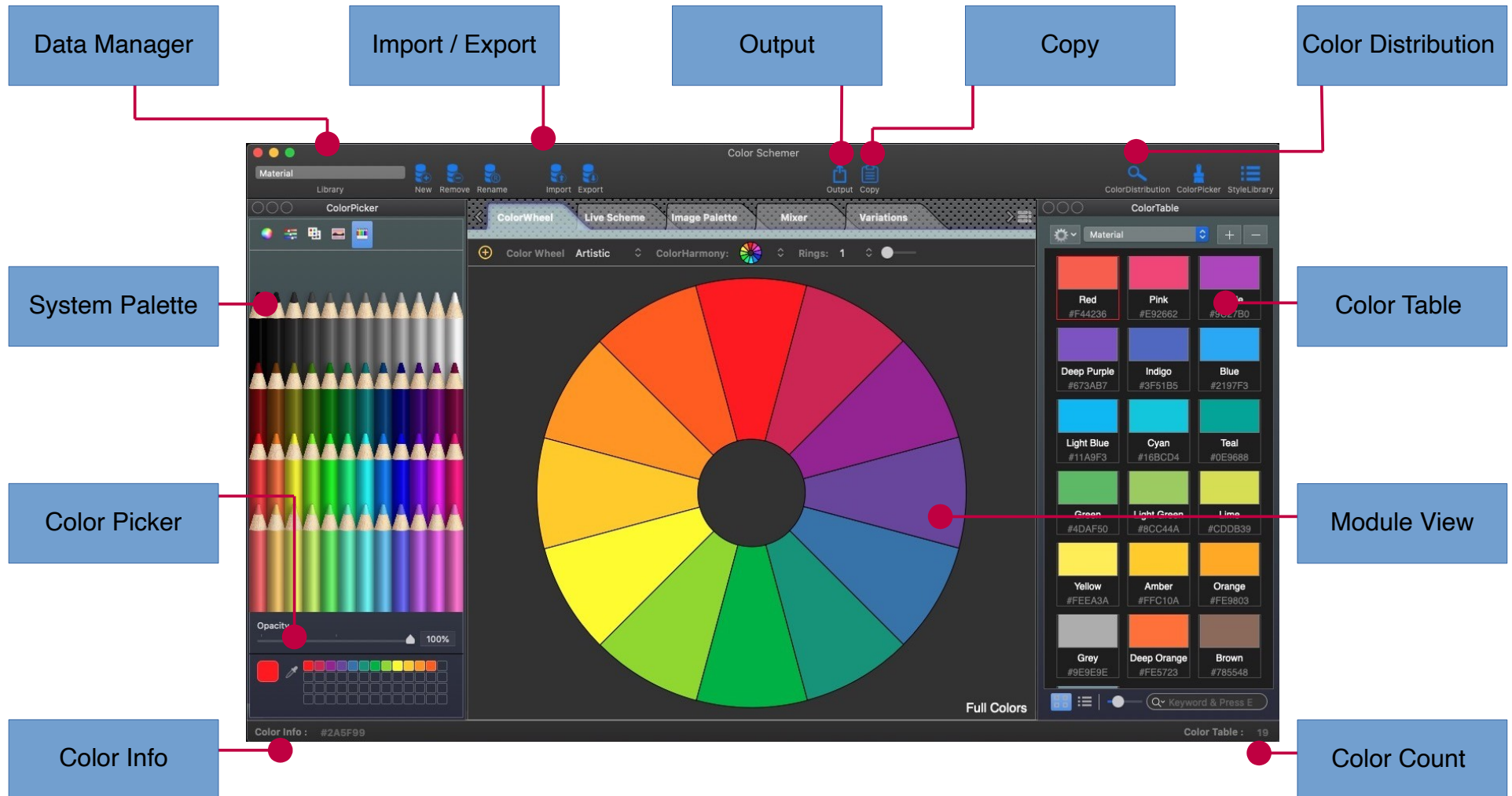
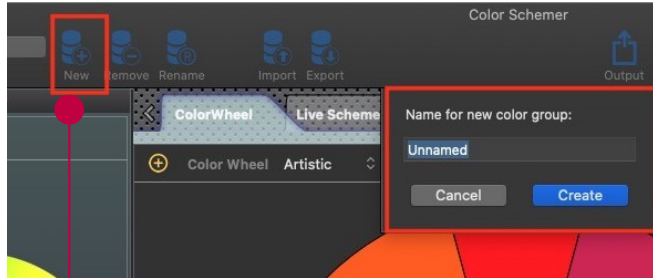


