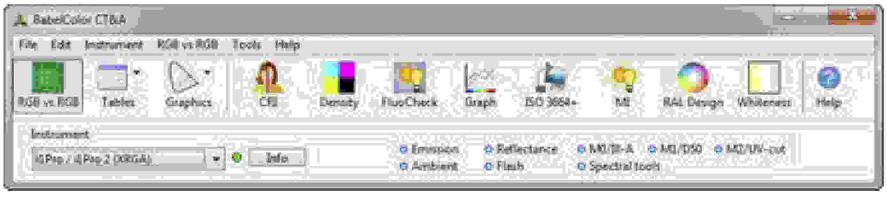
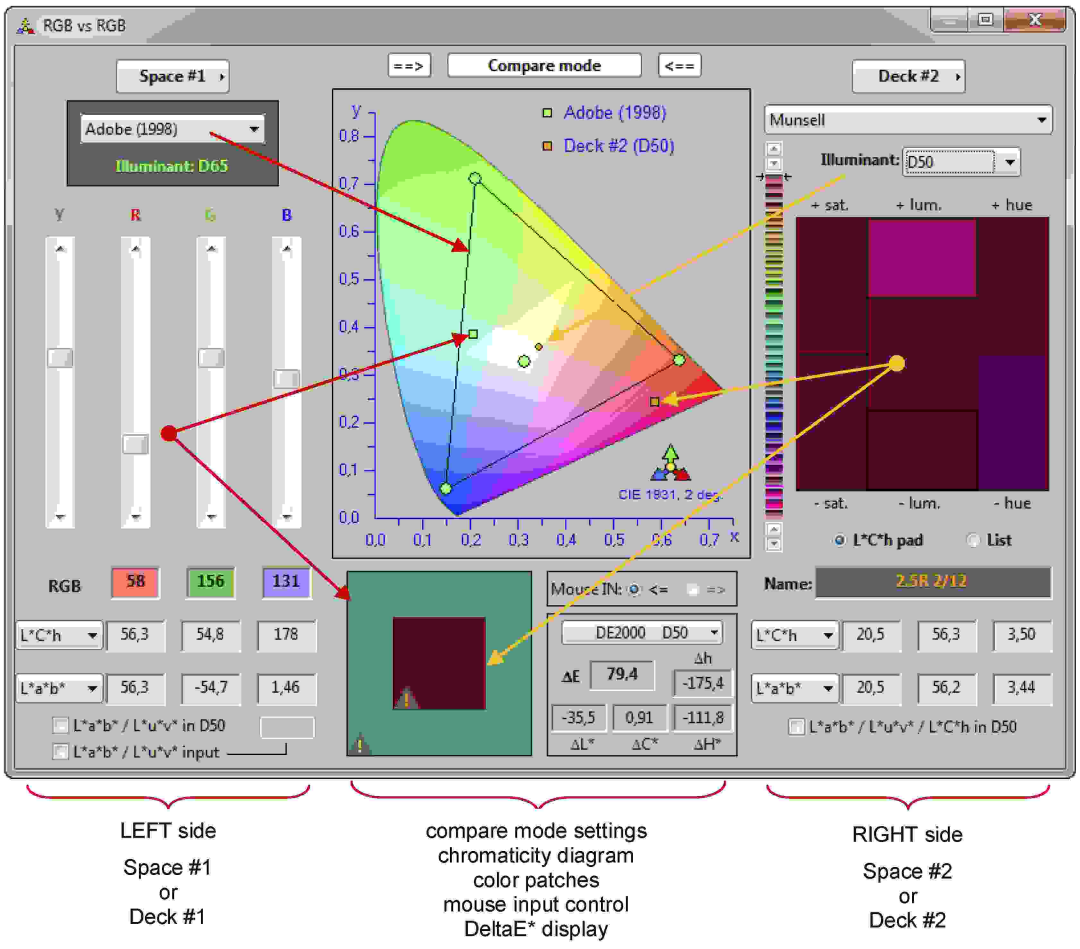
1.1.1 QuickStart: RGB vs RGB

To open the RGB vs RGB tool, just click on the corresponding toolbar button, on the far left. You can also select "Show window" in the "RGB vs RGB" menu, or select "RGB vs RGB" in the "Tools" menu.



The screenshot just below represents the RGB vs RGB window without its additional patch layouts; these additional patches are shown on the next page.



LEFT side

Space #1
or
Deck #1

compare mode settings
chromaticity diagram
color patches
mouse input control
DeltaE* display

RIGHT side

Space #2
or
Deck #2

- The LEFT and RIGHT sides both offer the selection of either "RGB Space mode" or "Color Deck mode".
- Within the RGB Space interface, data can be inserted in RGB, L*a*b* or L*u*v* coordinates, depending on the input mode (see display/input boxes). Data fields with a grayish background do not accept input.
- In the image shown above, input for Space #1 can be done either with the sliders or the RGB input fields.
- In addition, for a Space, data can be inputted by clicking in the "xy" chromaticity diagram window (CIE1931, 2 deg.); the input is directed to the space selected in the mouse input control window.
- L*a*b*, L*u*v*, L*a*b* (D50), or L*u*v* (D50) are alternate input modes for all RGB spaces; they are selected with the checkboxes in the bottom of the space interfaces.
- For a Deck, input can be done by clicking in any color patch surrounding the center patch, by selecting a color within the multi-color strip, or by clicking the arrows on the top and bottom of the strip. A color chip selection mode based on a scrolling patch list can also be selected by clicking on the "List" radio button.
- In "Compare mode", shown above, the inputs are independent of one another.
- In "Convert mode", input on one side is converted on the other side; the side being converted "TO" has all inputs disabled.