



COLOR COP



Contents

- 1) About Color Cop2
- 2) Using the Eyedropper control2
- 3) Using the Magnifier2
- 4) Magnify while Eyedropping3
- 5) What is 3 by 3 and 5 by 5 average sampling3
- 6) Using the Mouse Wheel to change colors3
- 7) Using Snap to WebSafe Color.....4
- 8) Using Detect WebSafe Color4
- 9) Color History.....4
- 10) Complementary Color Palette.....5
- 11) EasyMove5
- 12) Miscellaneous Features5
- 13) Using Relative measurements.....6
- 14) RGB Float Mode.....6
- 15) Hotkey Definitions6



COLOR COP



1) About Color Cop

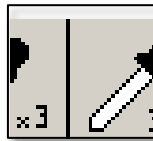
This help file attempts to answer common questions about color cop. If you have a question that is not already addressed in this help file, please email it to support@gmail.com.

[Color Cop](#) is free, but if you wish to express your appreciation for the time and resources I have expended developing and supporting it, I do accept and appreciate donations. If you are interested please visit the color cop [donation](#) page.

2) Using the Eyedropper control

- Press the left mouse button down on top of the eyedropper control.
- The cursor will become an eyedropper until you release the left mouse button.
- Drag the eyedropper to any location on the screen.

The color preview view will change to the current selected color as the mouse moves over it. Release the left mouse button to stop eyedropper.



3) Using the Magnifier

- Press the left mouse button down on top of the magnifier control.
- The cursor will become a magnifying glass until you release the left mouse button.
- Drag the magnifying glass to any location on the screen.
- The magnified view will change as the mouse moves.
- Release the left mouse button to stop magnifying.

Spinning the mouse wheel while magnifying can change the magnification level of the magnifier. Another way is to click on the plus and minus buttons, which are located to the right of the magnifier.

The [Eyedropper](#) can then be used to select colors from the magnified view.





COLOR COP



4) Magnify while Eyedropping

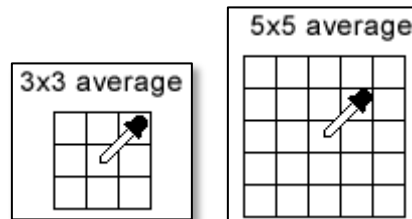
This option is on by default and allows the user to see a magnified area while eyedropping. The pixel that is being selected will appear in the magnifier window with a black square around it.

If you are using this option and you see a color in the magnified area that you want, do not use the eyedropper to get that color. Instead, click directly in the magnified view area and you will be able to select it. If you try to use the eyedropper control it will magnify again and erase your previous magnified area.

5) What is 3 by 3 and 5 by 5 average sampling

Instead of sampling just one pixel, a 3 by 3 or 5 by 5 area of pixels will be averaged to get a color. This is important when sampling colors from photographs because you can get closer to the color the human eye sees.

- **Control+1** will switch to 1 pixel sampling.
- **Control+3** will switch to 3 by 3 average sampling.
- **Control+5** will switch to 5 by 5 average sampling.



6) Using the Mouse Wheel to change colors

For users with mice with wheels, the wheel can be moved to change the color. Only the red, green, and blue decimal values will react to mouse wheel movement. Which one depends on which control has focus.

By default the values increment or decrement by 1, but there are keys for other modes:

- Holding **Control +/- 5**
- Holding **Shift +/- 2**

Note: if [Snap](#) to websafe is enabled, the values will increase or decrease by 51.

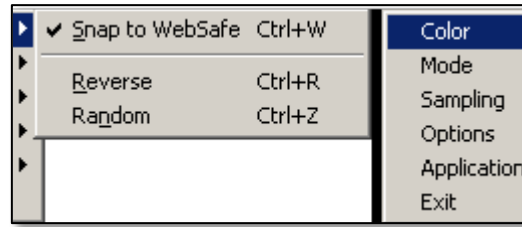


COLOR COP



7) Using Snap to WebSafe Color

Some designers are forced to use the 216-color web safe palette. When this option is enabled, only web safe colors can be selected. If a color is selected and it is not web safe, it will be converted to the nearest web safe color. Web safe colors have RGB decimal values, which are multiples of 51 or zero. (0, 51, 102, 153, 204, and 255).



8) Using Detect WebSafe Color

When the Detect WebSafe color option is toggled on, color cop will display in the status bar whether the color is WebSafe or not. This option is currently only works with 1 Pixel sampling and you must be using the eyedropper for it to work.

Also see [Using Snap to WebSafe Color](#).

9) Color History

This feature remembers the last 7 colors selected by the eyedropper. The user can then revert back to any of the colors by clicking on them. This feature will be hidden if the dialog is in the collapsed state, but the colors will still be stored. Colors can be pushed onto the color history by right clicking while eyedropping.





COLOR COP



10) Complementary Color Palette

Color Cop uses the RGB color model to describe colors. This feature first converts the RGB color model into HSL. HSL is a color model that describes colors based on Hue, Saturation, and Lightness. Once RGB has been converted to HSL, the values are shifted many times to produce a complementary color palette. There are 42 colors in the palette, which can be selected by clicking or dragging.



11) EasyMove

Most applications can be moved around the screen by dragging on the title bar. This feature allows the user to click and drag the application by left clicking anywhere in the client area and dragging. This option is enabled by default, but can be disabled using the menu or hotkey.

12) Miscellaneous Features

Copying the magnified area to the clipboard

Double clicking in the magnified area window will allow the user to save the area on the clipboard. It can then be pasted into Word, Paint, or another graphics program, which supports bitmaps on the clipboard.

Minimize to the System Tray

This will give the user the option to minimize color cop to the system tray, rather than to the taskbar.

Minimize to systray on Startup

This is an option which allows the program to start and go to the systray.

Allow Multiple Instances

This allows the user to specify whether more than one instance of color cop can run at once.

Use Cross Hair Cursor

This allows the user to use a Cross Hair cursor instead of the standard eyedropper.



COLOR COP



13) Using Relative measurements

If you press the Control key while eyedropping the coordinates will be set to zero (0,0). When you drag the mouse to a new location the coordinates values will be relative to the point where you pressed control. This is very useful if you want to measure how pixels a certain object is. Note that if you get a reading of 8,8 the area you just measured is really 9,9 because the zero row and column are included.

14) RGB Float Mode

RGB Float Mode will display the selected color like this:

0.88,0.23,0.00

The Lowest value being 0.00 and the highest value being 1.00

The floating point precision can be increased by pressing **Alt+]** and decreased by pressing **Alt+[**

15) Hotkey Definitions

Control+1	Switch to 1 pixel sampling
Control+3	Switch to 3 by 3 average sampling
Control+5	Switch to 5 by 5 average sampling
Control+D	Switch to Delphi Hex mode
Control+E	Toggle Expanded dialog
Control+H	Switch to HTML Hex mode
Control+K	Toggle Auto copy hex to clipboard
Control+M	Toggle Minimize to systray
Control+O	Toggle Omit # or \$ symbols
Control+P	Switch to PowerBuilder mode
Control+R	Reverse the current color



COLOR COP



- Control+T** Toggle Always on top
- Control+U** Toggle upper-case hex
- Control+W** Toggle Snap to websafe
- Control+Z** Generate a random color
- Alt + C** Open Custom Color Dialog