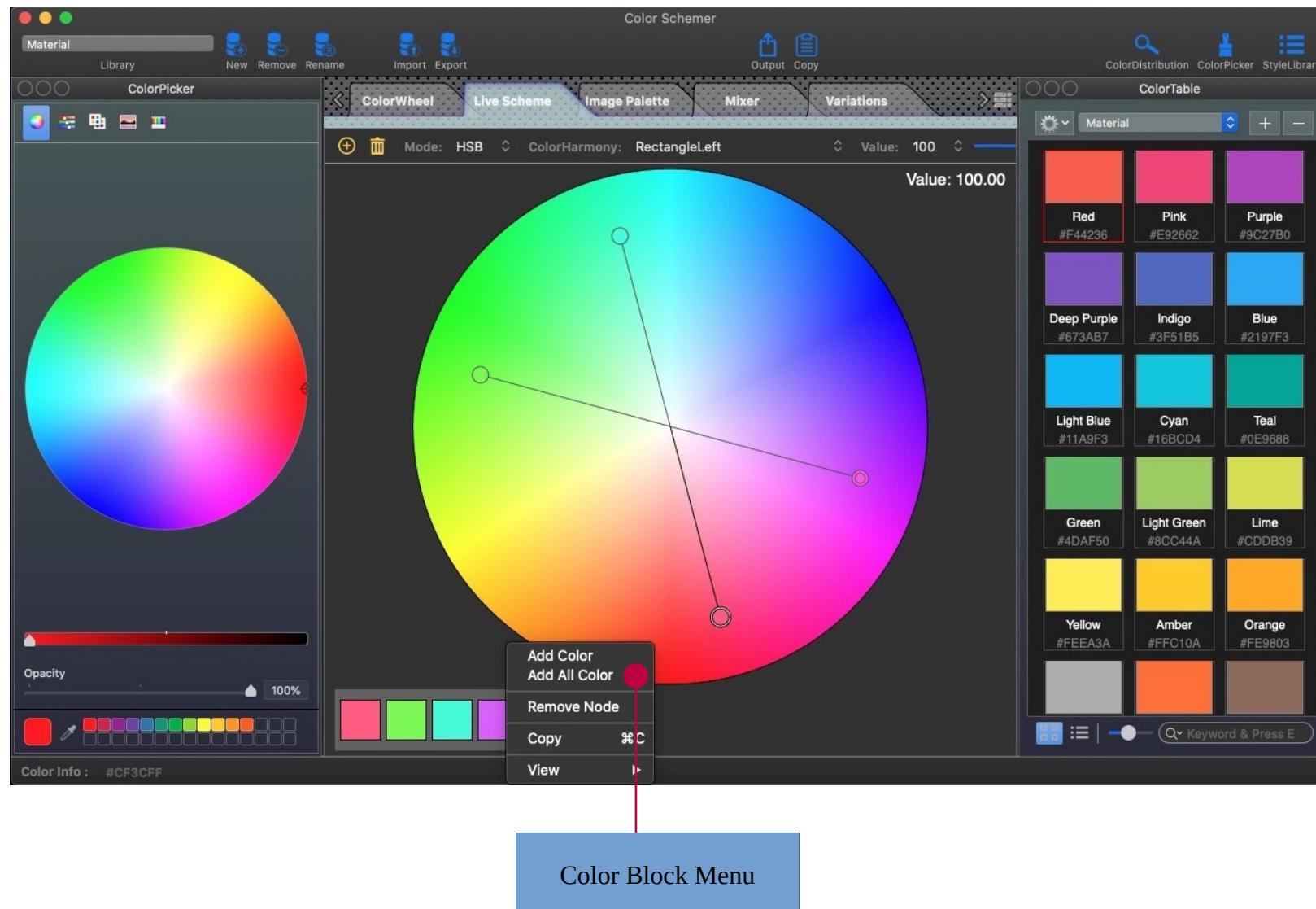






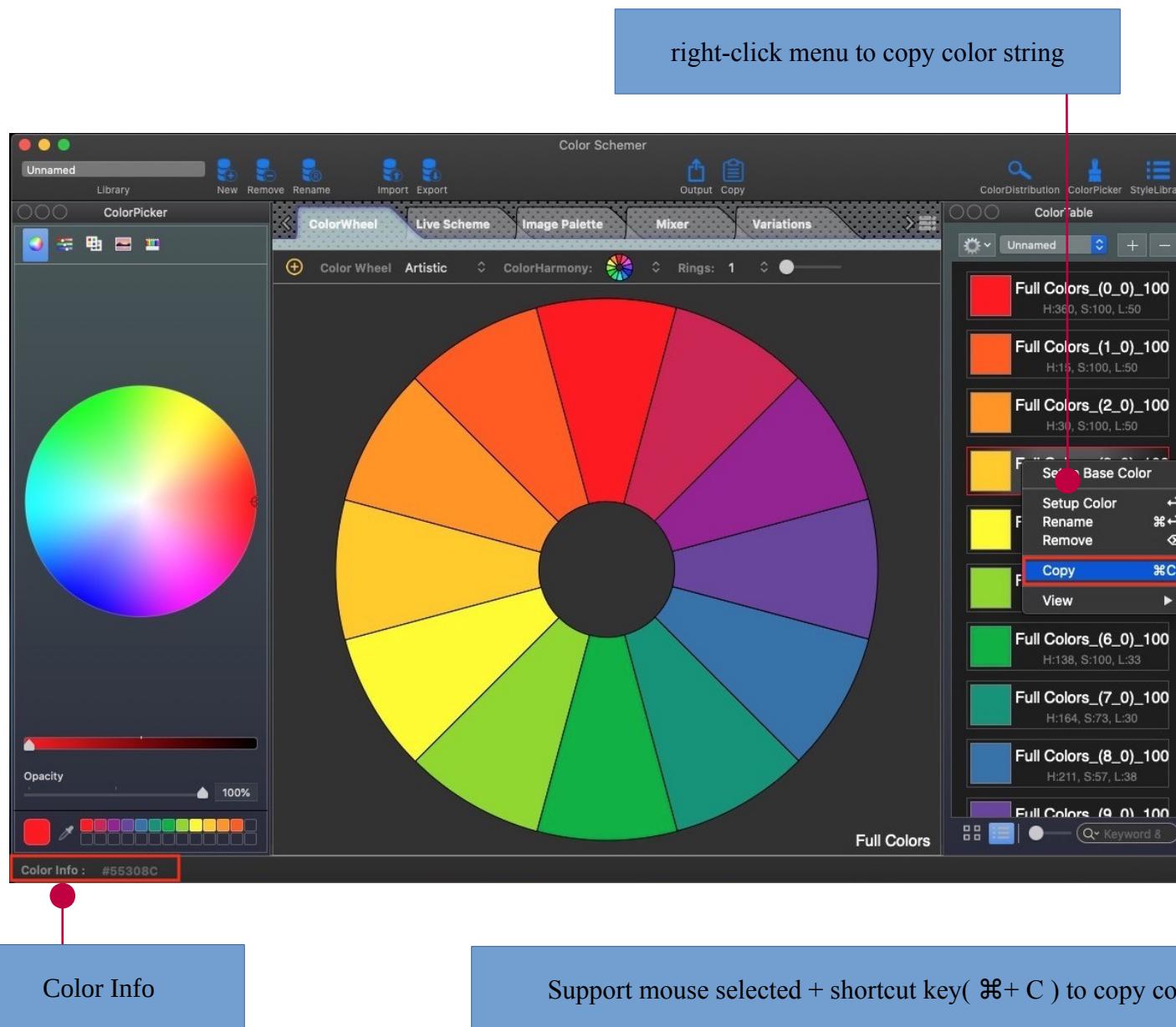


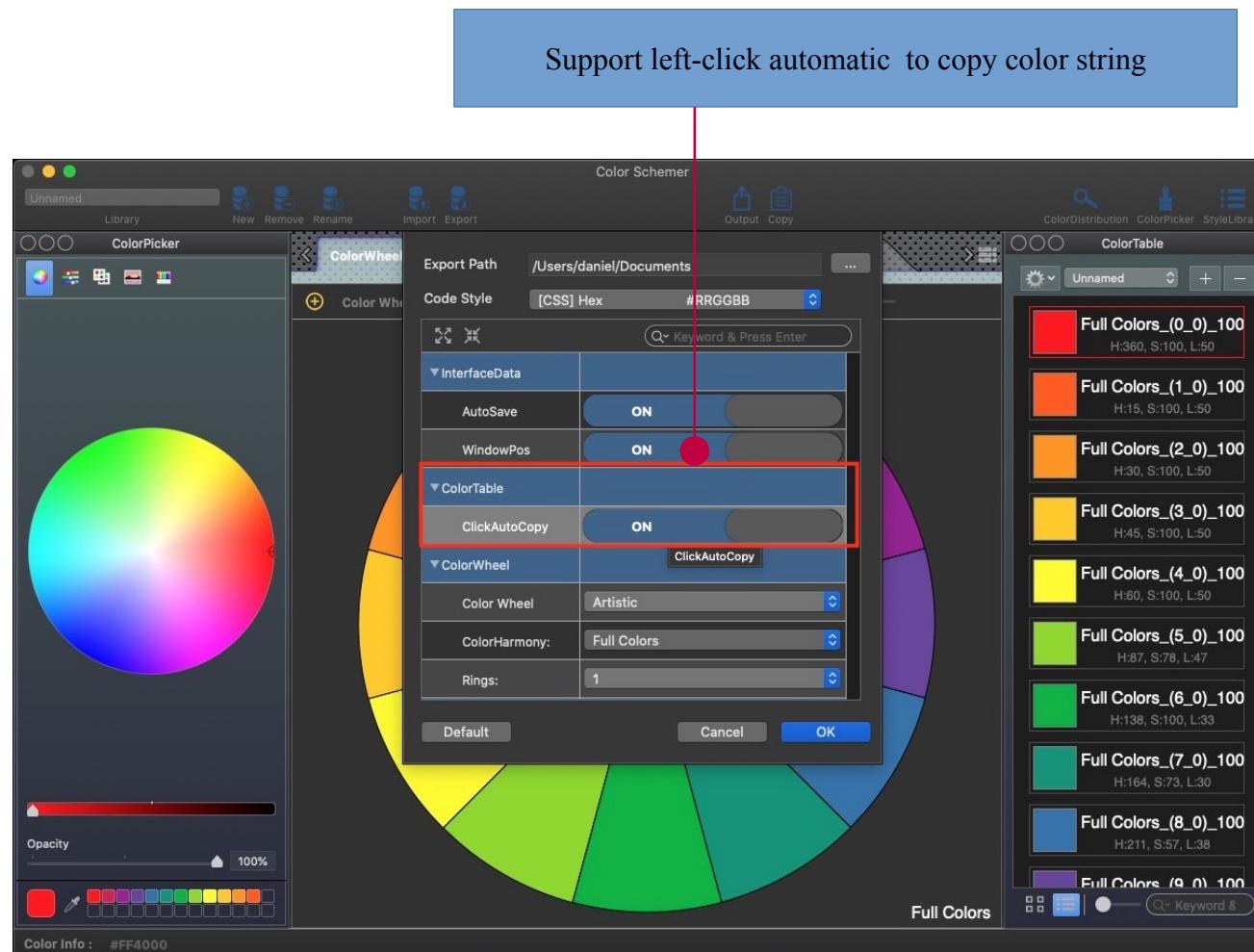




How to copy color string.

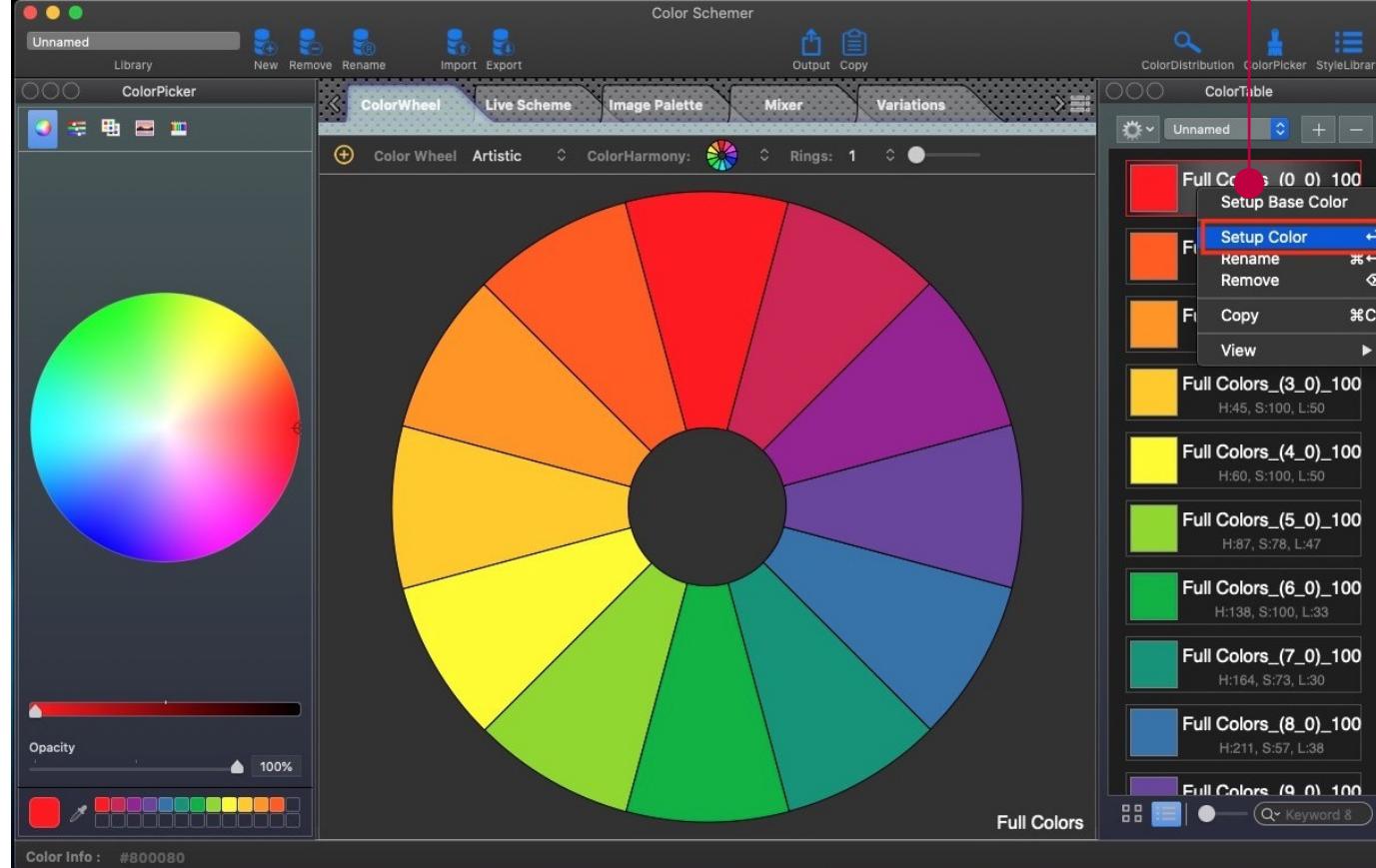


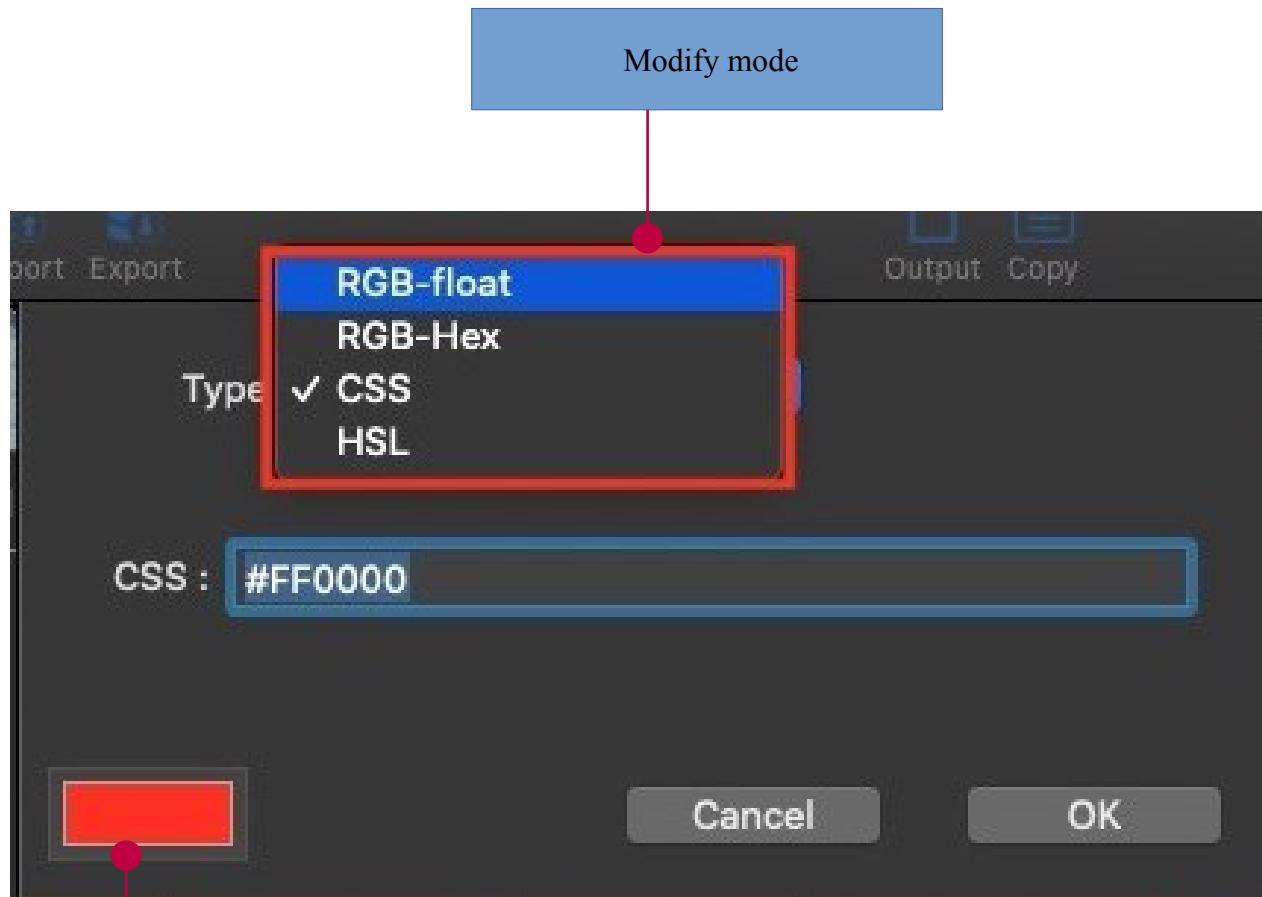




How to modify color data

modify color (menu or shortcut key ↩)

