RGB Generator by Vlads Test Target

**RGB Generator Specification**

**Overview**: The RGB Generator is an application designed to control RGB color outputs using a dual monitor setup. The primary screen is used to adjust settings, while the secondary screen, typically connected to a projector, displays the selected color. The application is built using Pygame and Tkinter for controlling colors and GUI interaction respectively.

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**Alpha Channel Handling**:

* The alpha channel is managed using a Pygame surface with an alpha channel, allowing for transparency values ranging from 0 (fully transparent) to 255 (fully opaque).
* The implementation involves clearing the Pygame screen using color\_screen.fill((0, 0, 0)) to reset it, followed by blitting the updated surface with color\_screen.blit(surface, (0, 0)) to apply the desired transparency level.

**Application Components**:

1. **Dual Monitor Setup**:
   * The application requires two monitors: one for GUI control and the other to display the RGB color.
   * The second monitor, typically a projector, is used to display the color controlled by the main GUI.
2. **GUI Control Panel** (Tkinter-based):
   * **Title with Byline**:
     + A bold label at the top of the control panel reads "RGB Generator from creator of Vlads Test Target".
   * **Dropdown for Display Size**:
     + A dropdown allows users to select from common screen resolutions (e.g., VGA, HD, UHD).
     + Changing the display size reconfigures the Pygame window to match the selected resolution.
   * **RGB and Alpha Sliders**:
     + Each slider controls the Red, Green, Blue, and Alpha (transparency) values, with a range from 0 to 255.
     + Initial values:
       - Red: 130
       - Green: 40
       - Blue: 170
       - Alpha: 255
   * **Manual Increment/Decrement Controls**:
     + Each slider has accompanying "+" and "-" buttons to increase or decrease values precisely.
   * **Entry Fields for RGB and Alpha Values**:
     + Users can directly input values into fields for each of the RGB and Alpha values, which are linked to update the respective sliders and Pygame display.
   * **User Note Section**:
     + An entry field where users can add custom notes related to the current RGB configuration.
   * **Log File Path Display**:
     + A read-only field showing the path to the log file (color\_log.txt).
   * **Save to Log Button**:
     + Saves the current RGB values, Alpha, user notes, and a timestamp to a log file.
   * **Exit Button**:
     + Provides a clean exit from both the Tkinter GUI and the Pygame display.

**Technical Details**:

1. **Pygame Display**:
   * The second monitor uses Pygame to display the solid color.
   * The display size can be updated dynamically using Tkinter controls.
2. **Tkinter GUI**:
   * The control panel dimensions are set to **600x800** pixels.
3. **Concurrency Handling**:
   * Tkinter runs concurrently with Pygame to handle user inputs and update the Pygame display in real-time.
4. **Log File**:
   * Logs are written to color\_log.txt.
   * Each entry includes RGB values, Alpha, user notes, and a timestamp.

**Workflow**:

1. **Startup**:
   * Pygame initializes and is configured to use the second monitor.
   * Tkinter sets up the control panel for user input.
2. **Interaction**:
   * Users adjust RGB and Alpha values via sliders, entry fields, or increment buttons.
   * Changes are reflected in real-time on the Pygame display.
   * Users can log the current settings, including custom notes.
3. **Exit**:
   * Clicking the "Exit" button properly closes both Tkinter and Pygame, ensuring a clean shutdown.

This specification document captures all features and the overall architecture of the RGB Generator application. Let me know if you need further refinement or additional details!