Color Schemer - Quick Start Guide

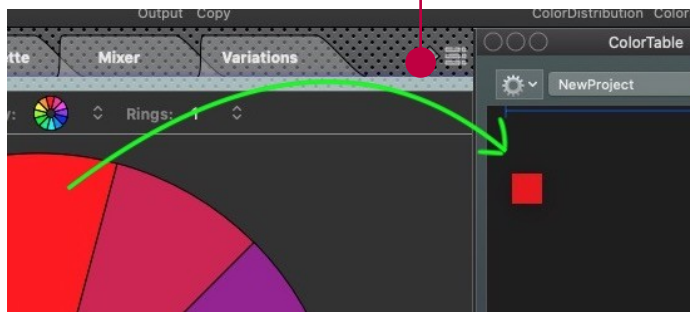


Quick Start

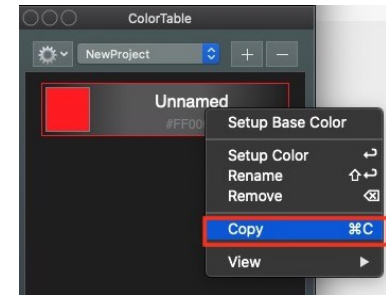


New Color Group

Drag Color Block



Copy Color Info

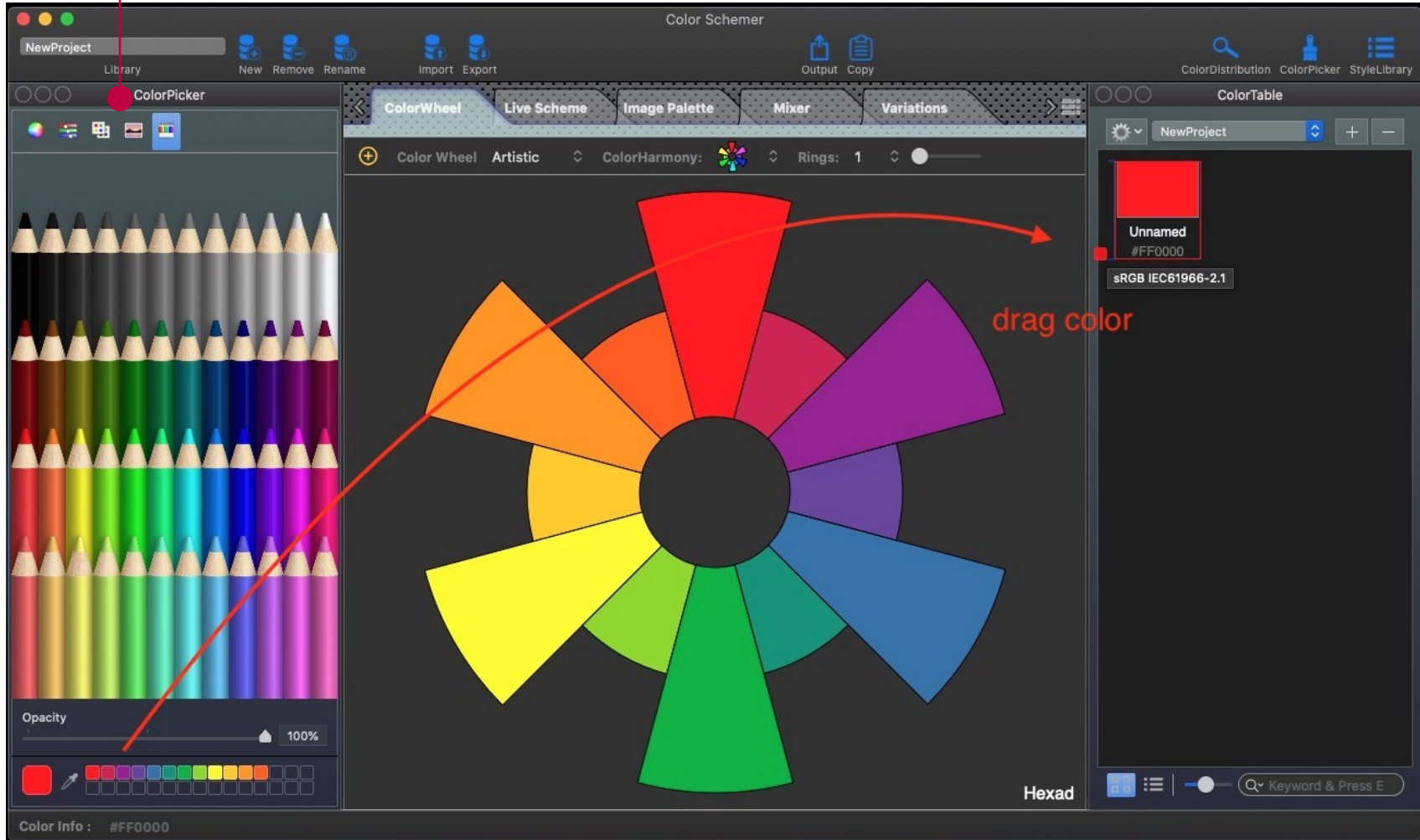


Output Color Report

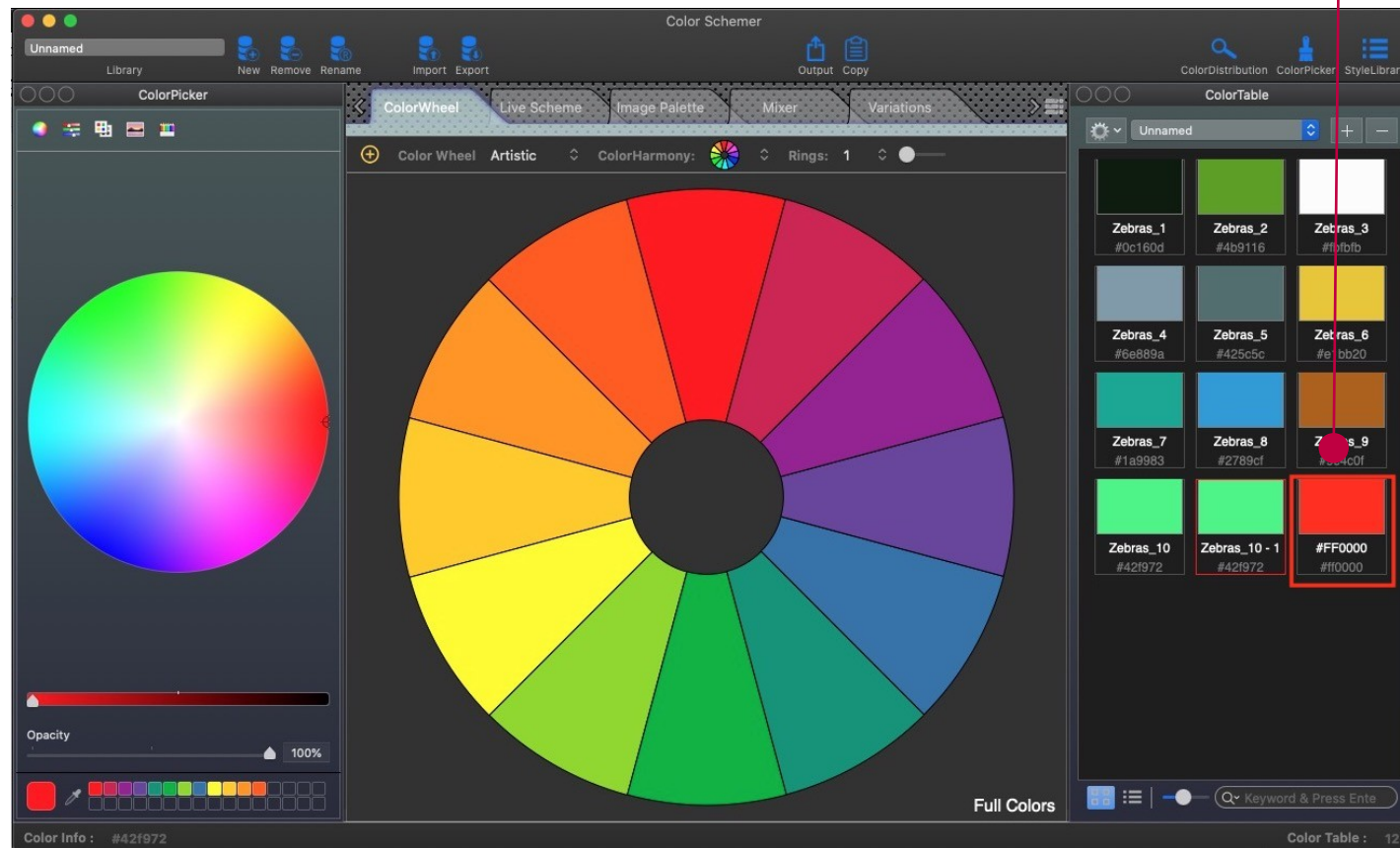


How to add color block.