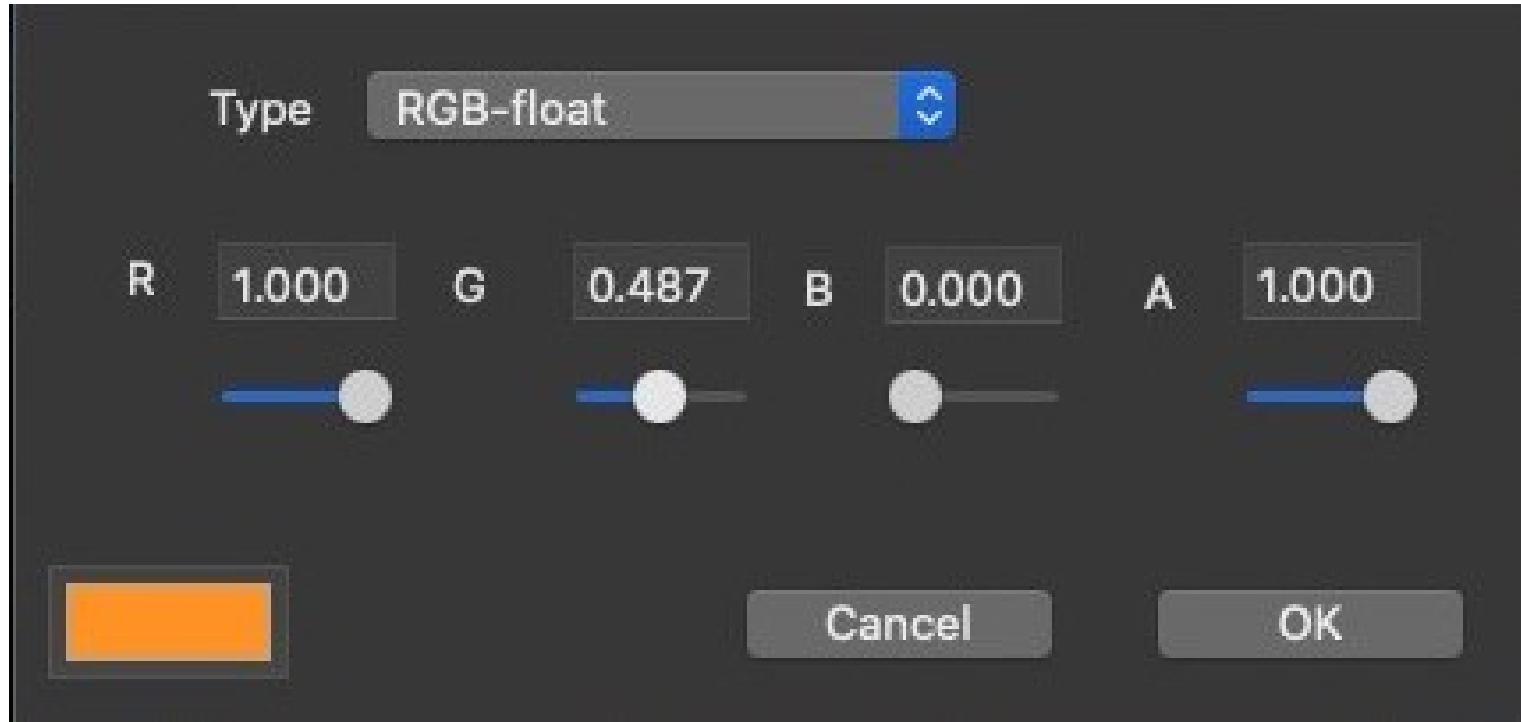




Current color

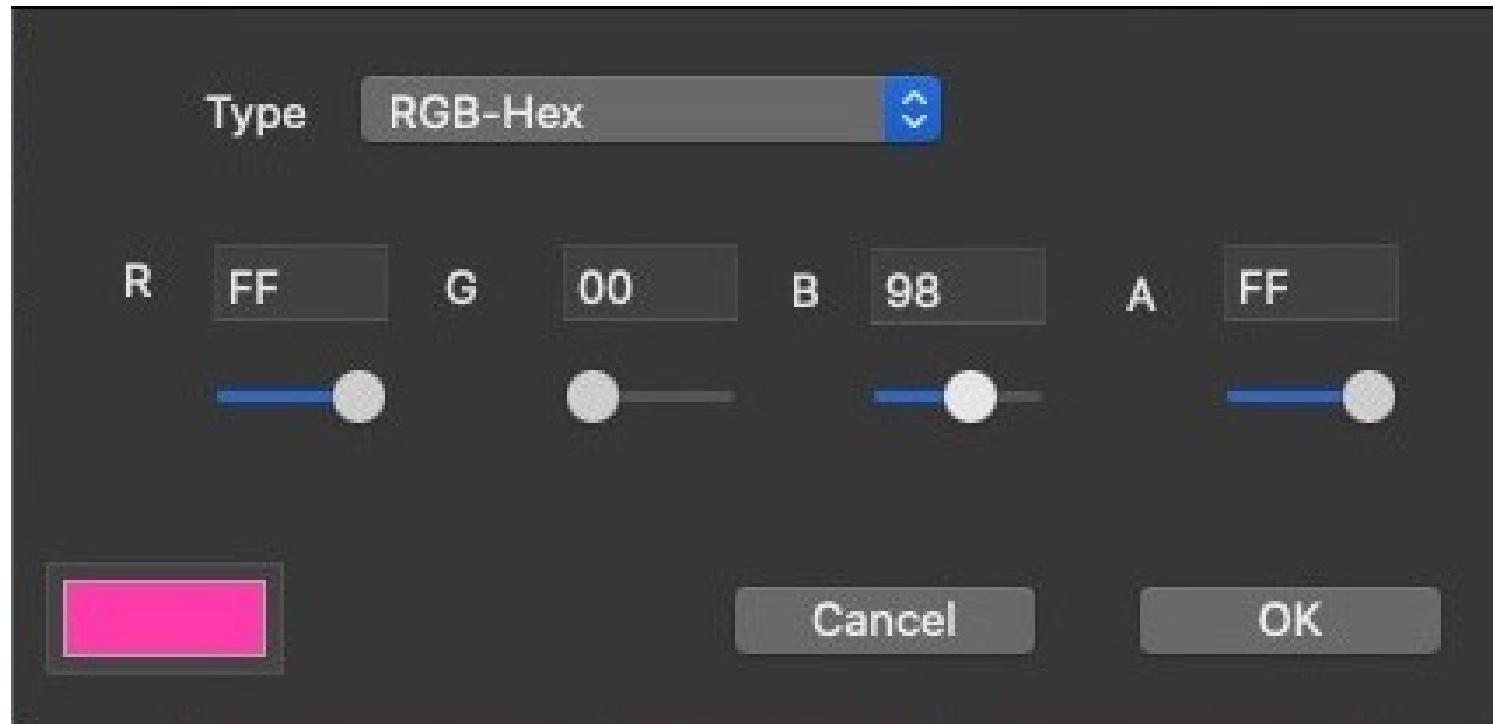
Support RGB-float/RGB-Hex/CSS/HSL mode.

RGB-float



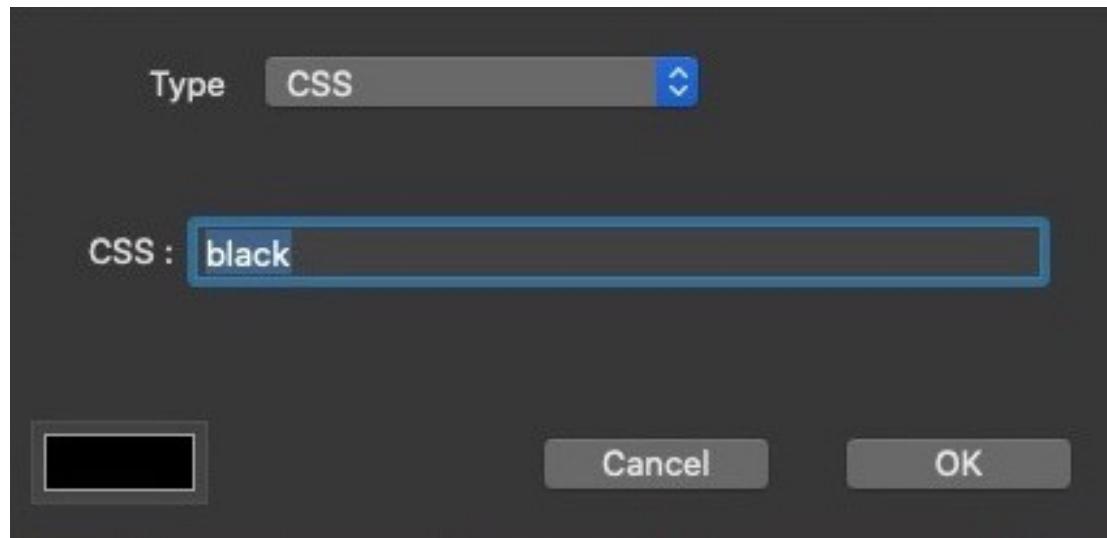
Format	Description
R	Red component of RGB color space. (0.0~1.0)
G	Green component of RGB color space. (0.0~1.0)
B	Blue component of RGB color space. (0.0~1.0)
A	Alpha component of RGB color space. (0.0~1.0)

RGB-Hex

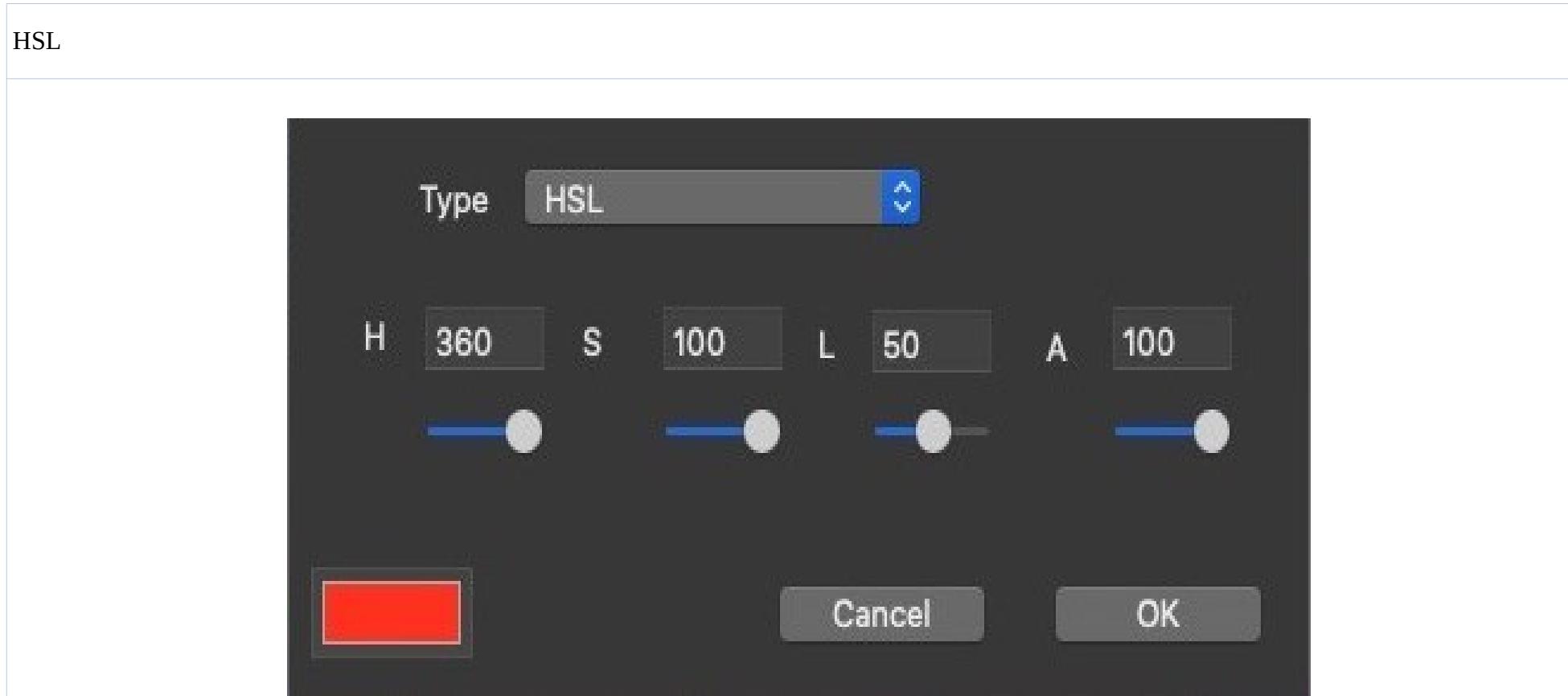


Format	Description
R	Red component of RGB color space. (0x00~0xFF)
G	Green component of RGB color space. (0x00~0xFF)
B	Blue component of RGB color space. (0x00~0xFF)
A	Alpha component of RGB color space. (0x00~0xFF)

CSS Format



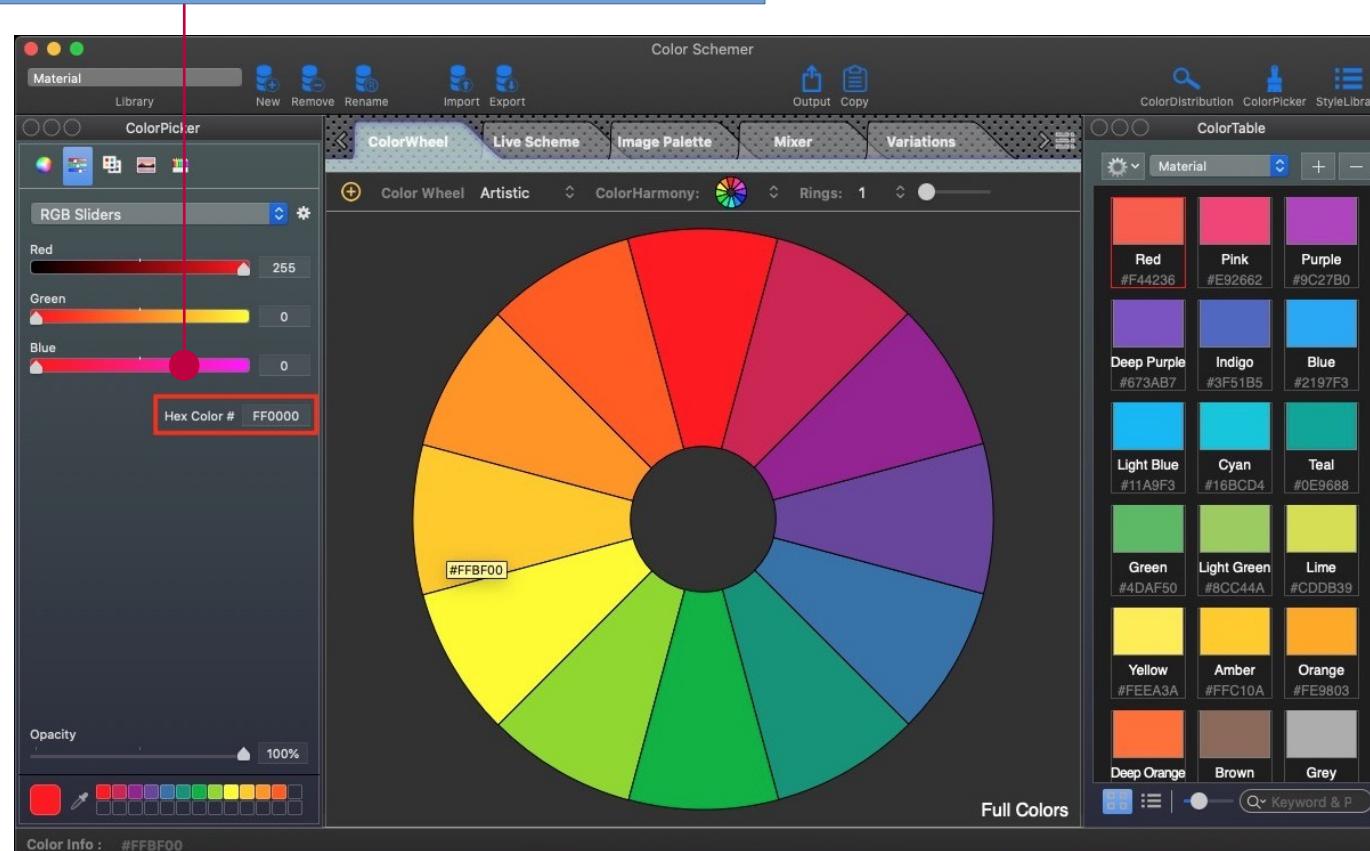
Format	Description
Hex	Support 6-digit hexadecimal color code (#FFFFFF)
ShortHex	Support 3-digit hexadecimal color code (#FFF)
CSS Keyword	Support CSS style color code with keyword (Black)
RGB	Support RGB colorspace . rgb(255,255,255)
RGBA	Support RGB colorspace with alpha channel. rgba(255,255,255,1)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

