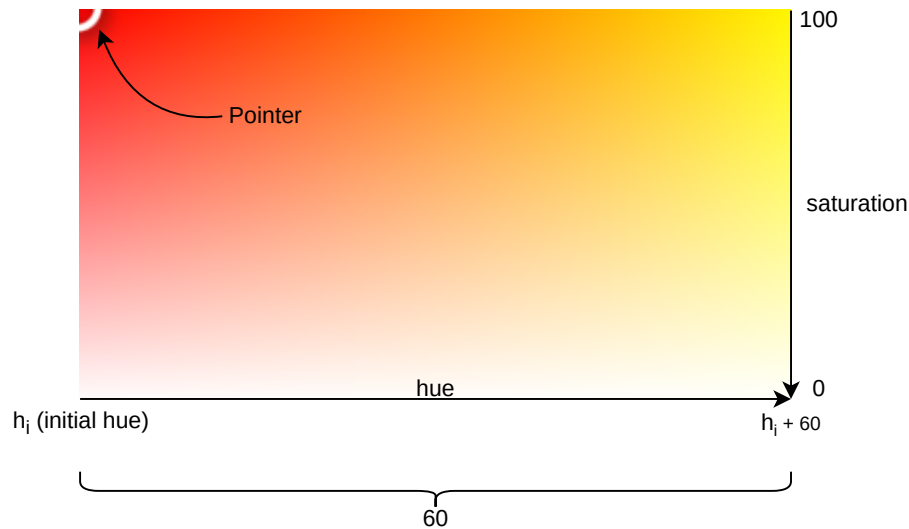
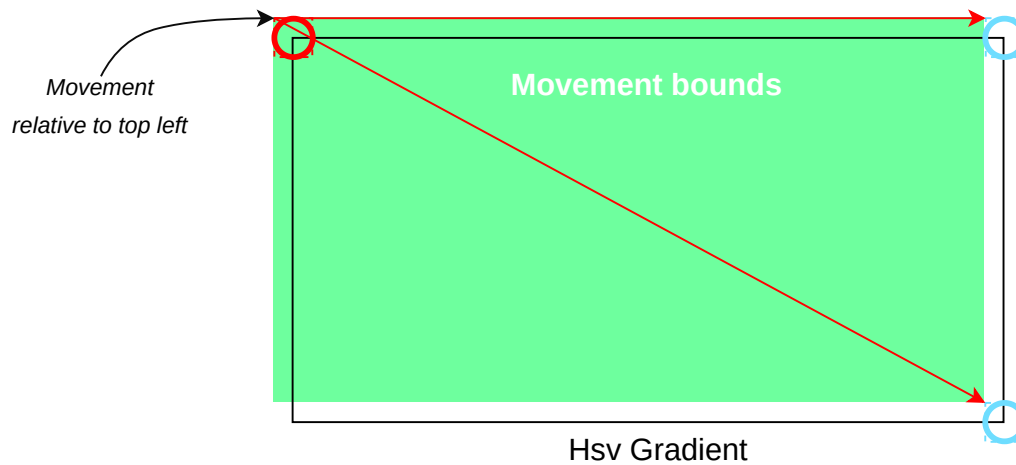


HsvColorSelect

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

