Creating Custom Color Schemes

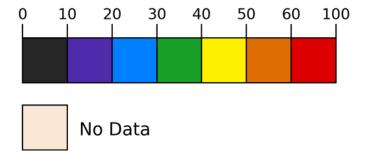
By inputting the lower cutoff for a color to be applied to peptides, as well as the color, figure colors can be completely customizable. The text color of any text that appears over a peptide can also be modulated. Here are some examples of the inputs that generated the default coloring schemes, and the associated legend created dynamically by the software attached.

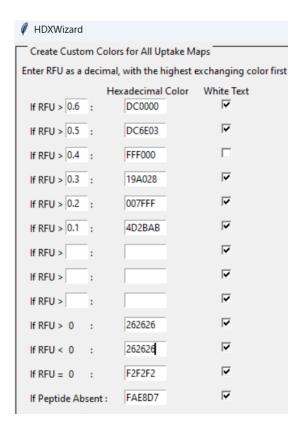
1) Default Corrected Uptake Colors - "uptake_cor_default.json"



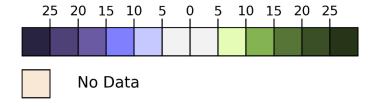
Note: Not all rows need to be filled. All text displayed on the yellow color here (FFF000) will appear as black for maximal visibility.

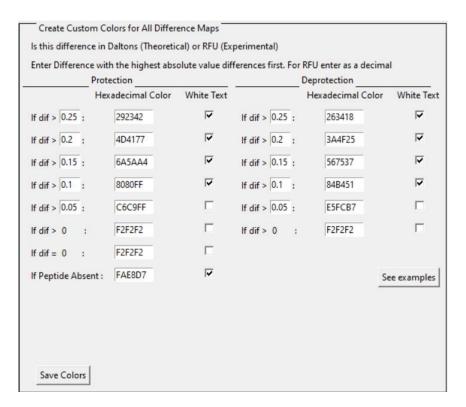
2) Default Uncorrected Uptake Colors – "uptake_uncor_default.json"





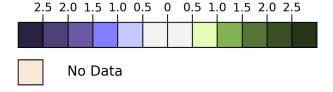
3) Default Experimental (maxD) Difference Colors – "Exp_dif_default.json"





Note: Differences here are calculated by percent difference between maxD corrected RFUs.

4) Default Theoretical (absolute difference) Difference Colors - "Theo_dif_default.json"



				_	
Create Custom	Colors for All Differ	ence Maps			
Is this difference	in Daltons (Theoretic	cal) or RFU (Ex	perimental)		
Enter Difference	with the highest abs	olute value diff	ferences first. For I	RFU enter as a decima	ıl
Protection			Deprotection		
	Hexadecimal Color	White Text		Hexadecimal Color	White Text
If dif > 2.5 :	292342	~	If dif > 2.5 :	263418	~
If dif > 2 :	4D4177	✓	If dif > 2 :	3A4F25	~
If dif > 1.5 :	6A5AA4	~	If dif > 1.5 :	567537	~
If dif > 1 :	8080FF	~	If dif > 1 :	84B451	~
If dif > 0.5 :	C6C9FF		If dif > 0.5 :	E5FCB7	
If dif > 0 :	F2F2F2		If dif > 0 :	F2F2F2	
If dif = 0 :	F2F2F2				
If Peptide Absen	t: FAE8D7	~			