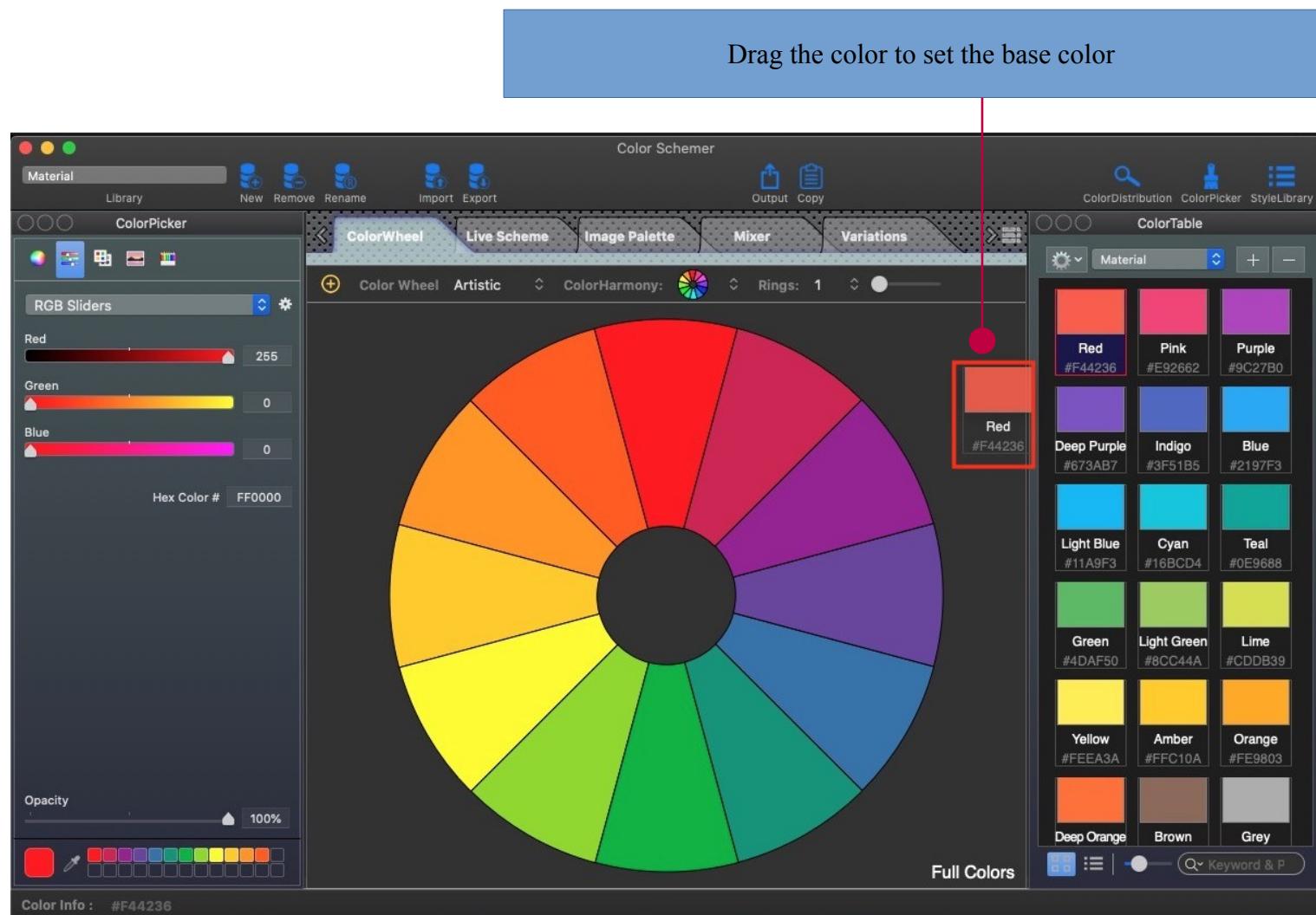


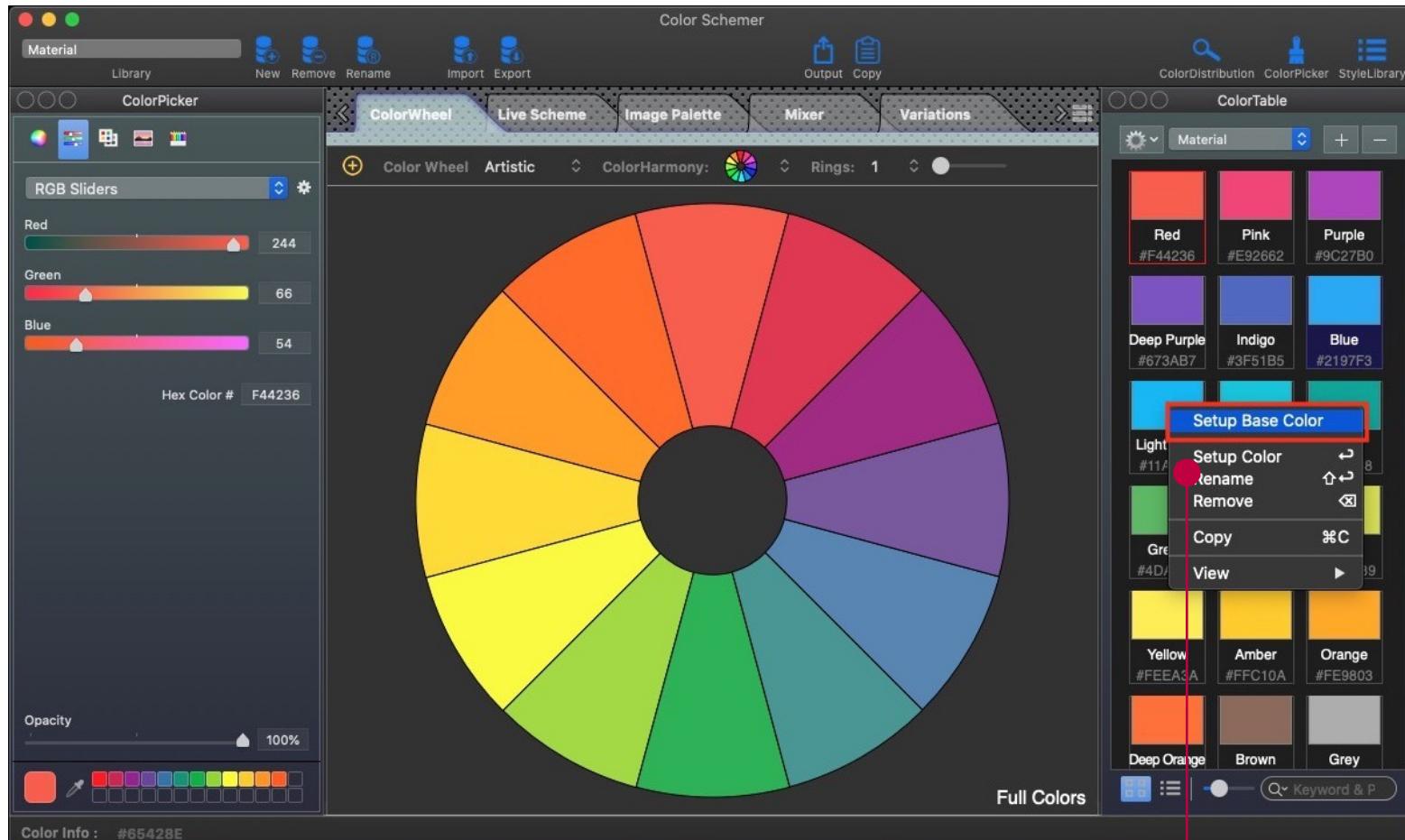
Format	Description
H	Hue component of HSL color space. (0~360)
S	Saturation component of HSL color space. (0~100)
L	Lightness component of HSL color space. (0~100)
A	Alpha component of HSL color space. (0~100)

