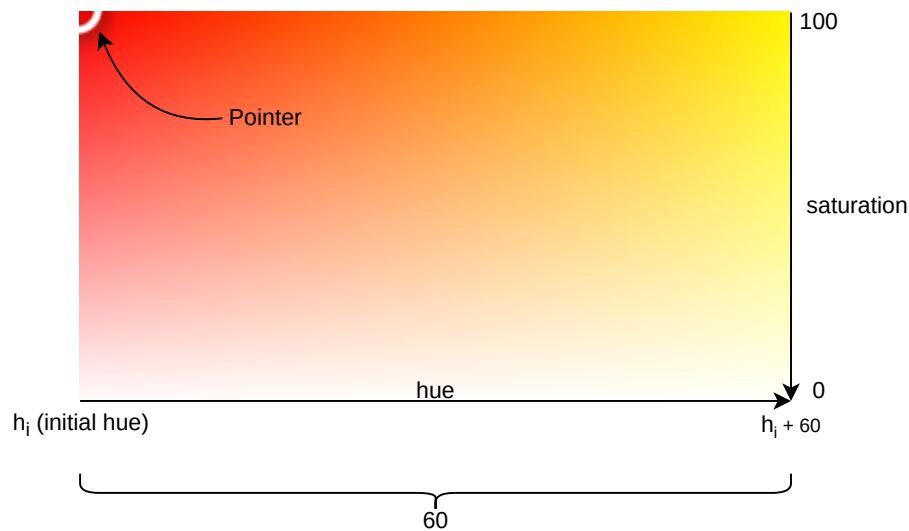
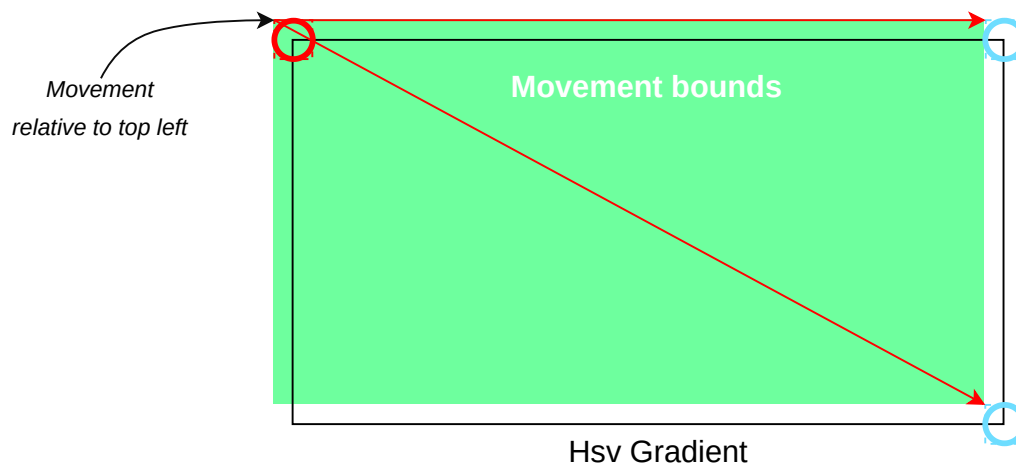


# HsvColorSelect

## Gradient



## Pointer range of motion



*Pointer coordinates are translated back to their correct position in the Hsv Gradient by a CoordianteConverter passed on to the pointer's MovementHandler which adjusts for the bounds*