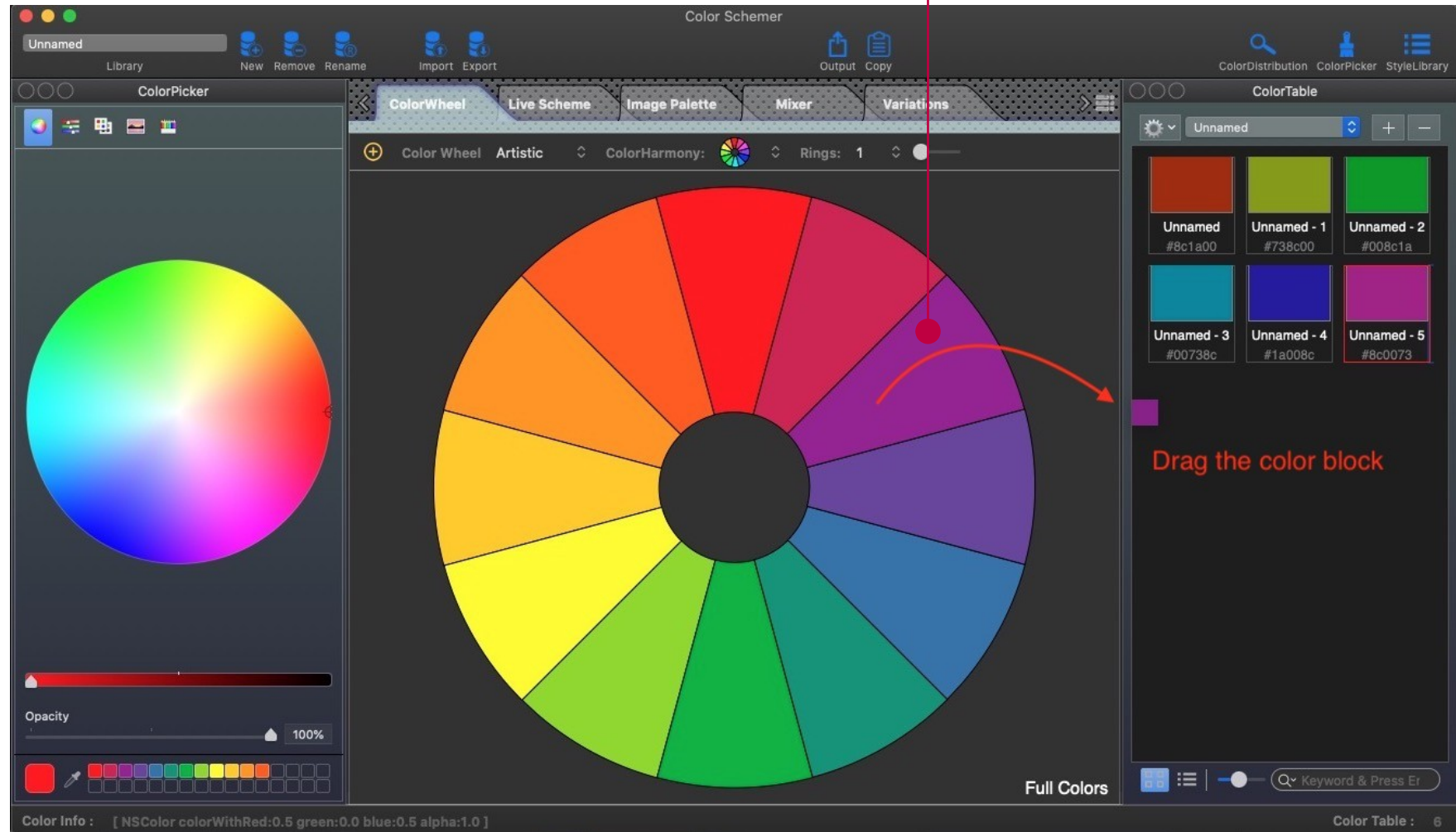
System Palette