How to set the base color

Use the system palette to inputting RGB or HEX values

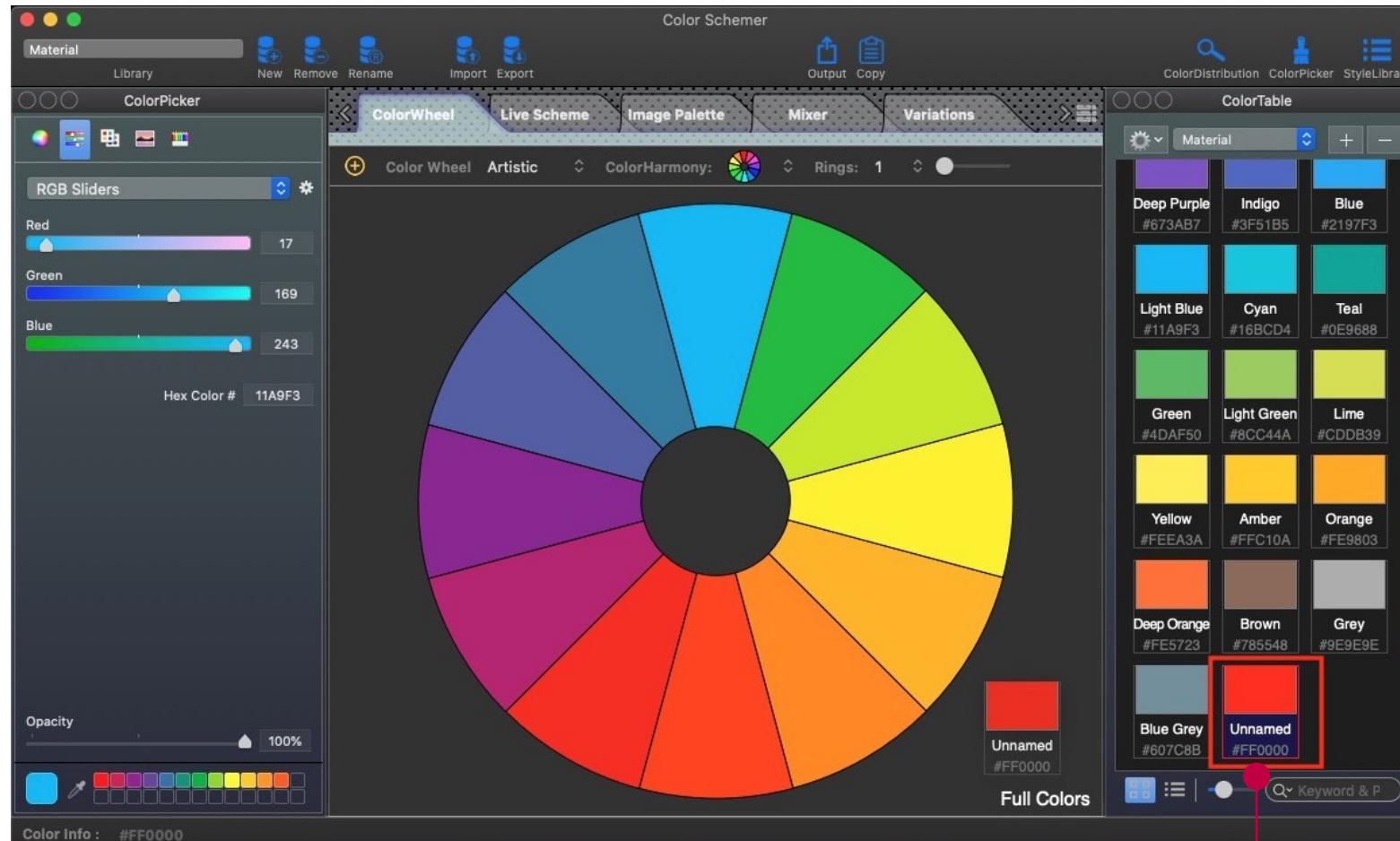






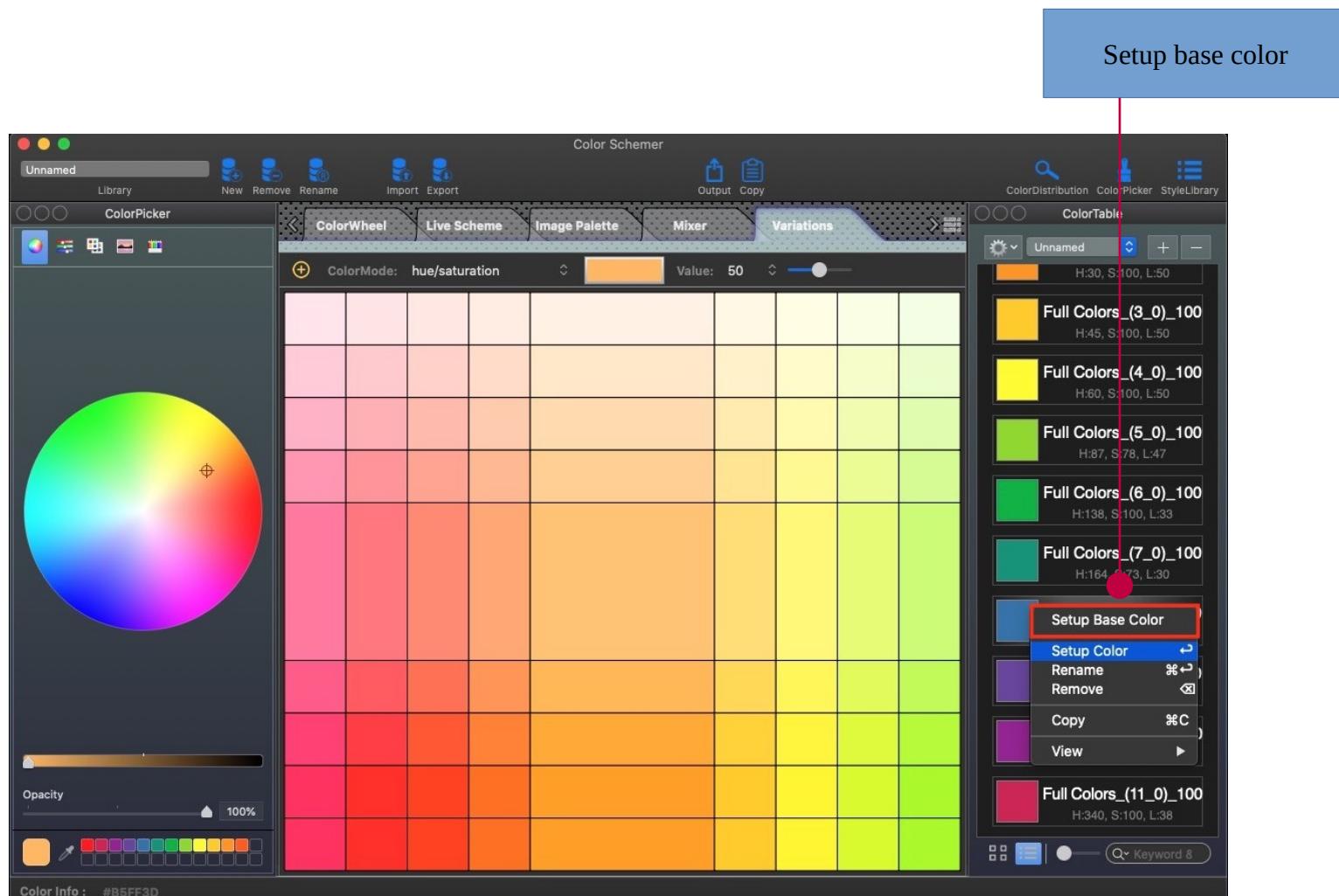
Use the menu to set the base color

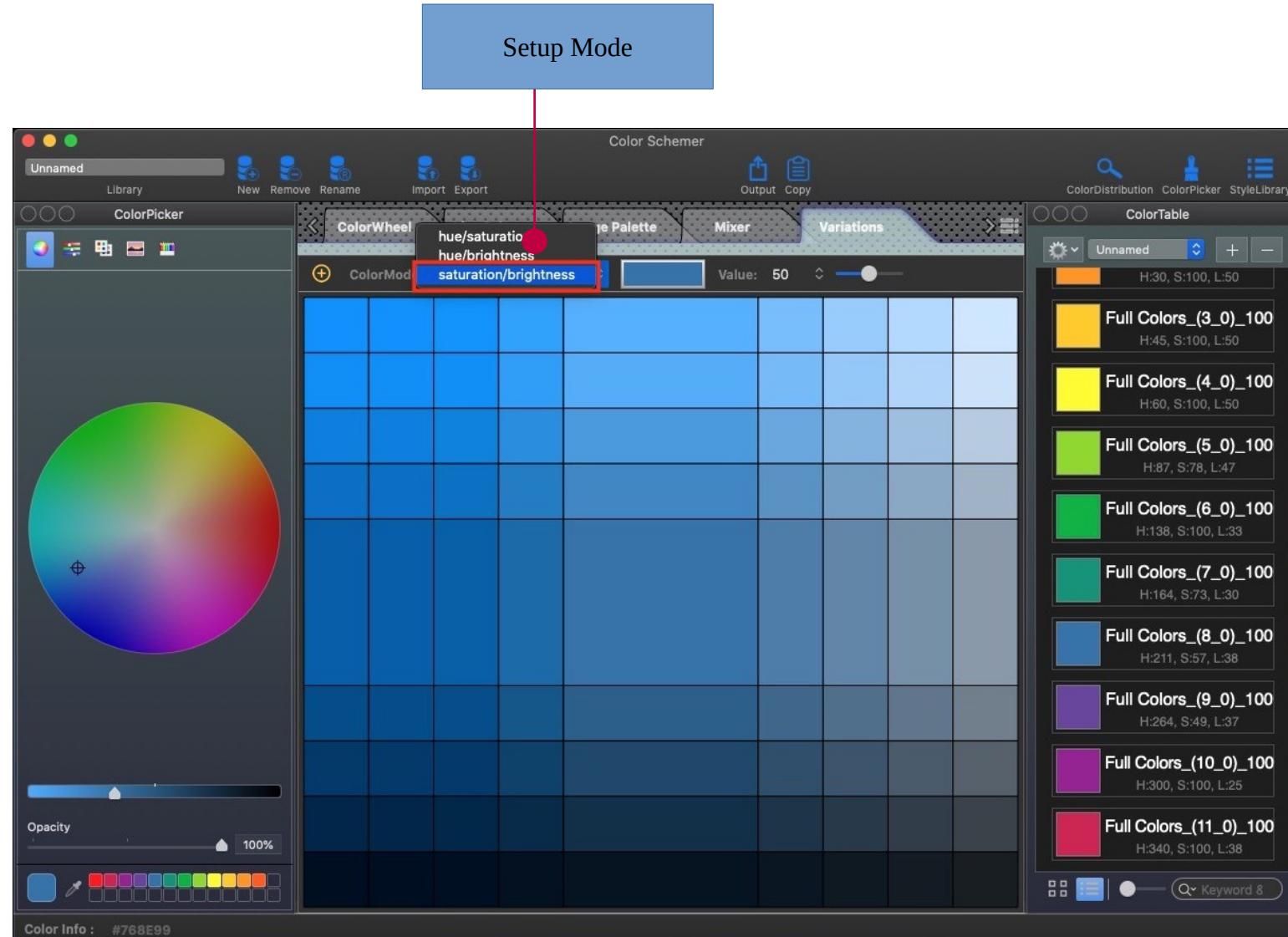




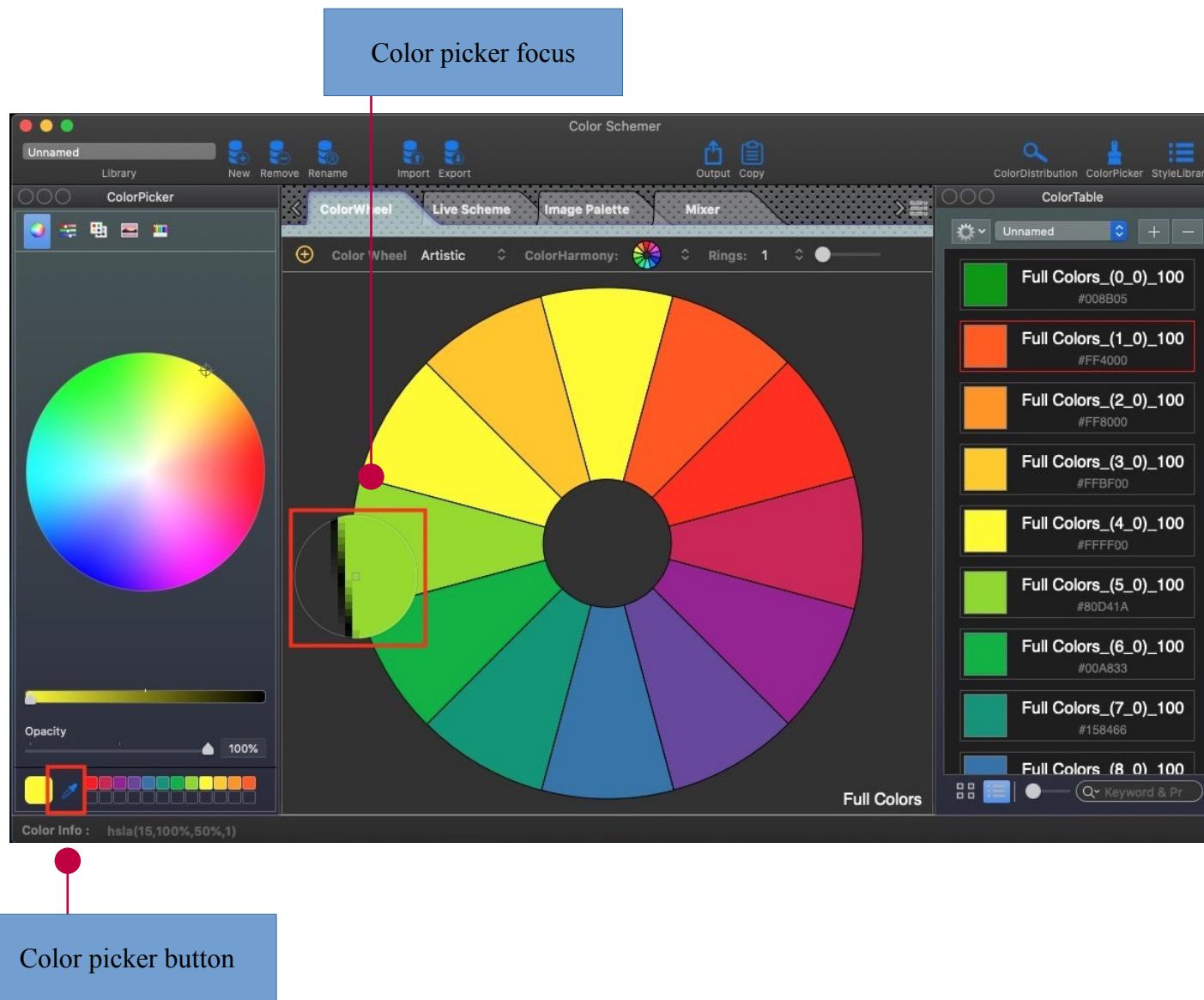
Drag the color to set the base color

How to generate lighten/darken colors

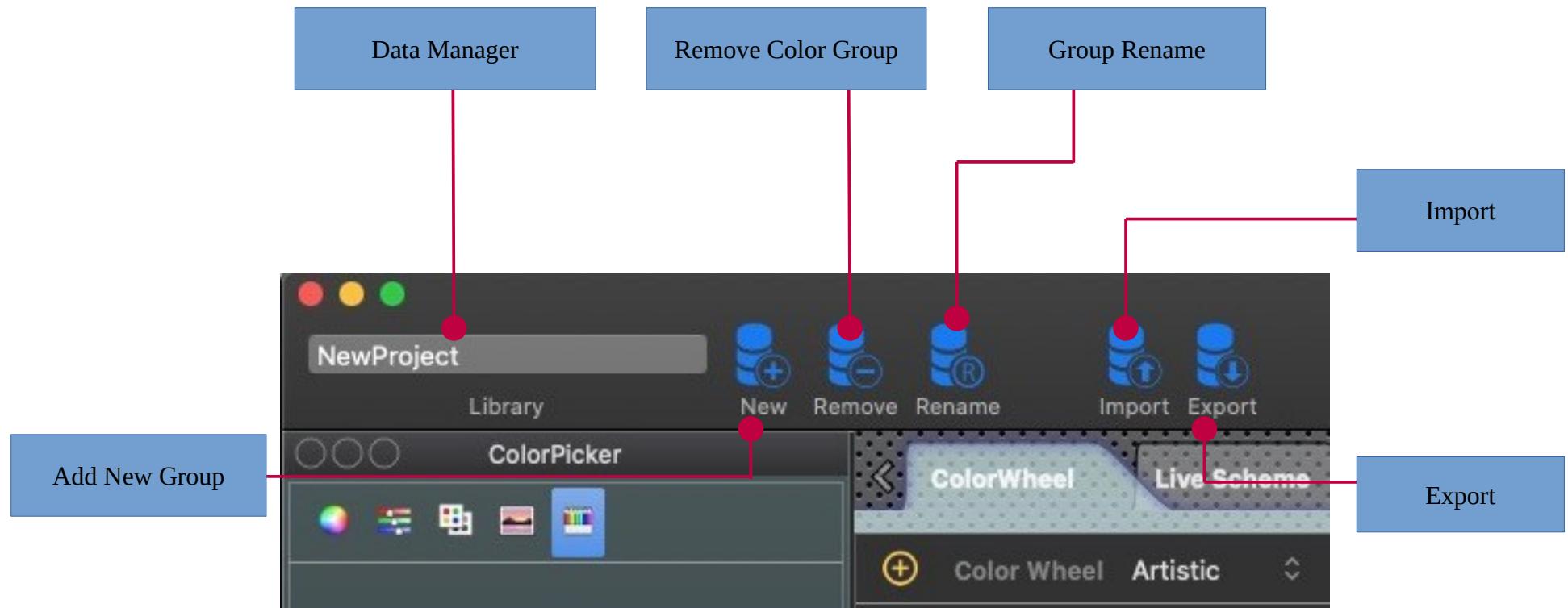




How to use the color picker

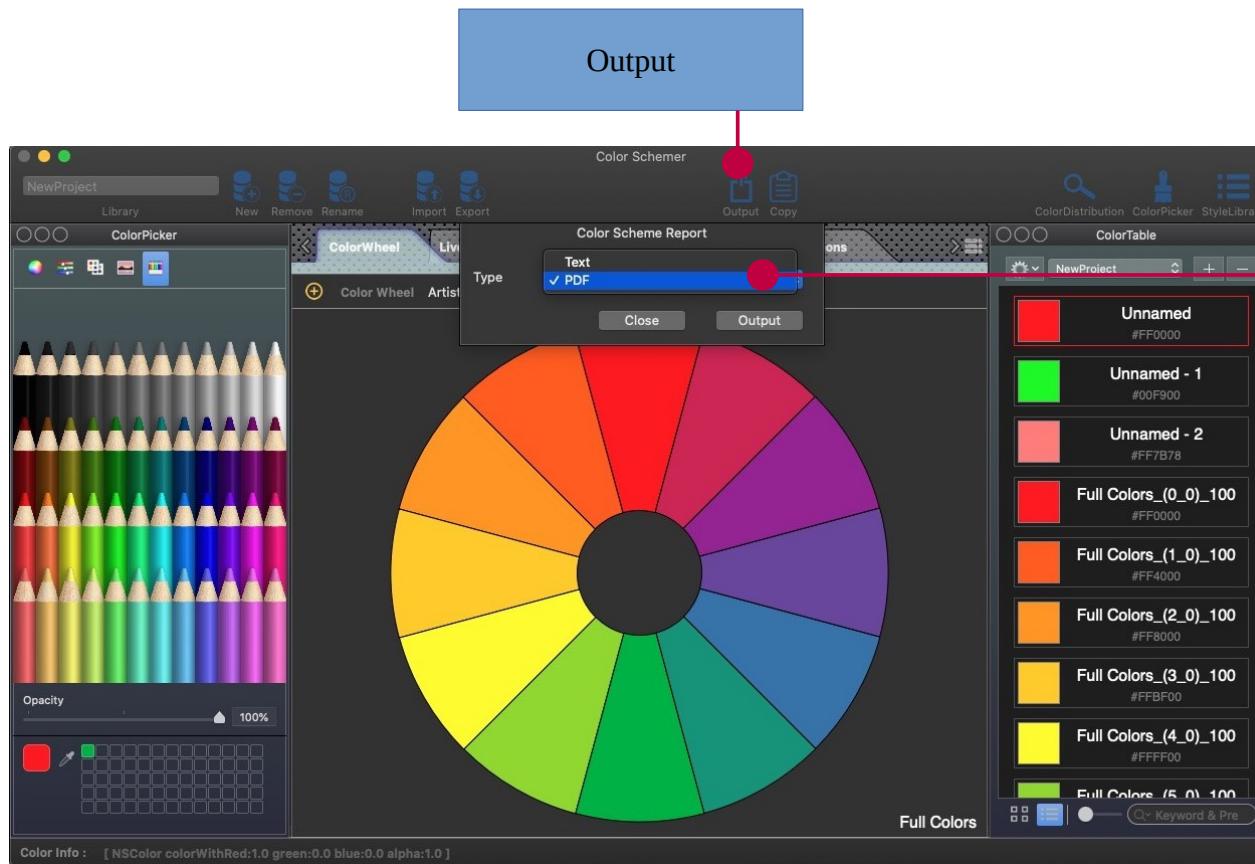


Data Management



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

Output Type

Output Type	Description
Text	Text format - color scheme declaration report
PDF	PDF format - color scheme report

Text

The screenshot shows the Color Schemer application window. On the left is a large color wheel with a color picker overlay. Below the color wheel is an opacity slider and a color palette bar. The main central area contains a text editor with the following code:

```
//-----  
// [ Material ] Color Declarations  
//-----  
// 001 [ #F44336 ]  
///#F44336  
  
// 002 [ #E91E63 ]  
///#E91E63  
  
// 003 [ #9C27B0 ]  
///#9C27B0  
  
// 004 [ #673AB7 ]  
///#673AB7  
  
// 005 [ #3F51B5 ]  
///#3F51B5  
  
// 006 [ #2196F3 ]  
///#2196F3  
  
// 007 [ #03A9F4 ]  
///#03A9F4  
  
// 008 [ #00BCD4 ]  
///#00BCD4  
  
// 009 [ #4CAF50 ]  
///#4CAF50  
  
// 010 [ #FF9800 ]  
///#FF9800
```

On the right side of the window is a "ColorTable" panel displaying a grid of colors with their corresponding hex codes. The table has 5 rows and 3 columns. At the bottom of the table is a search bar labeled "Keyword &".

Color	Hex	Color	Hex	Color	Hex
#F44336	#E91E63	#9C27B0	#673AB7	#3F51B5	#2196F3
#03A9F4	#00BCD4	#009688	#4CAF50	#8BC34A	#CDDC39
#FFEB3B	#FFC107	#FF9800	#FF5722	#795548	#9E9E9E
#607D8B					

Color Table : 19

PDF

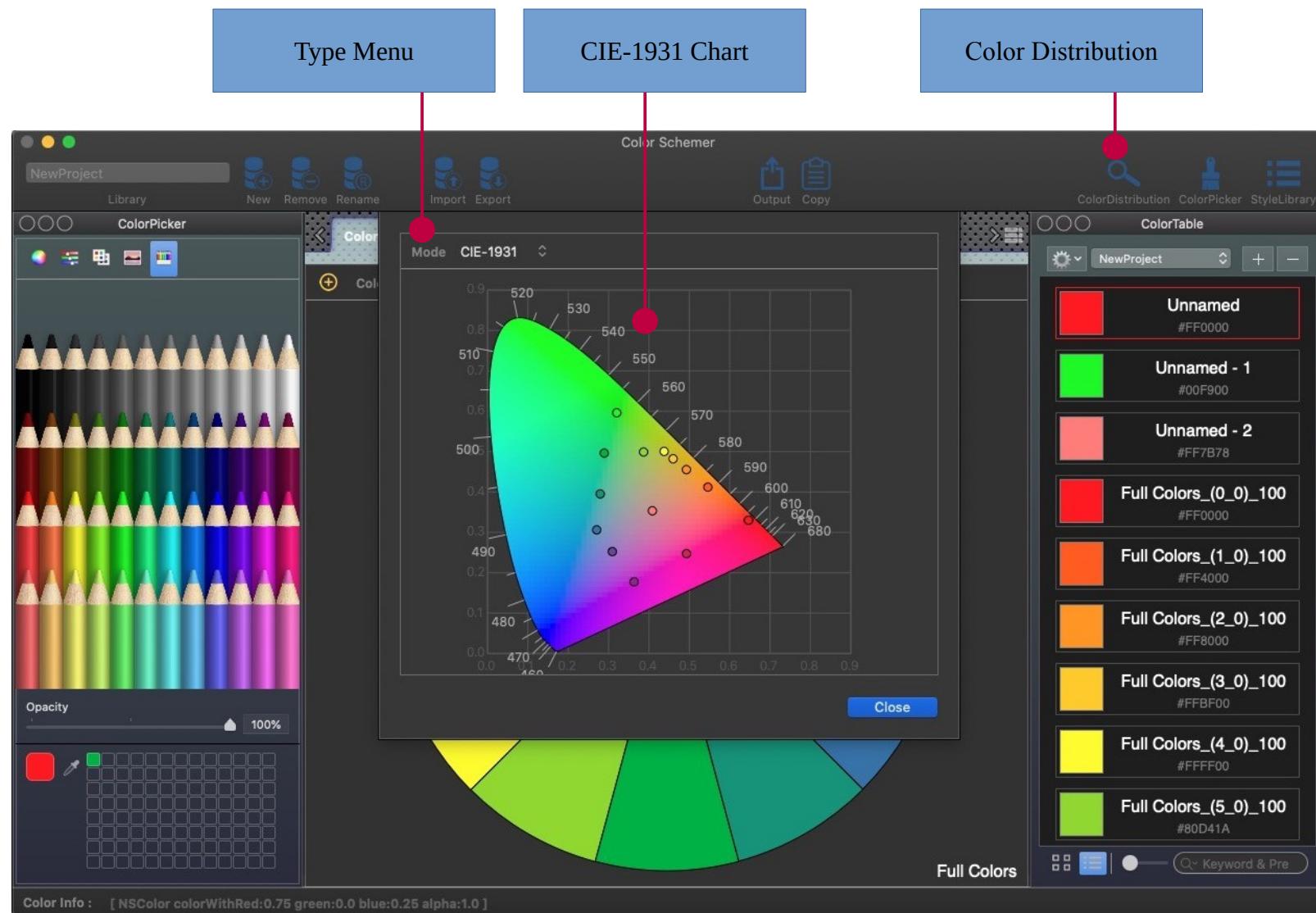
The screenshot shows the Color Schemer application interface. On the left is a large color wheel with a slider for opacity. Below it is a color picker with a preview window and a color bar. The main workspace displays a PDF titled "Color Scheme Report" with the project name "Material". The PDF contains a table of colors and their hex codes. To the right is a "ColorTable" panel showing a grid of colors and their corresponding hex codes. The top menu bar includes options like "Material", "Library", "New", "Remove", "Rename", "Import", "Export", "Output", "Copy", "ColorDistribution", "ColorPicker", and "StyleLibrary".

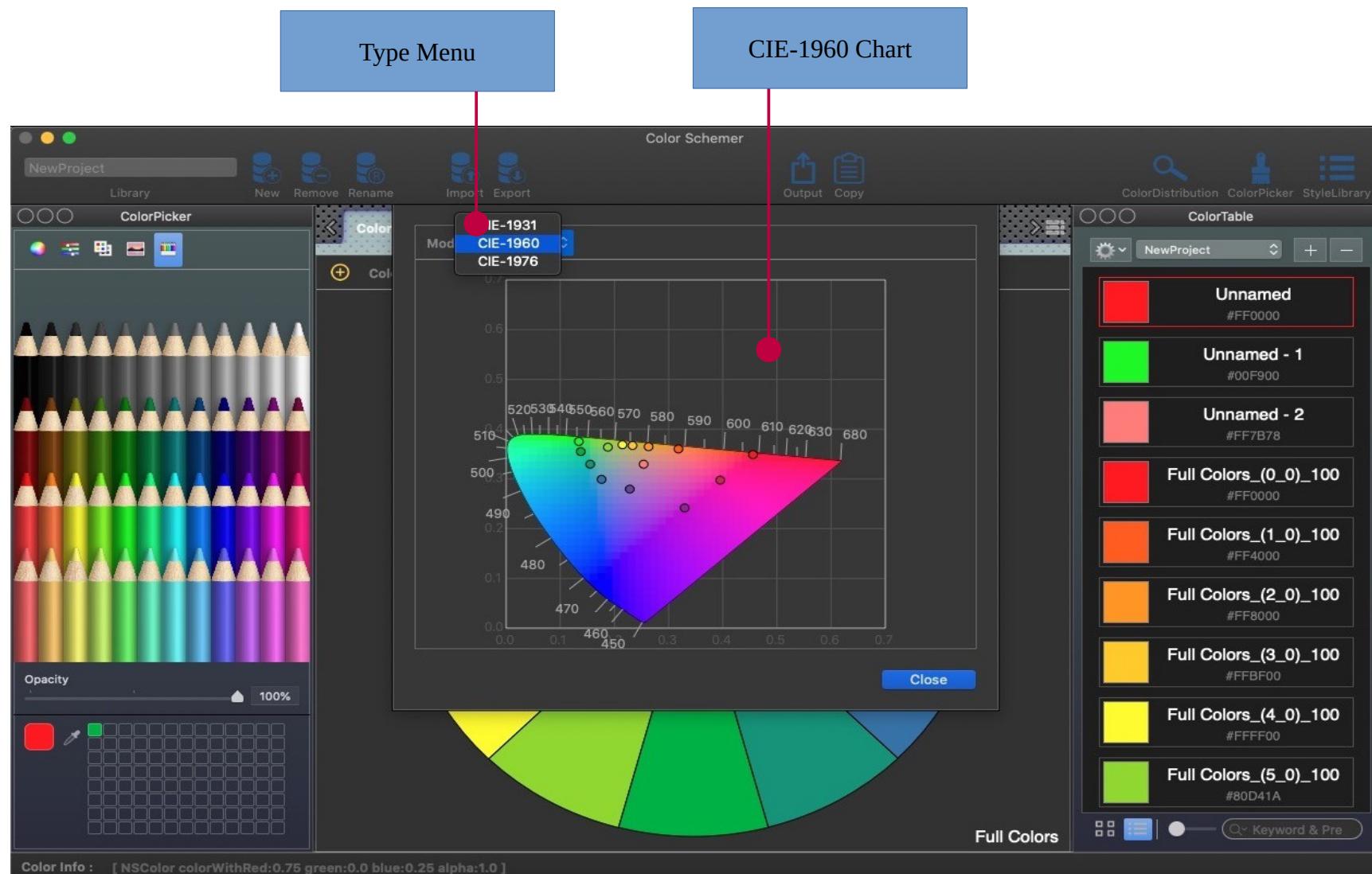
Color	Hex Code
#F44336	#F44336
#E91E63	#E91E63
#9C27B0	#9C27B0
#673AB7	#673AB7
#3F51B5	#3F51B5
#2196F3	#2196F3
#03A9F4	#03A9F4
#00BCD4	#00BCD4
#009688	#009688
#4CAF50	#4CAF50

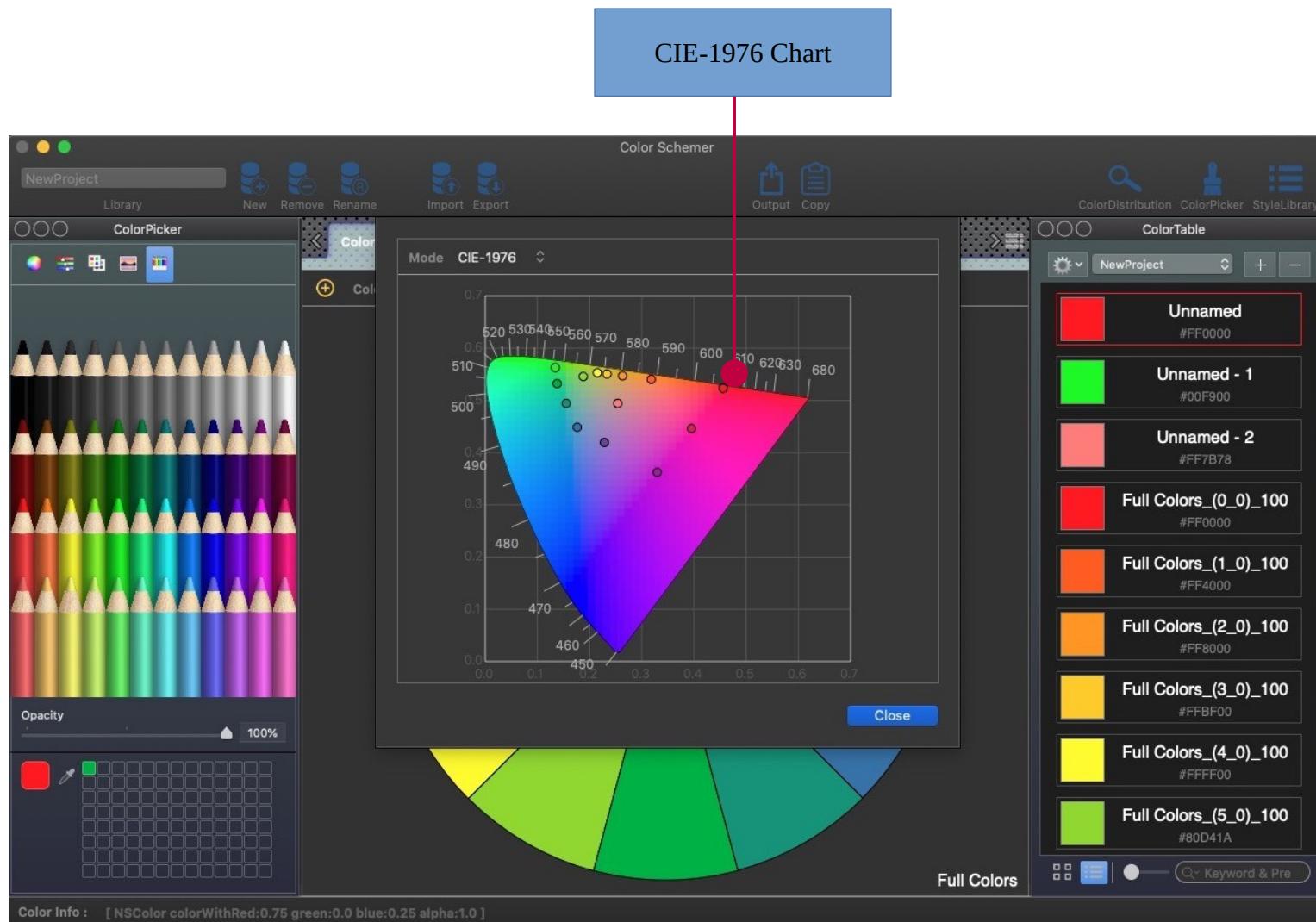
Color Info : #FFFF00

Color Table : 19

Color Distribution Module

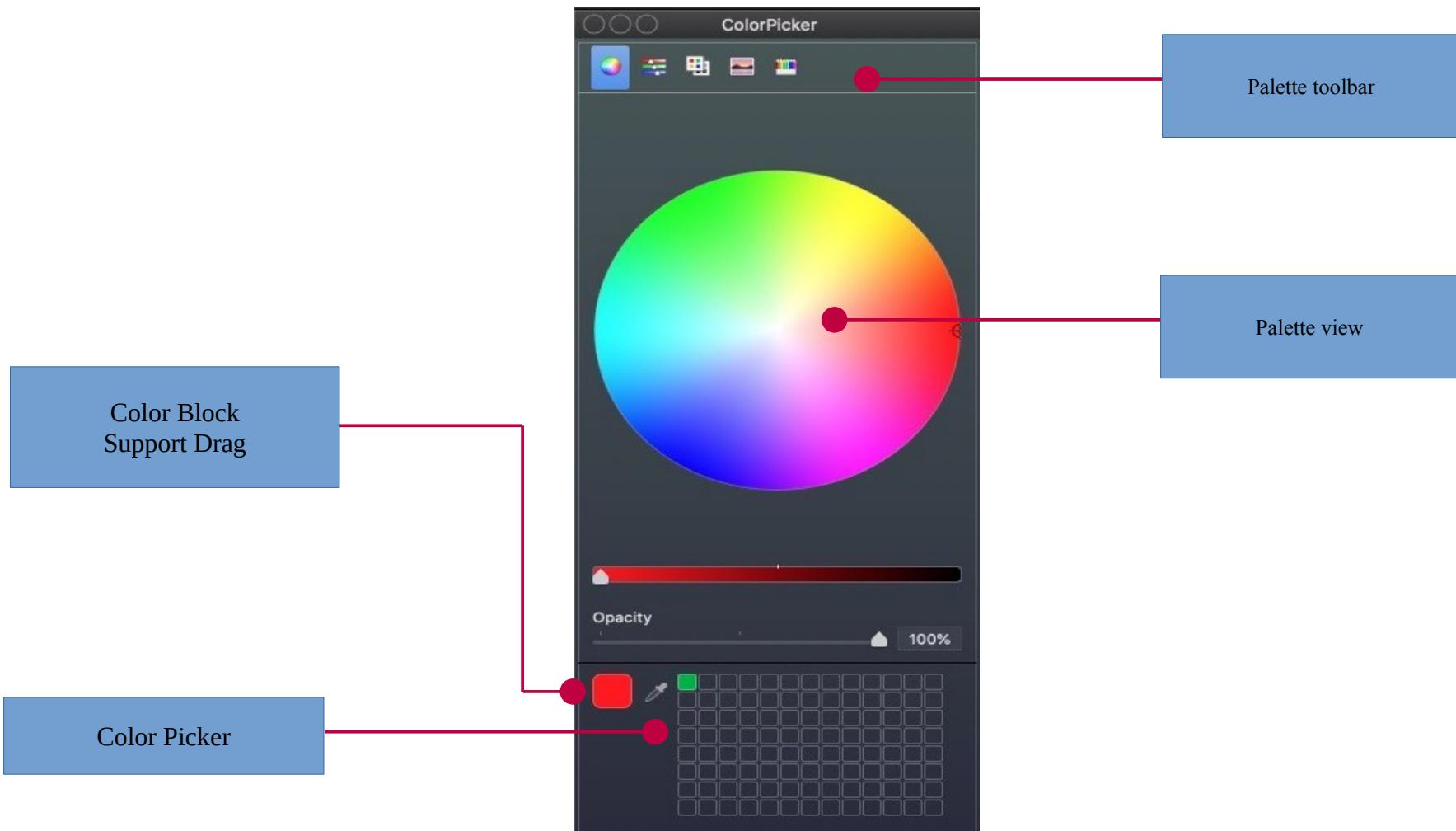




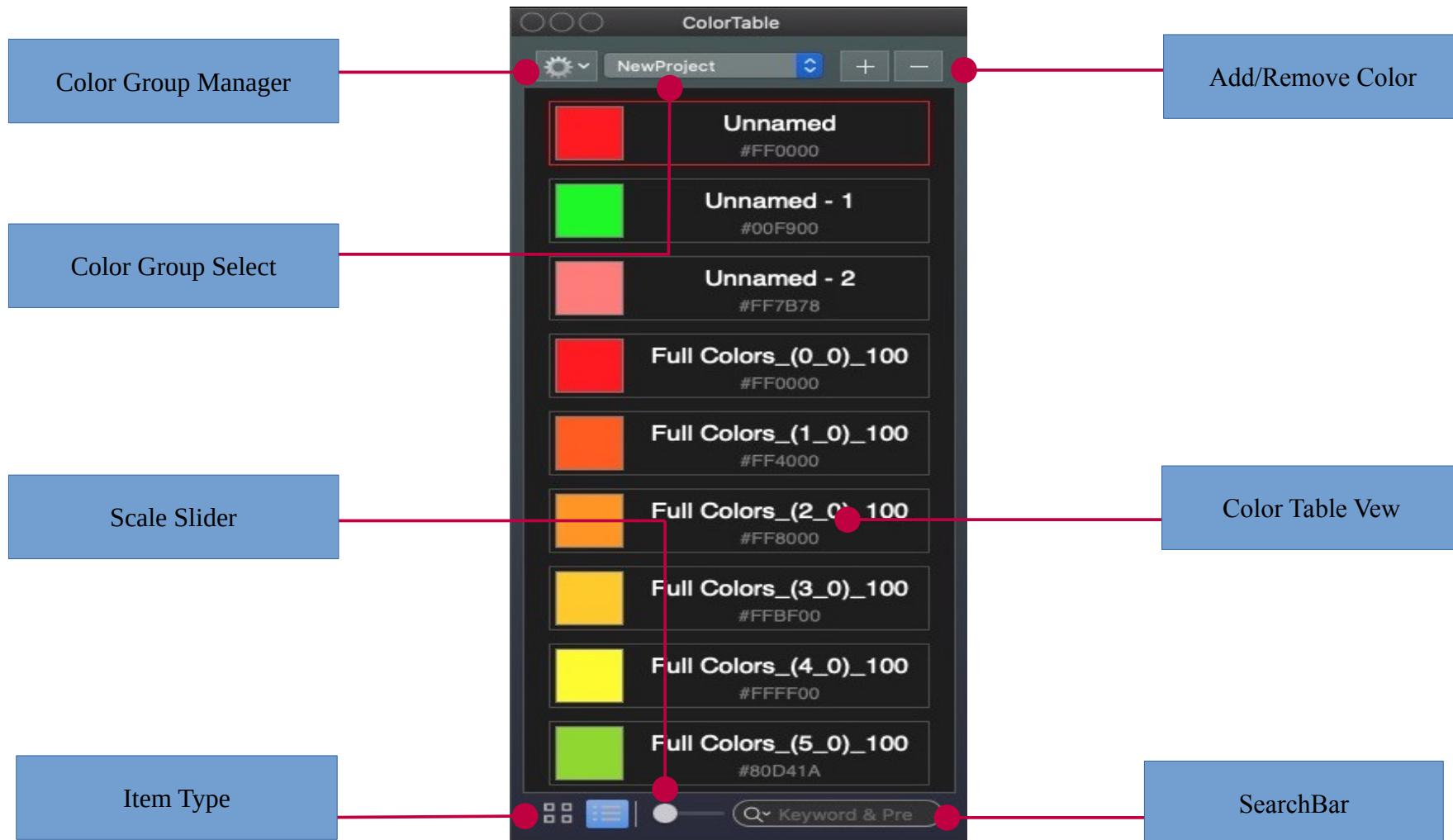


Color Space	
CIE-1931	<p>CIE 1931 color spaces were the first defined quantitative links between distributions of wavelengths in the electromagnetic visible spectrum, and physiologically perceived colors in human color vision. The mathematical relationships that define these color spaces are essential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