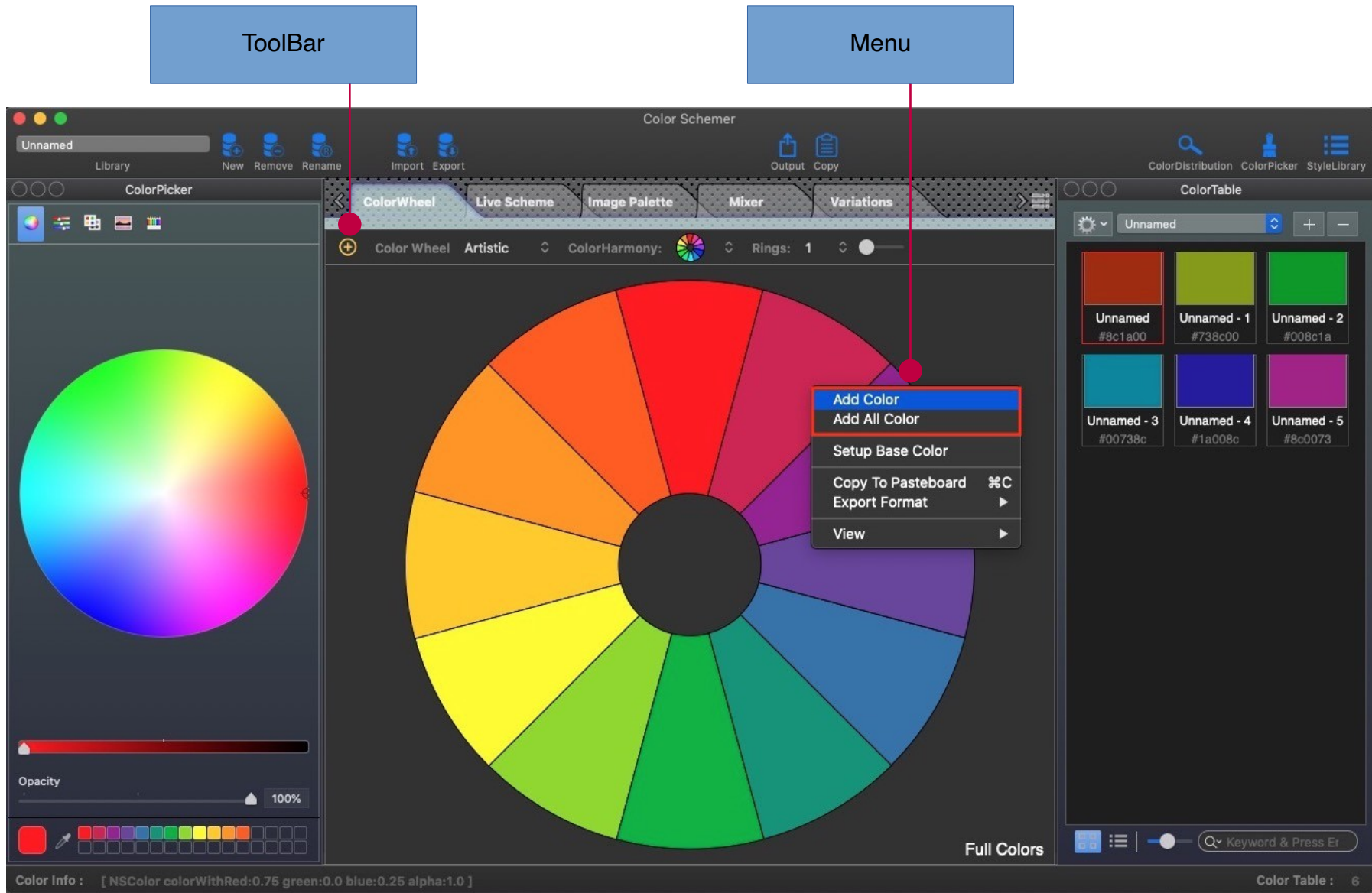


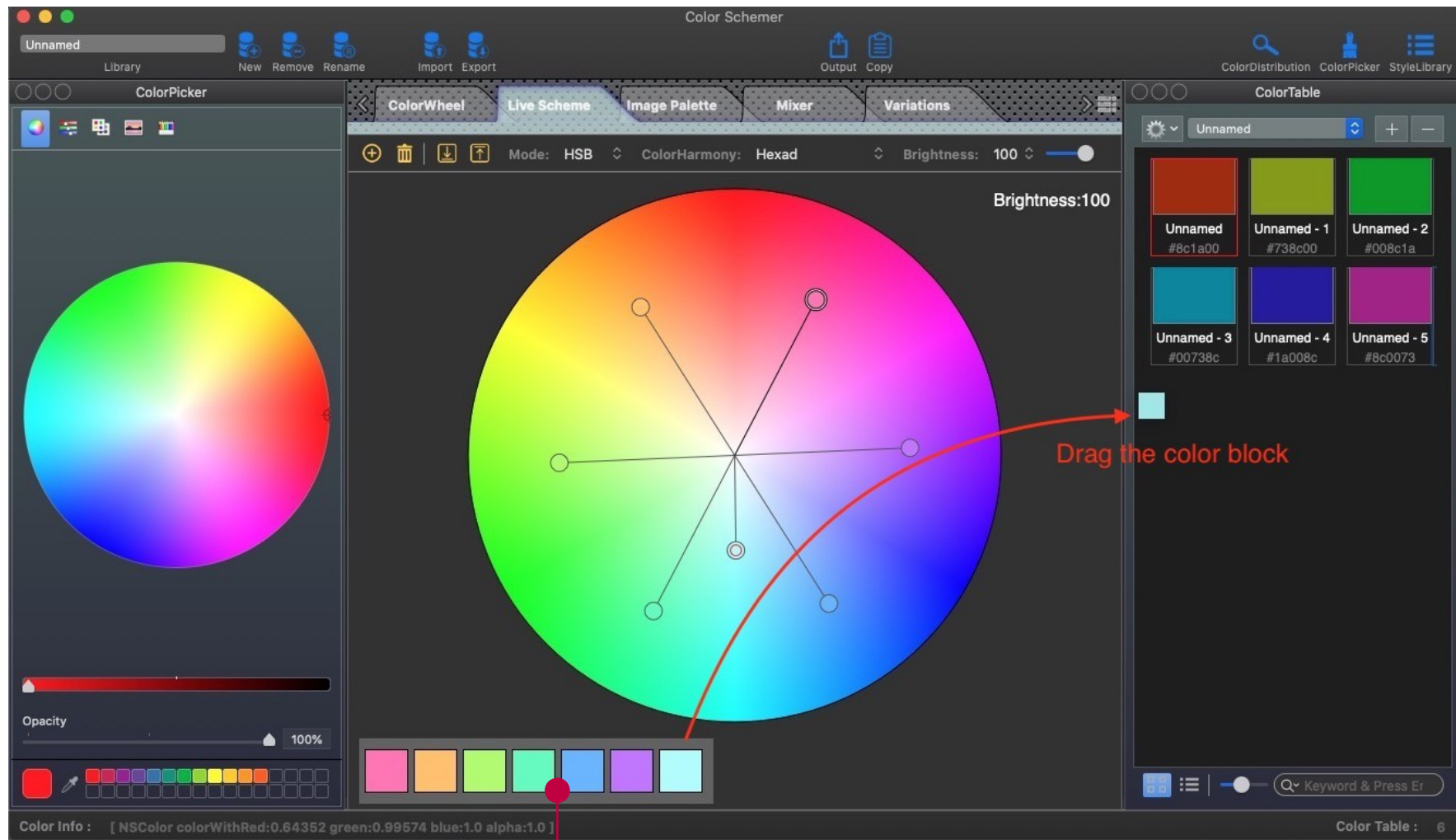
Support paste CSS format string to add new color
Command (⌘) + V