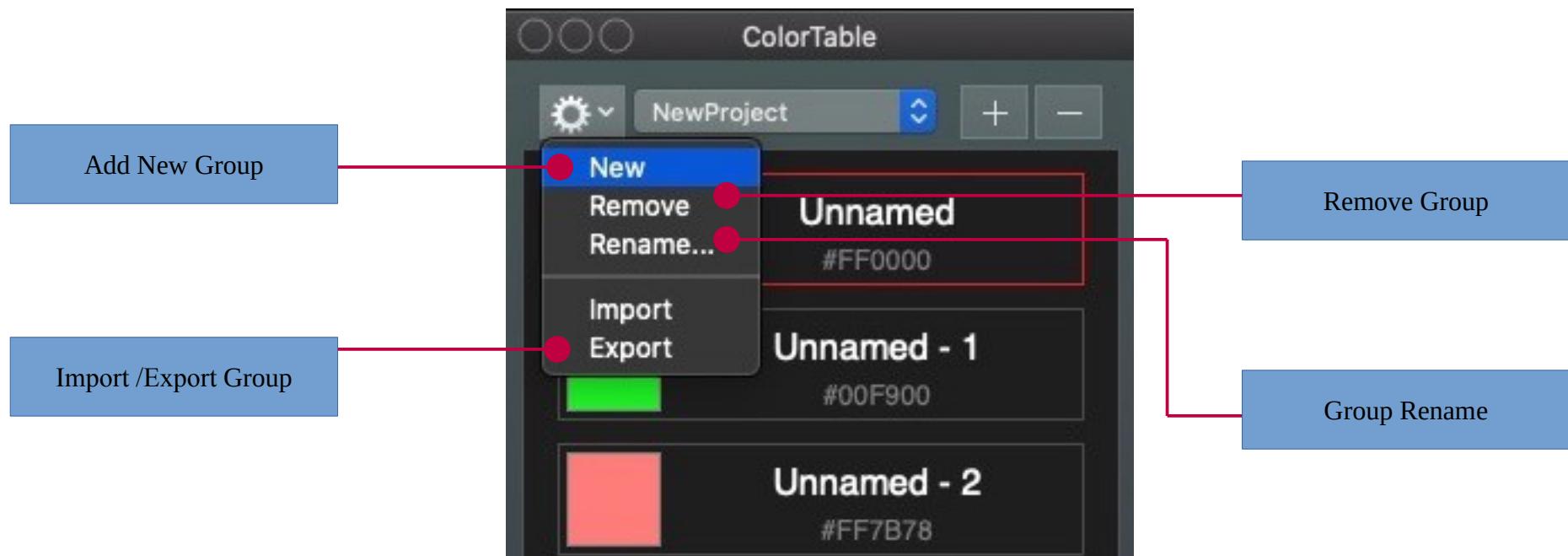
System Palette Module



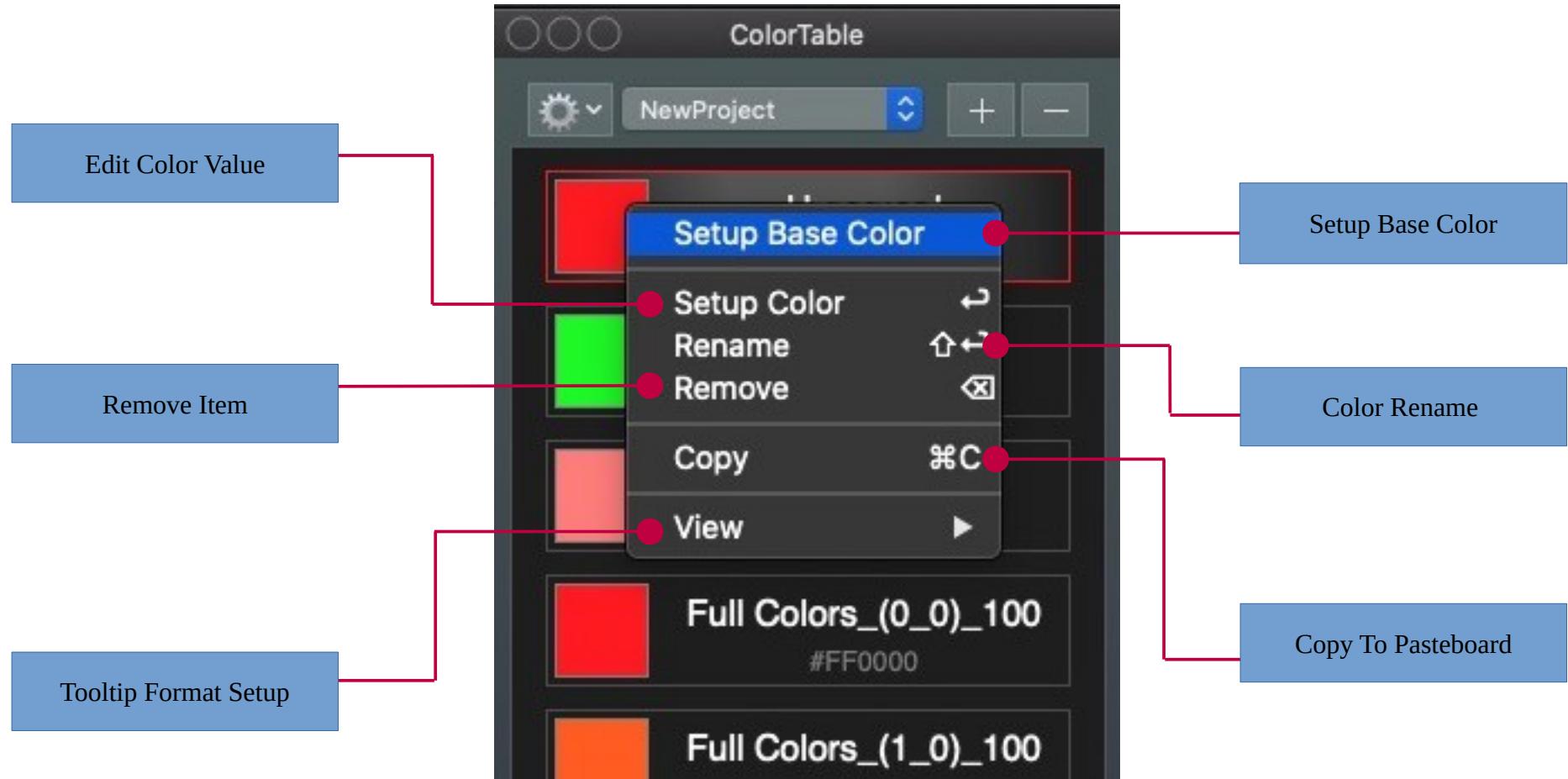
Color Table Module



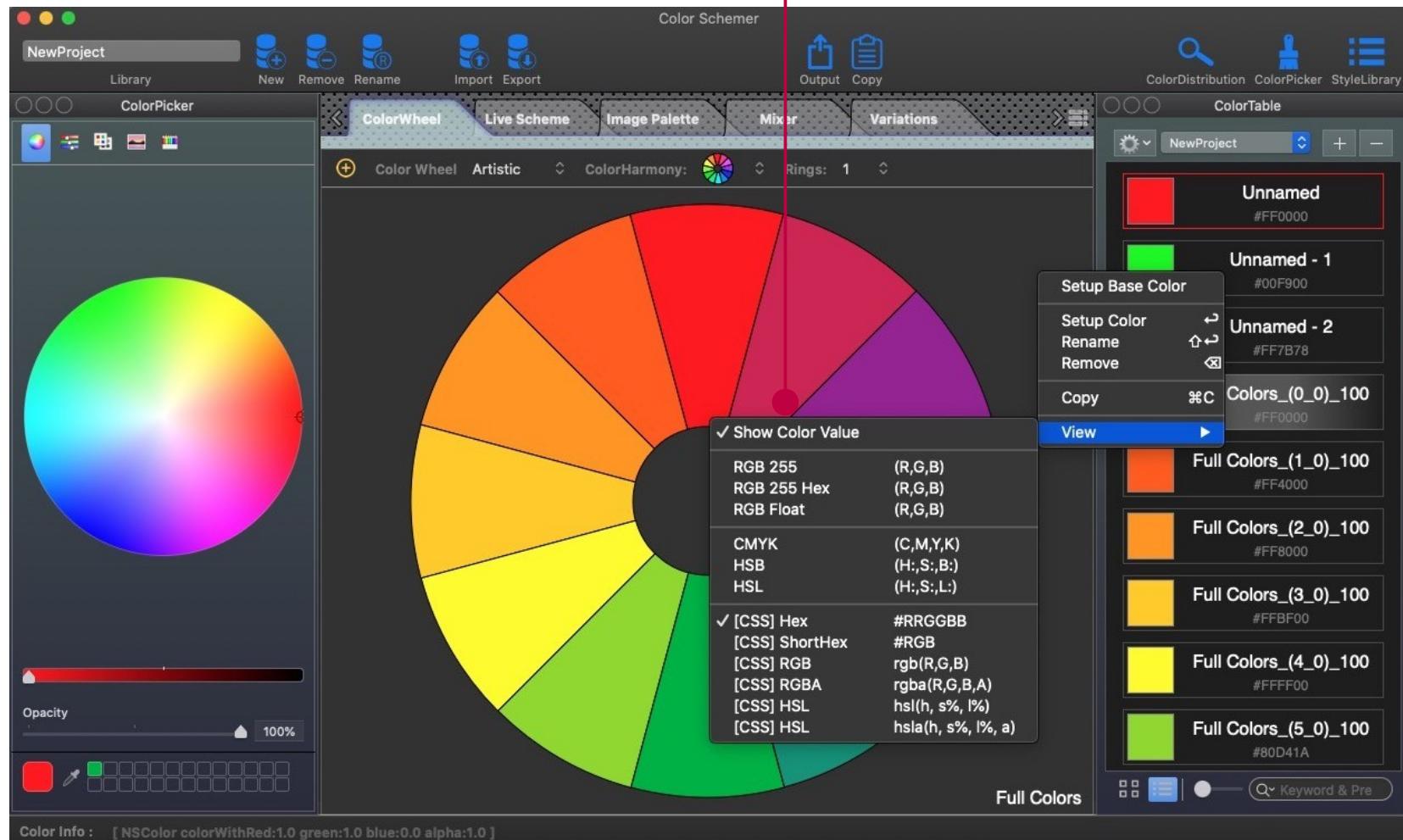
Group Management



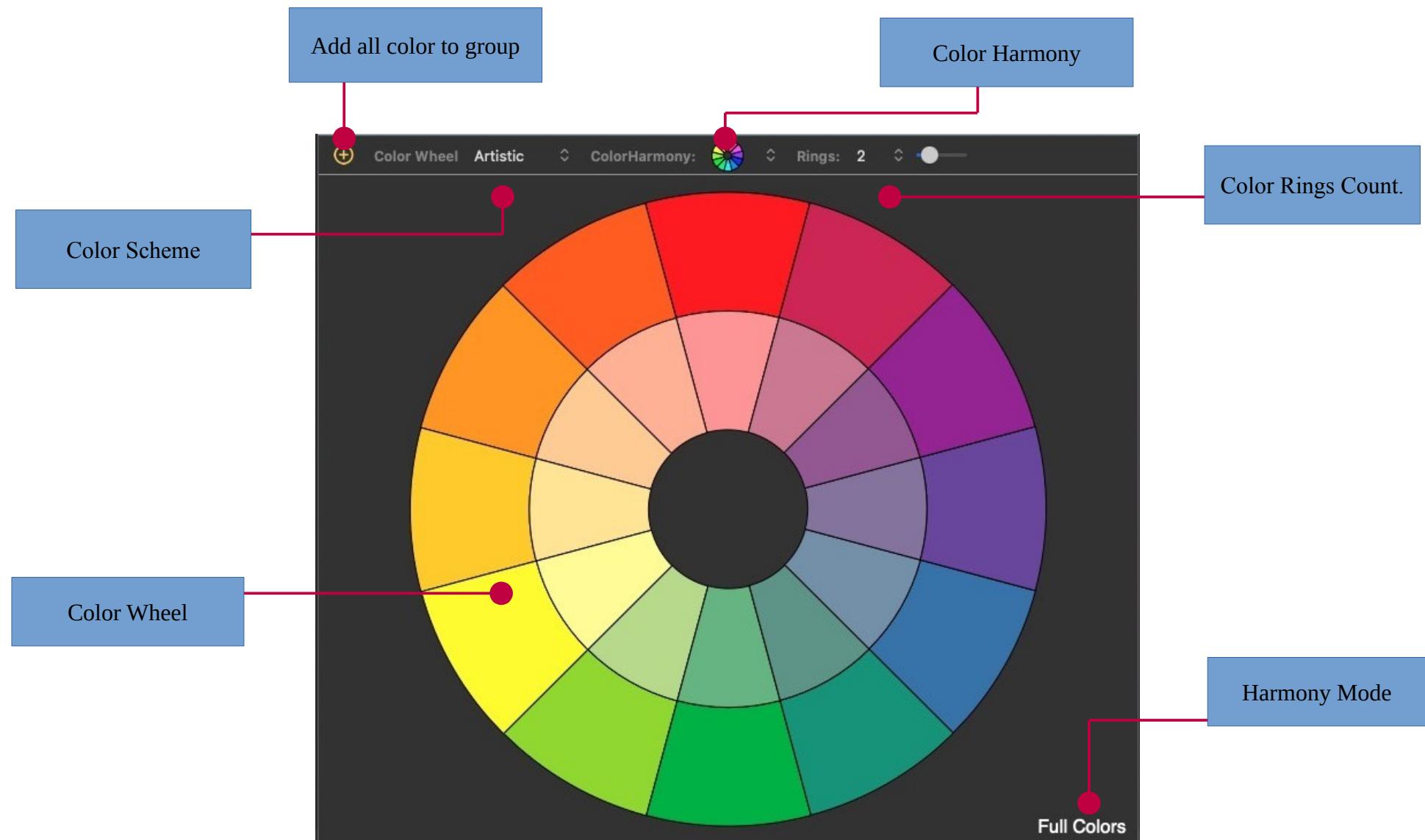
Item Menu



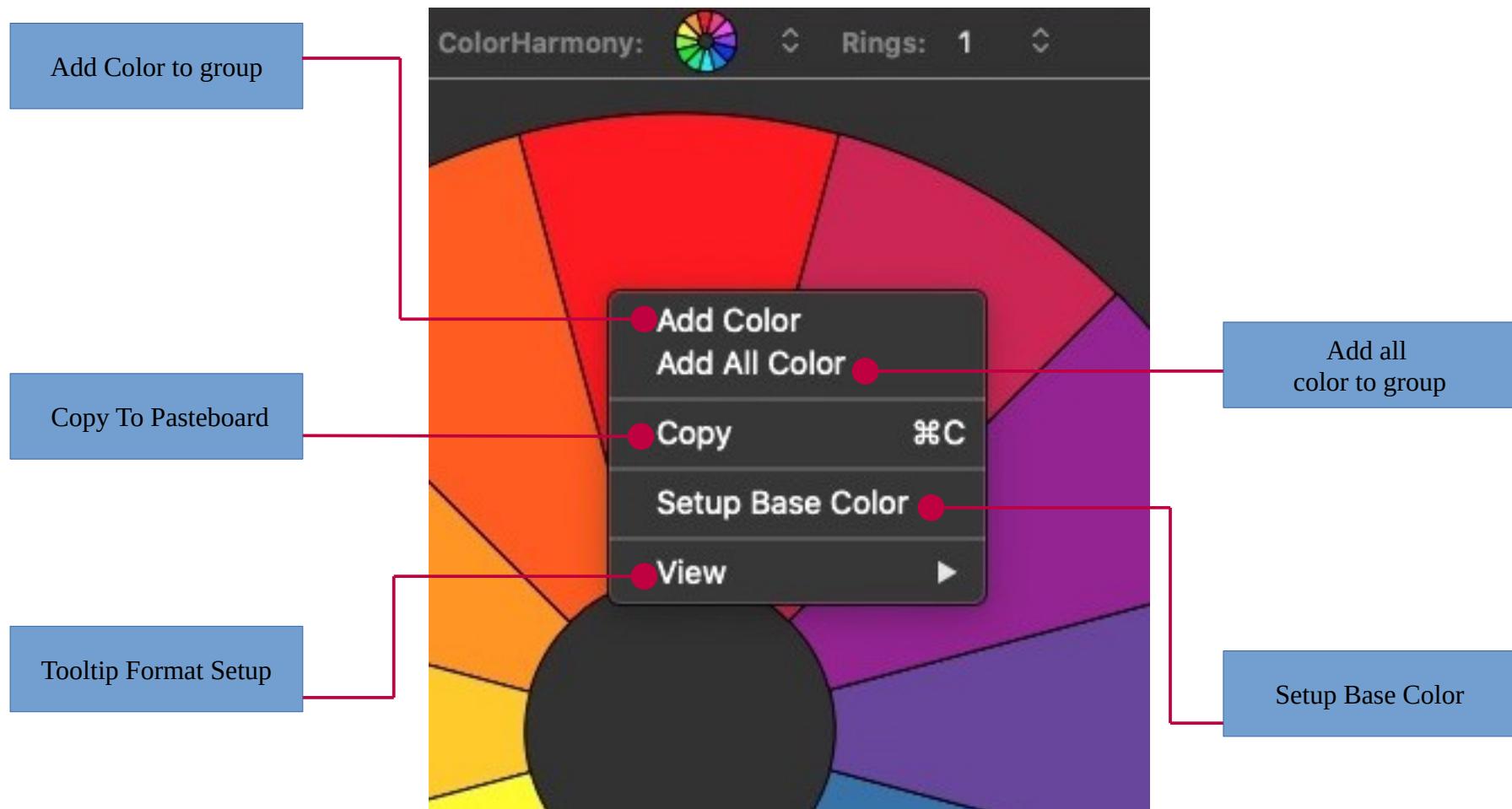
Tooltip Format Setup



Module: Color Wheel

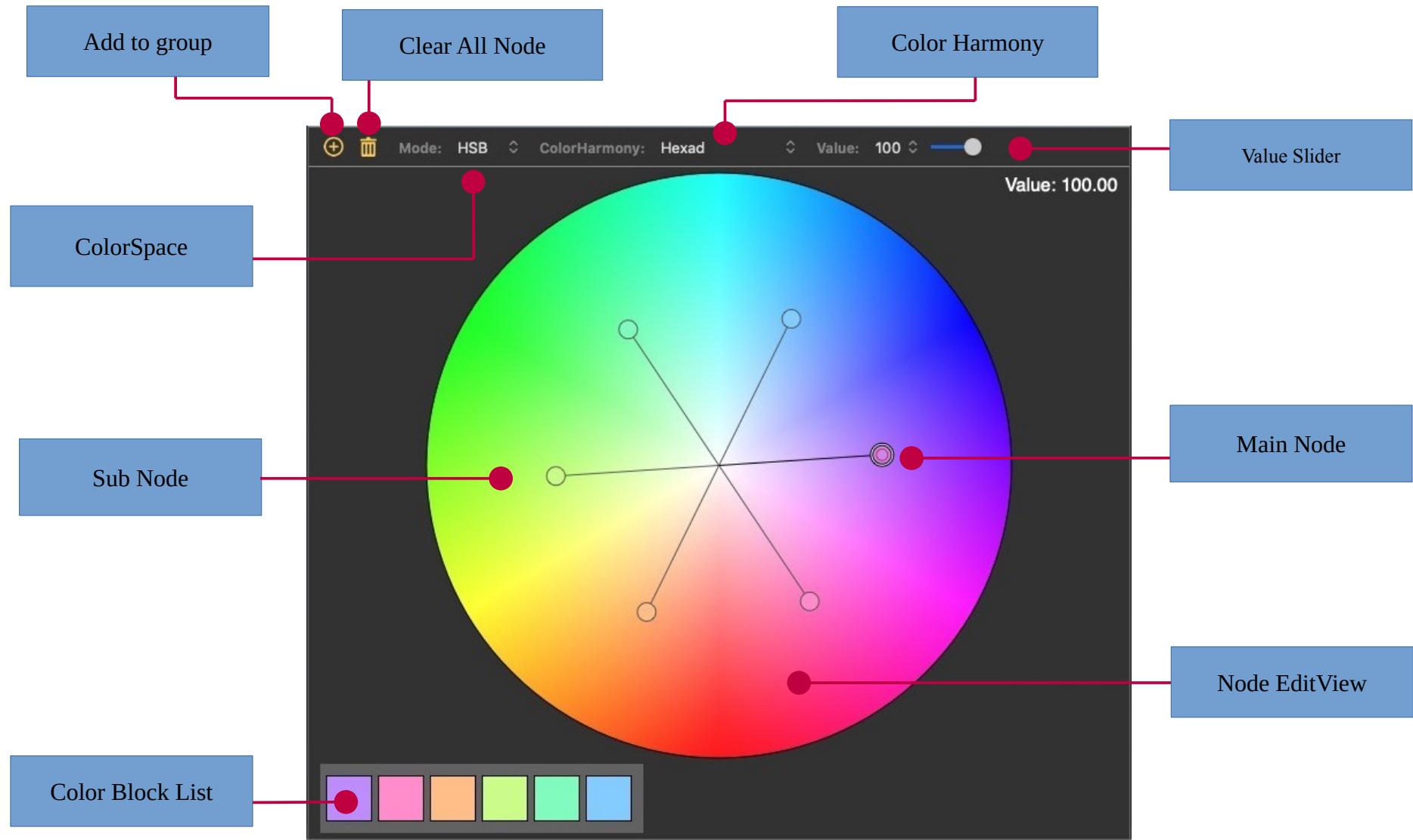


Menu



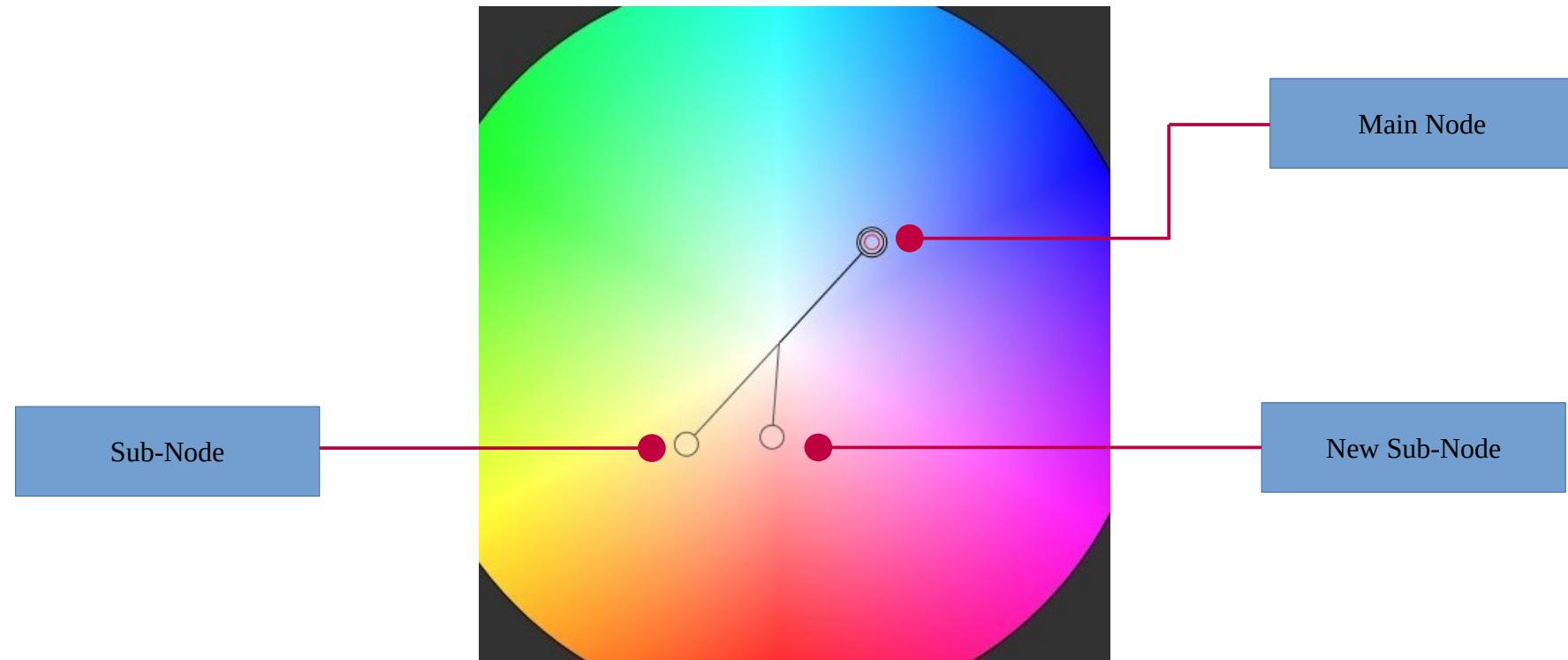
Color Scheme Kind	
Artistic	RYB color wheel.
Scientific	RGB color wheel
Color Harmony Mode	
Full	Full color wheel
Monochromatic	Only one color, but changes in lightness and chroma
Complementary	Two colors separated by 180 degrees on the color wheel, such as red with green. This color matching method 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

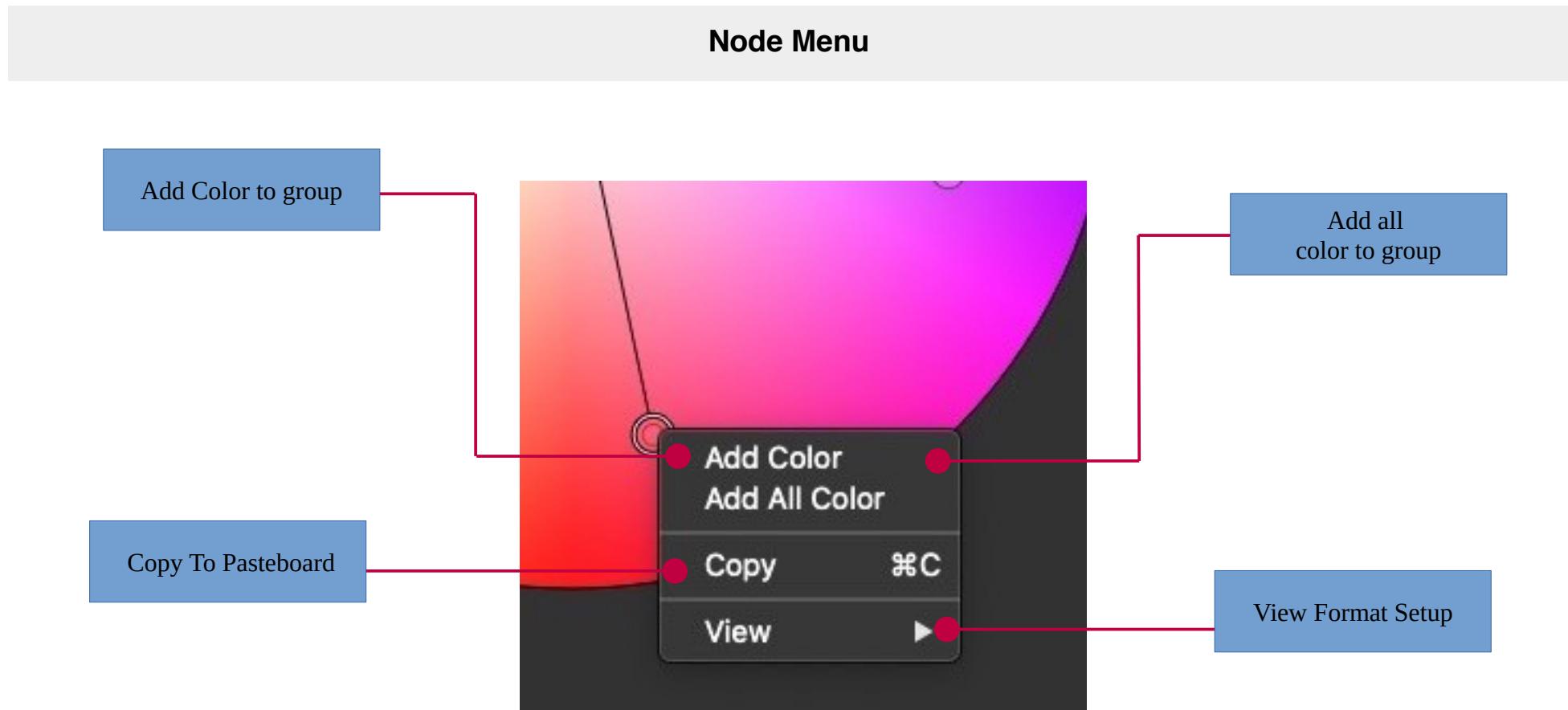


Color Space	
HSB	HSB Color Space.
HSL	HSL Color Space.
Color Harmony Mode	
Custom	Custom color scheme.
Full	Full color wheel.
Monochromatic	Only one color, but changes in lightness and chroma.
Complementary	Two colors separated by 180 degrees on the color wheel, such as red with green. This color matching 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.

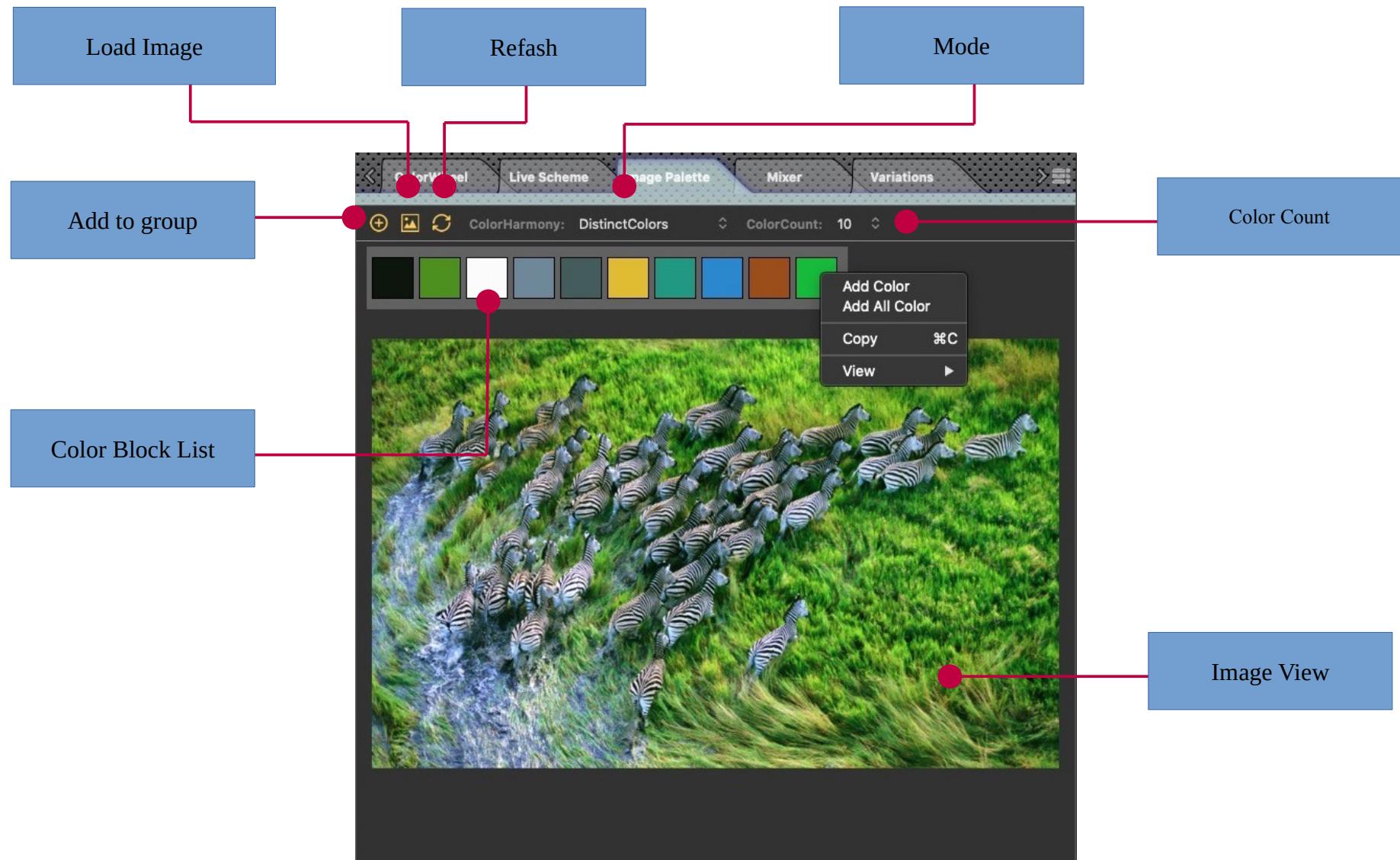
Node Edit View



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.	

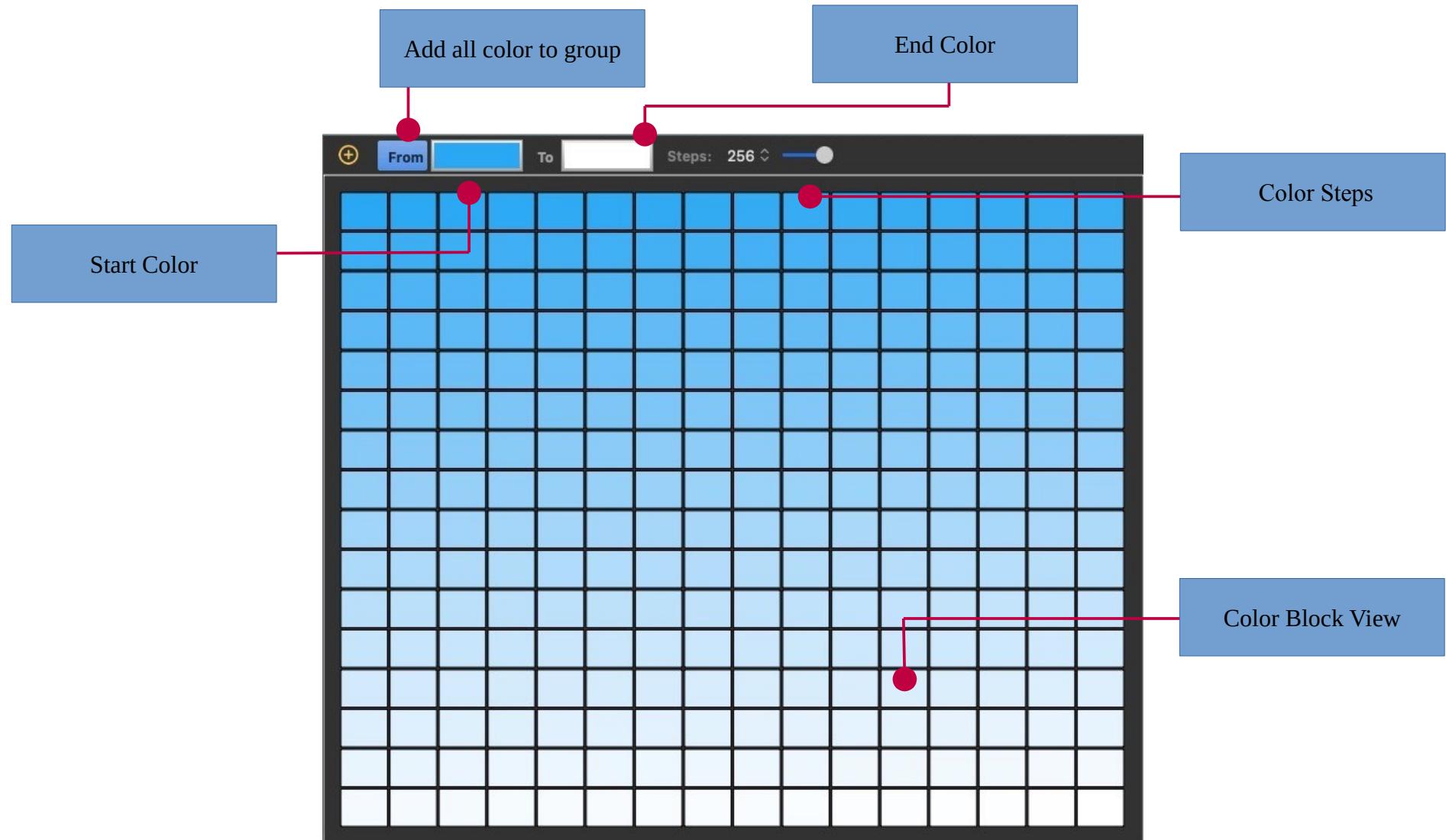


Module: Image Palette Module

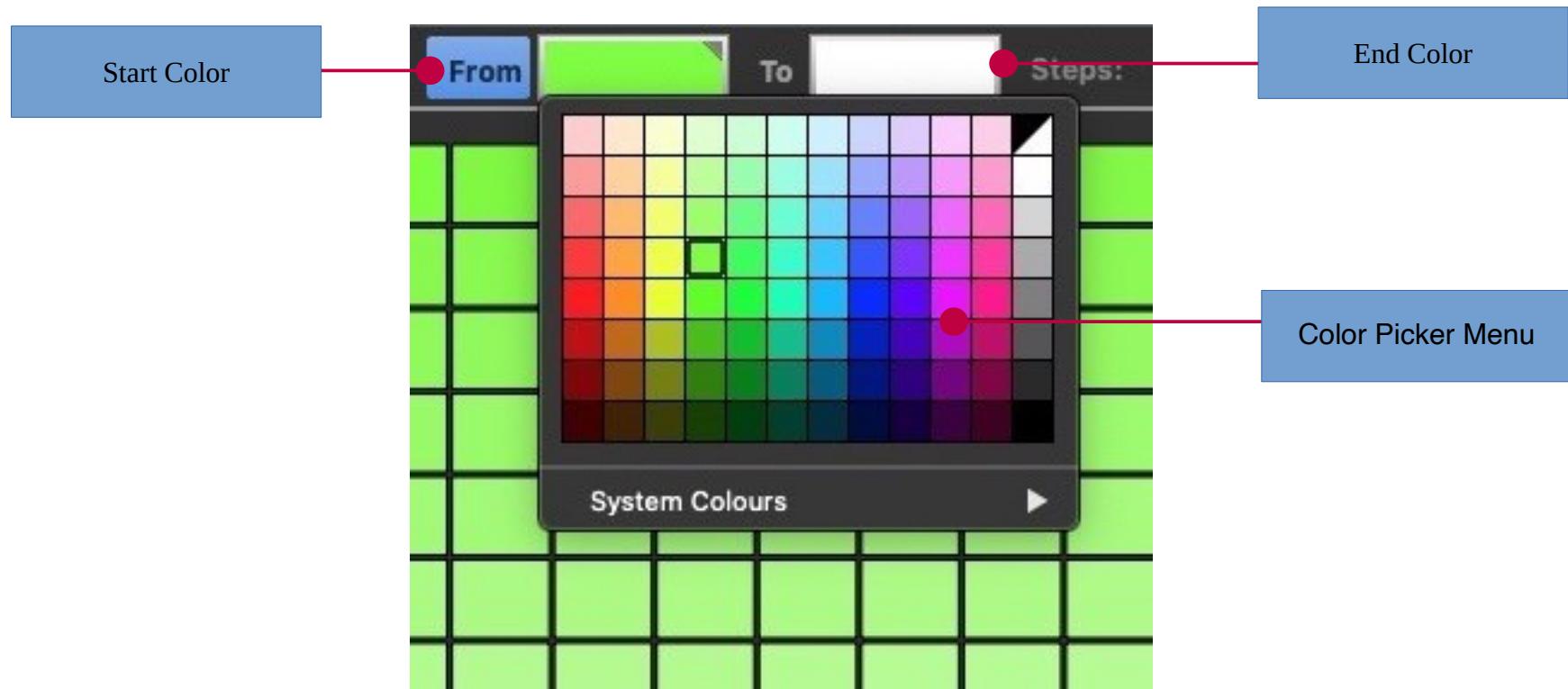


Algorithm Mode	
BrightColors	This ignores all pixels that are darker than a threshold
DarkColors	This ignores all pixels that are brighter than a threshold
DistinctColors	This filters the result array so that only distinct colors are returned
OrderByBrightness	This orders the result array by color brightness (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

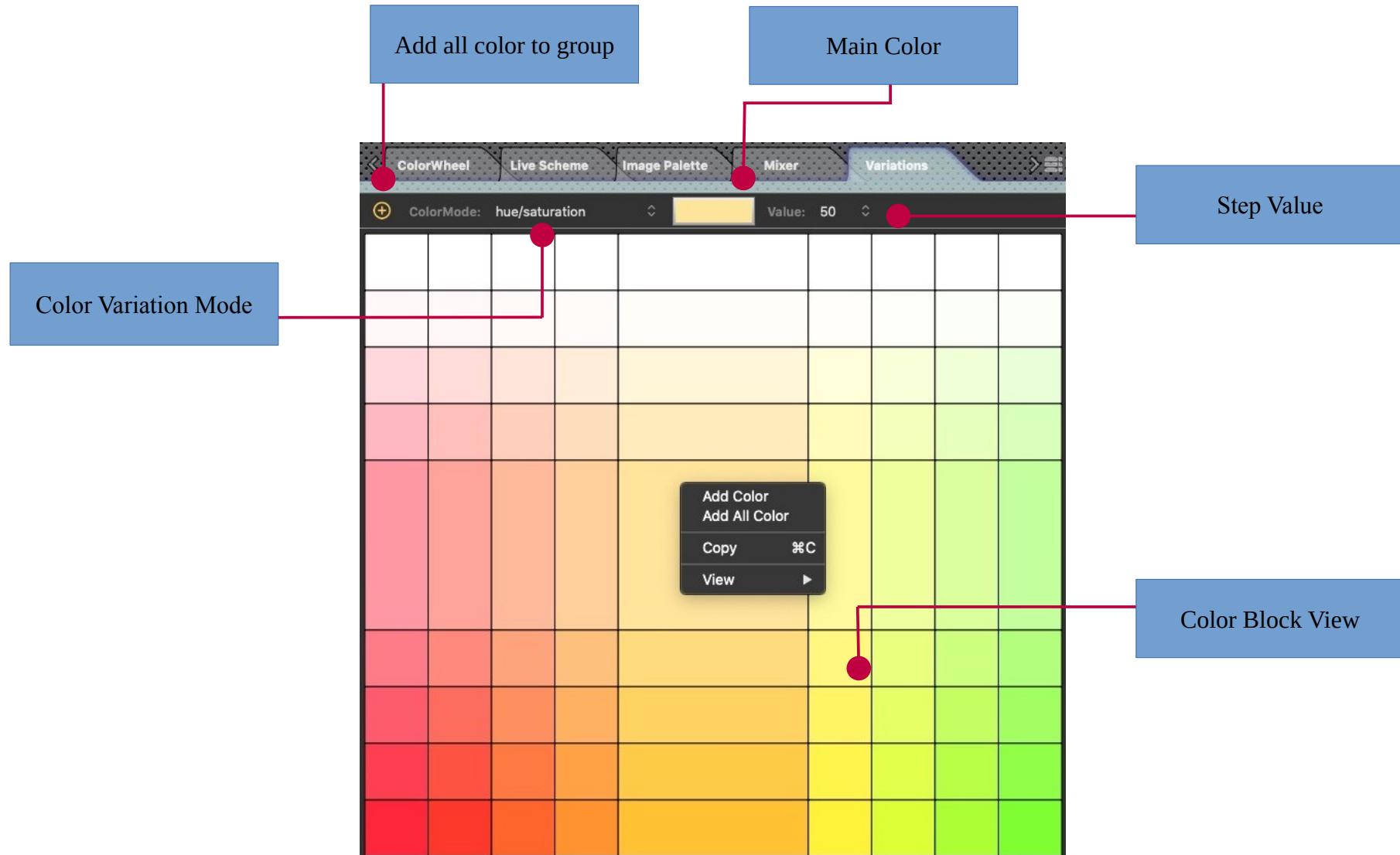
Module: Mixer Module



Color Picker Button

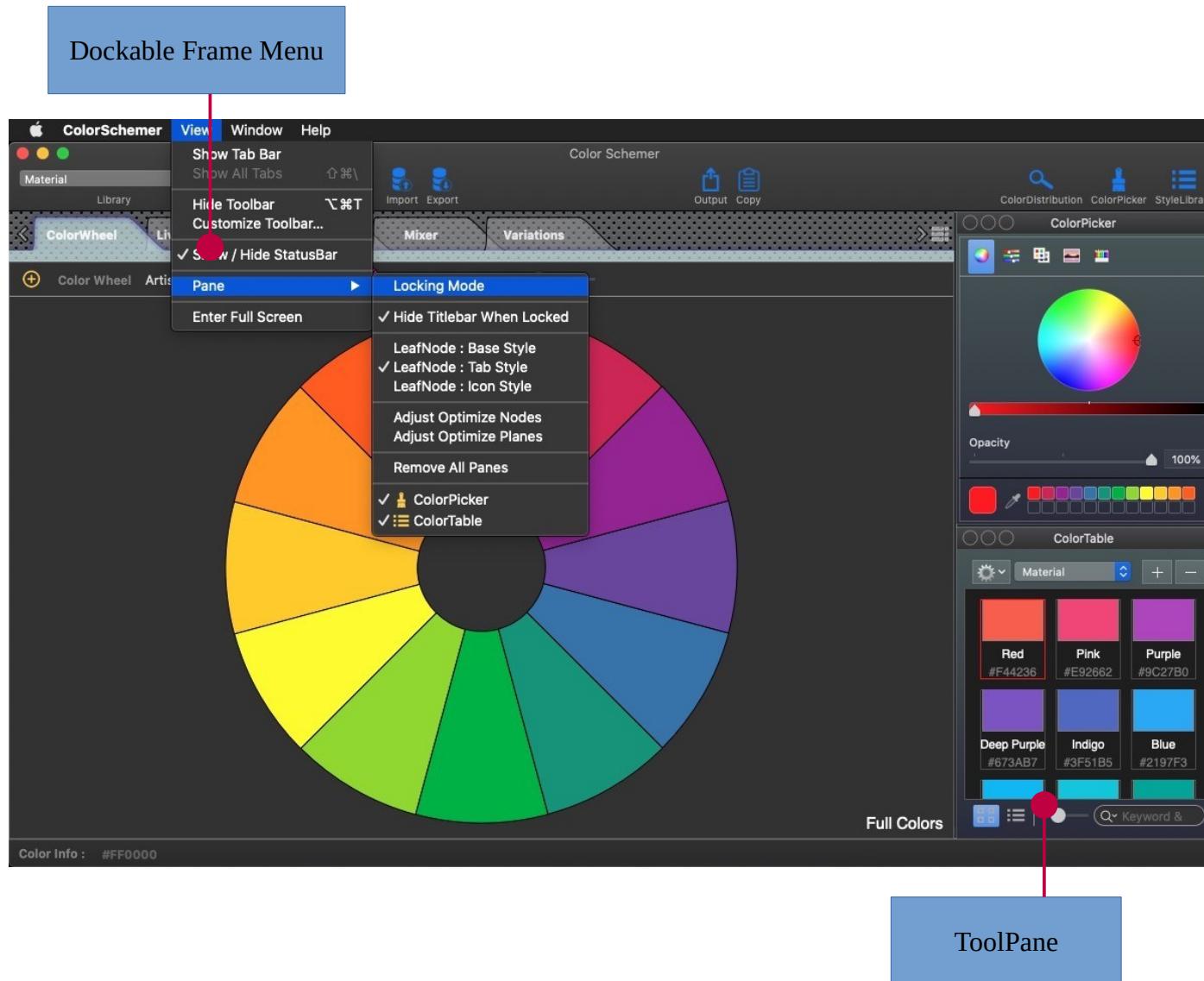


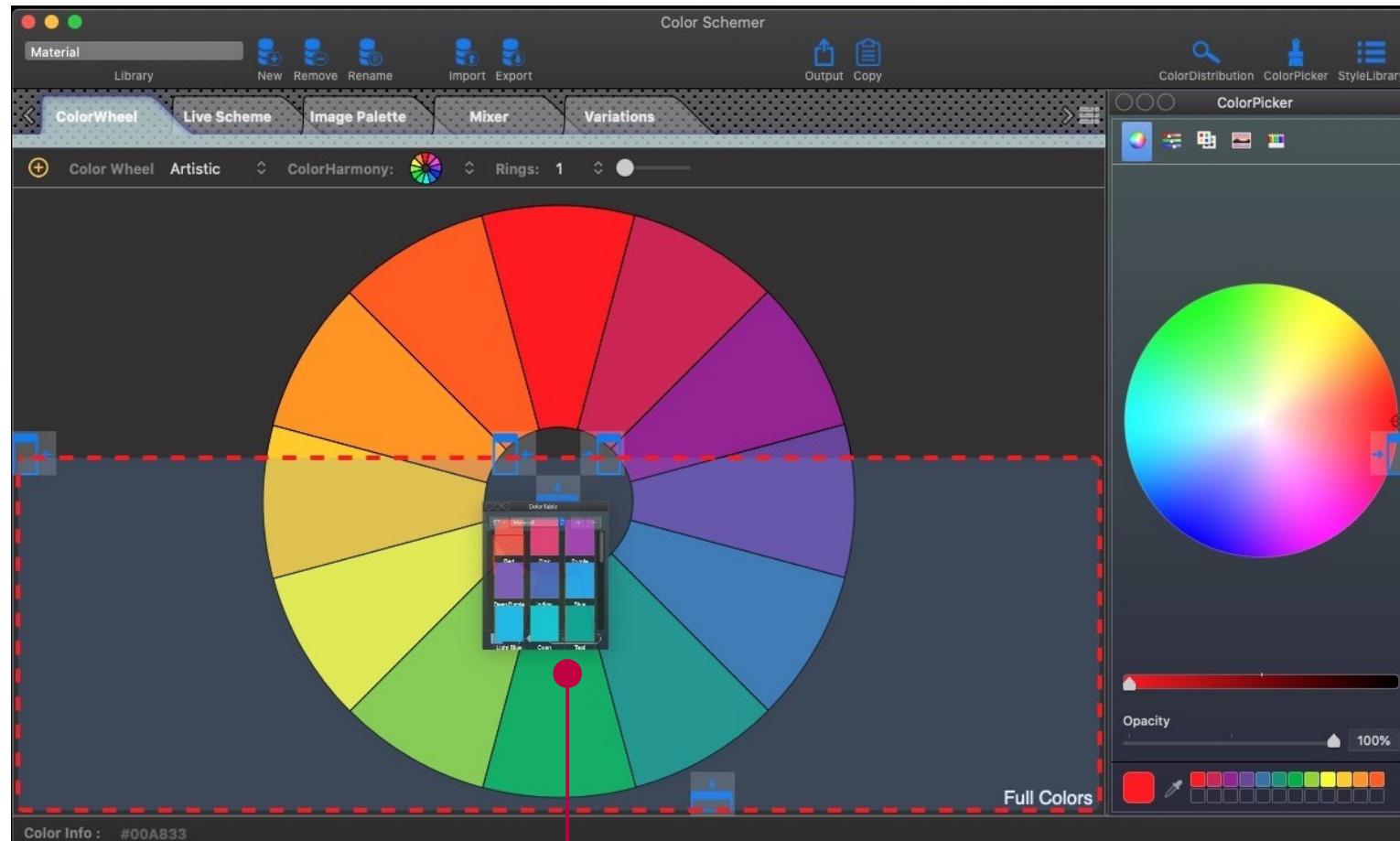
Module: Variations Module



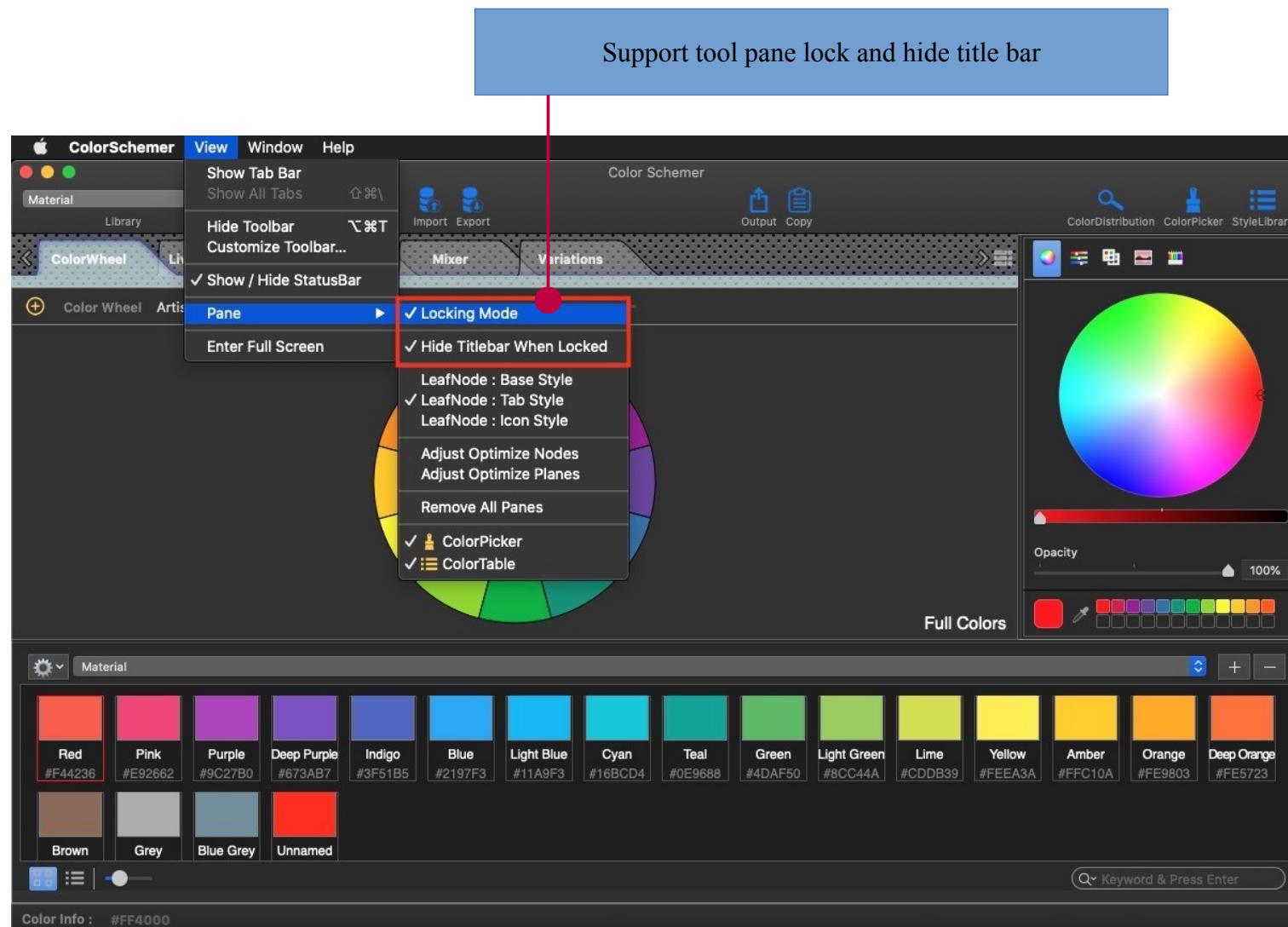
Color Variations Mode	
Hue / Saturation	Hue / Saturation variations.
Hue / Brightness	Hue / Brightness variations.
Saturation / Brightness	Saturation / Brightness variations.