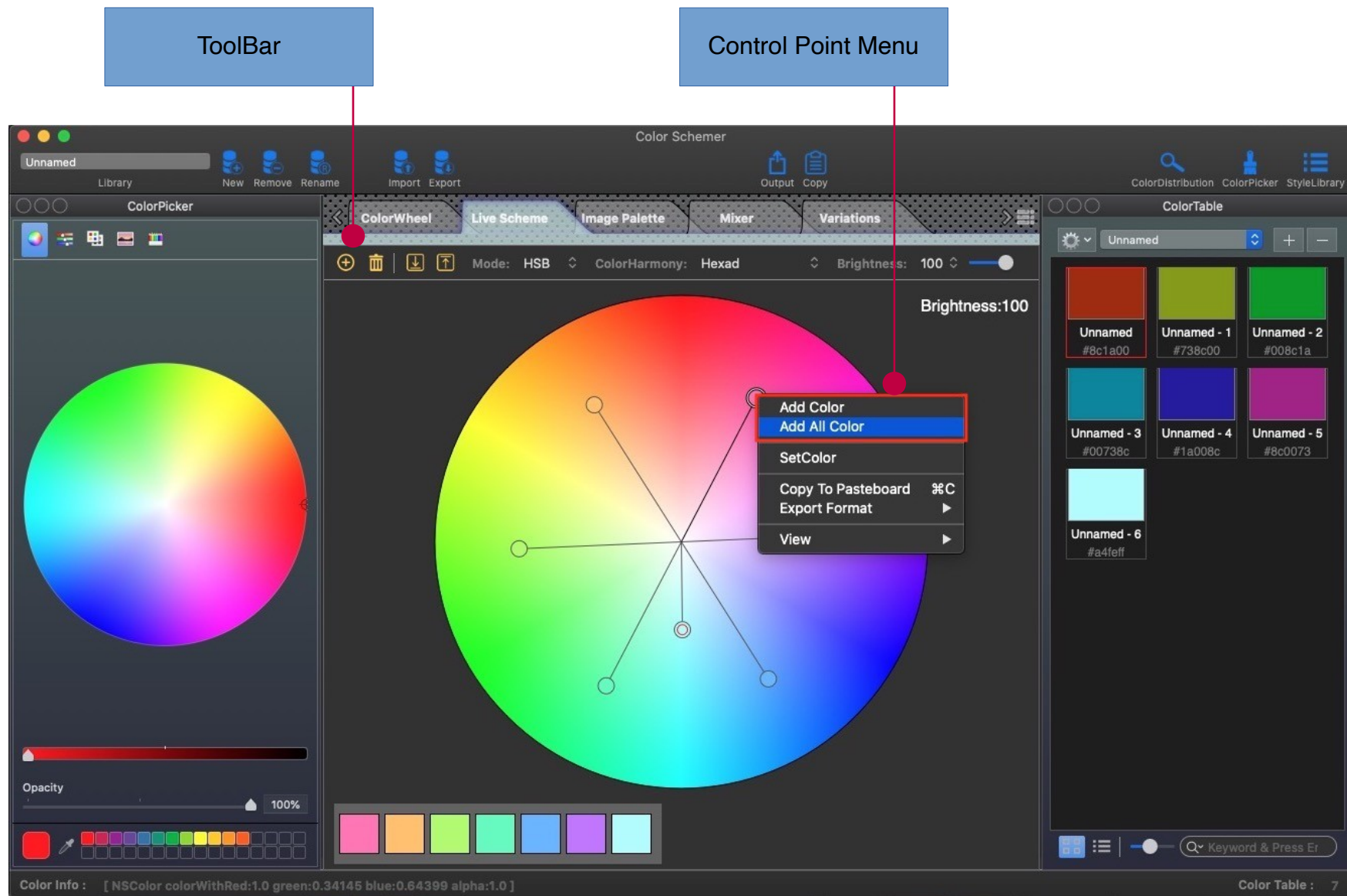
Drag Color