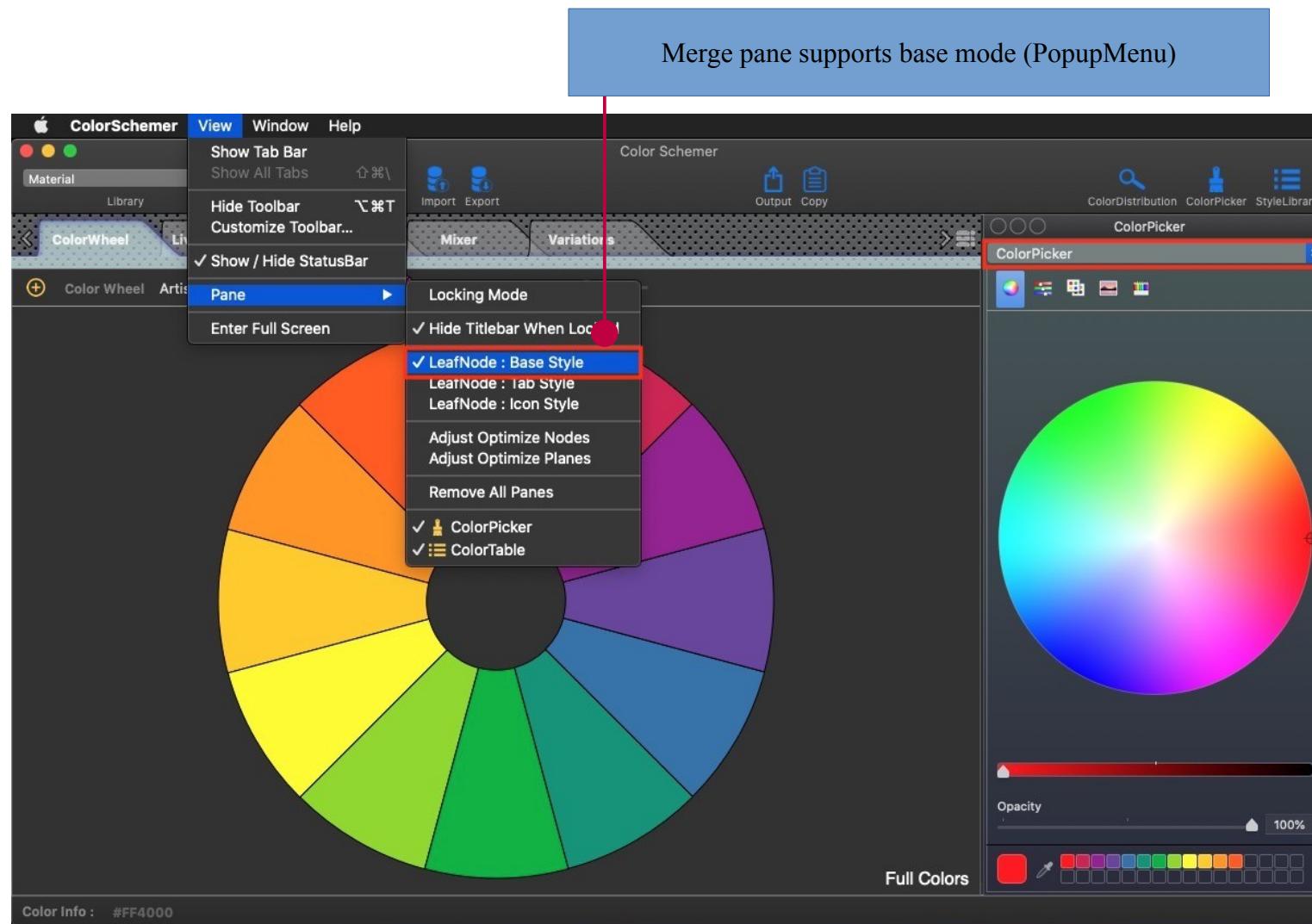
Dockable Frame Module

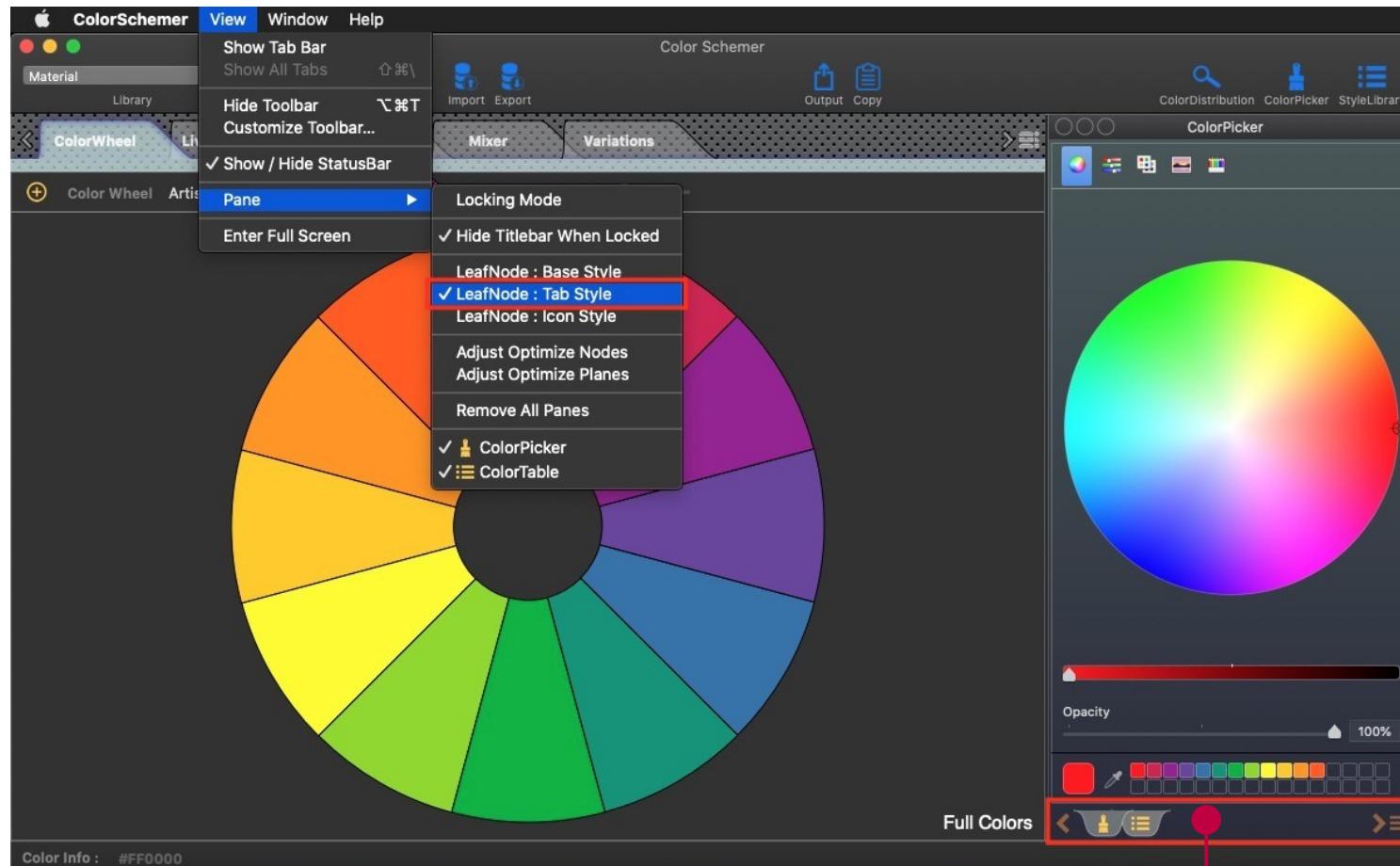




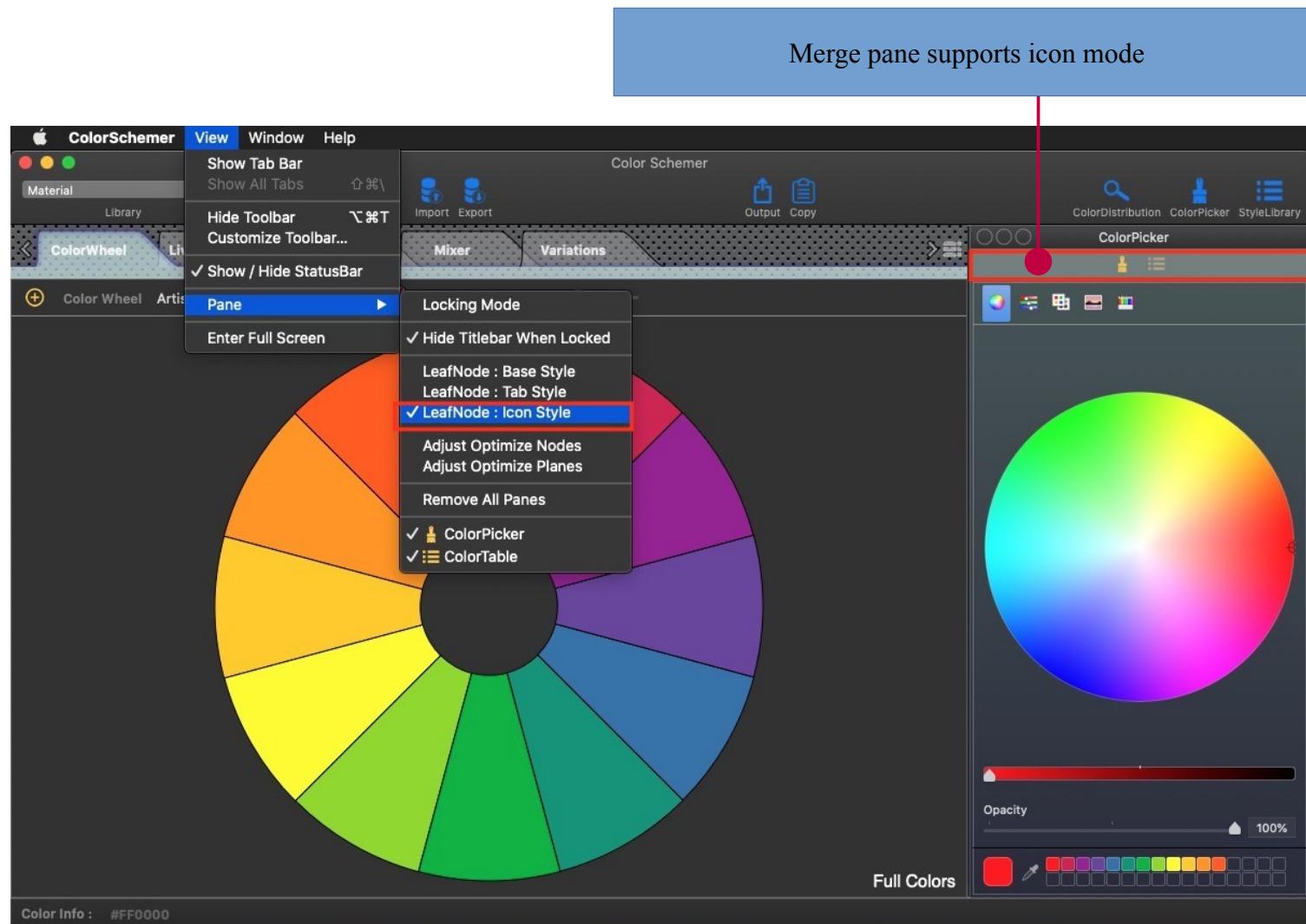
Support tool pane drag and dock

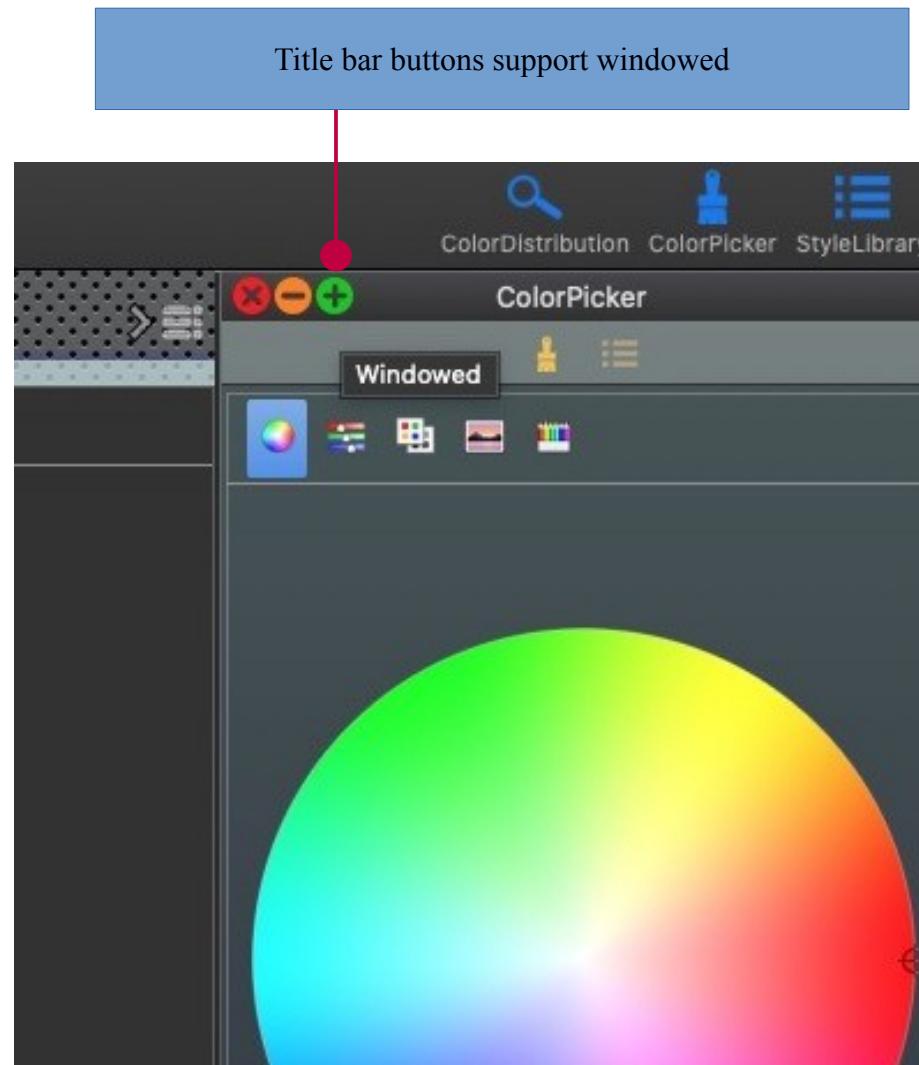


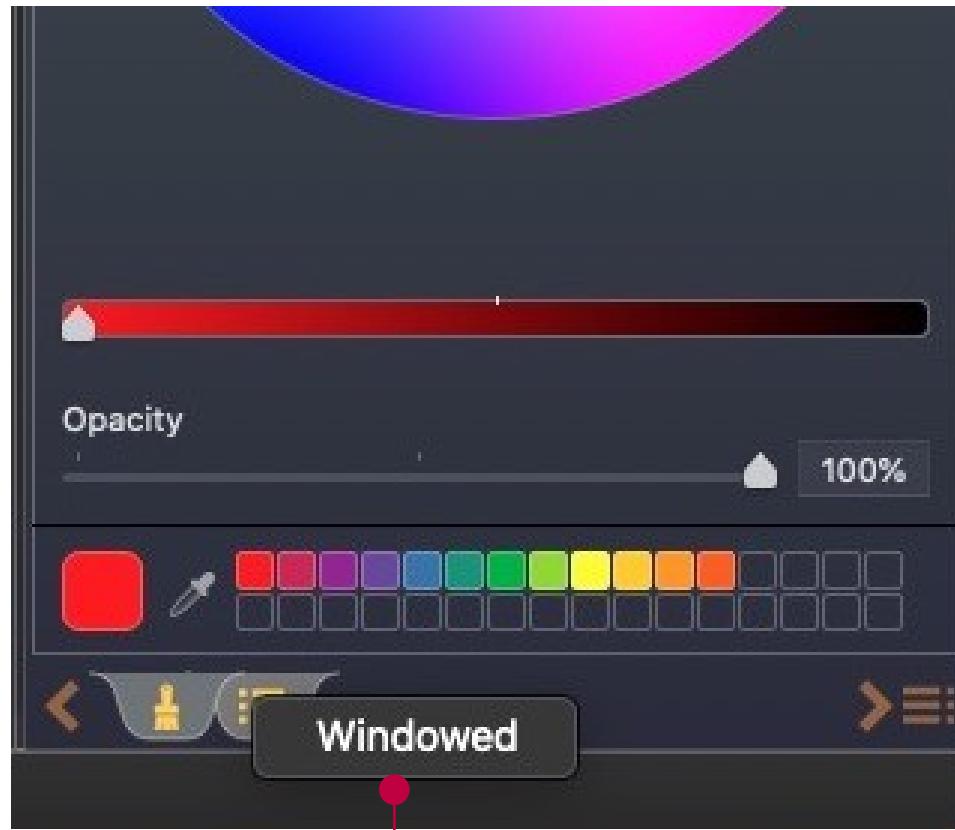




Merge pane supports tab mode (Support tab dragging tool pane)







Tab right-click menu supports windowed