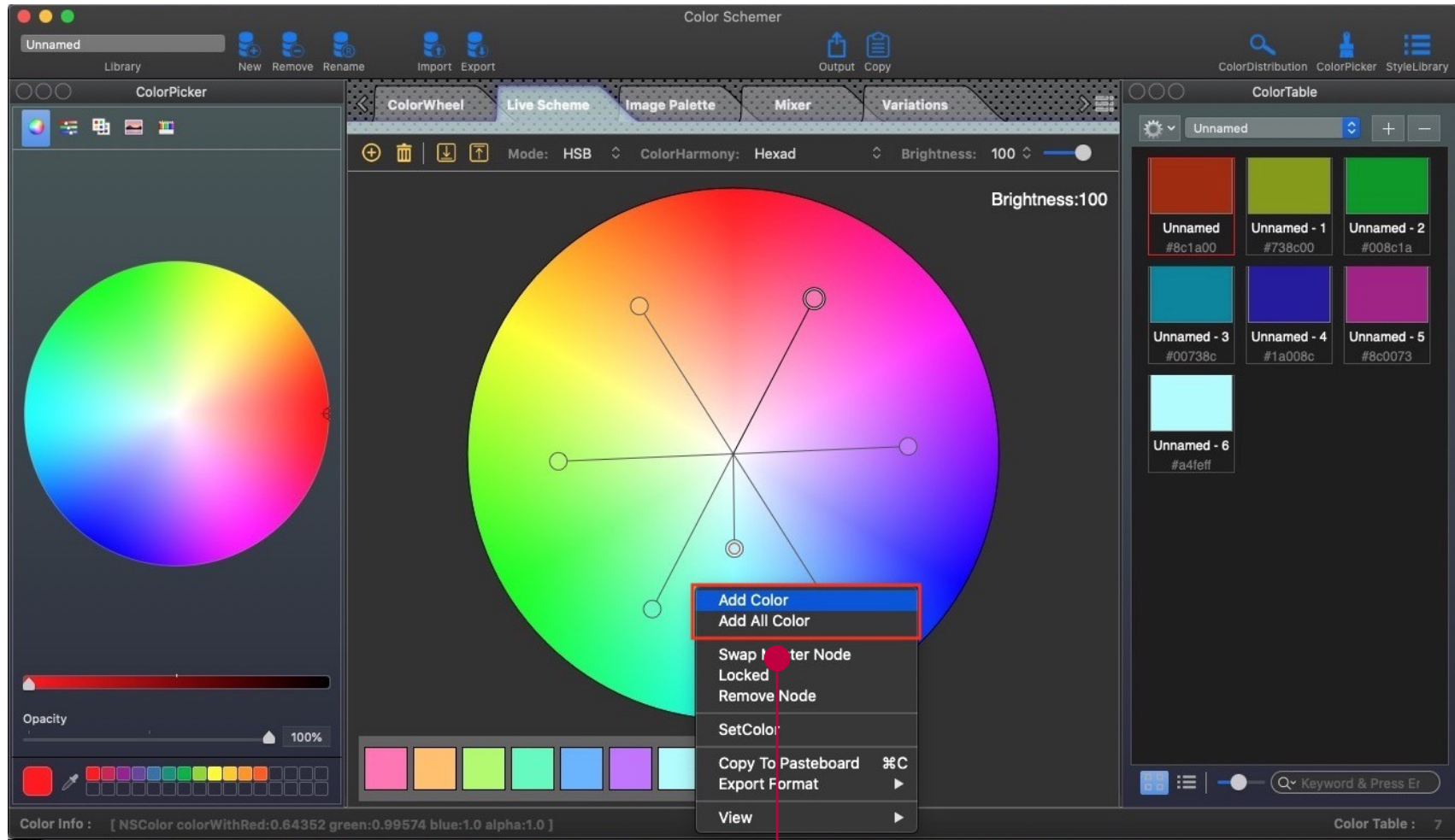






Color Block

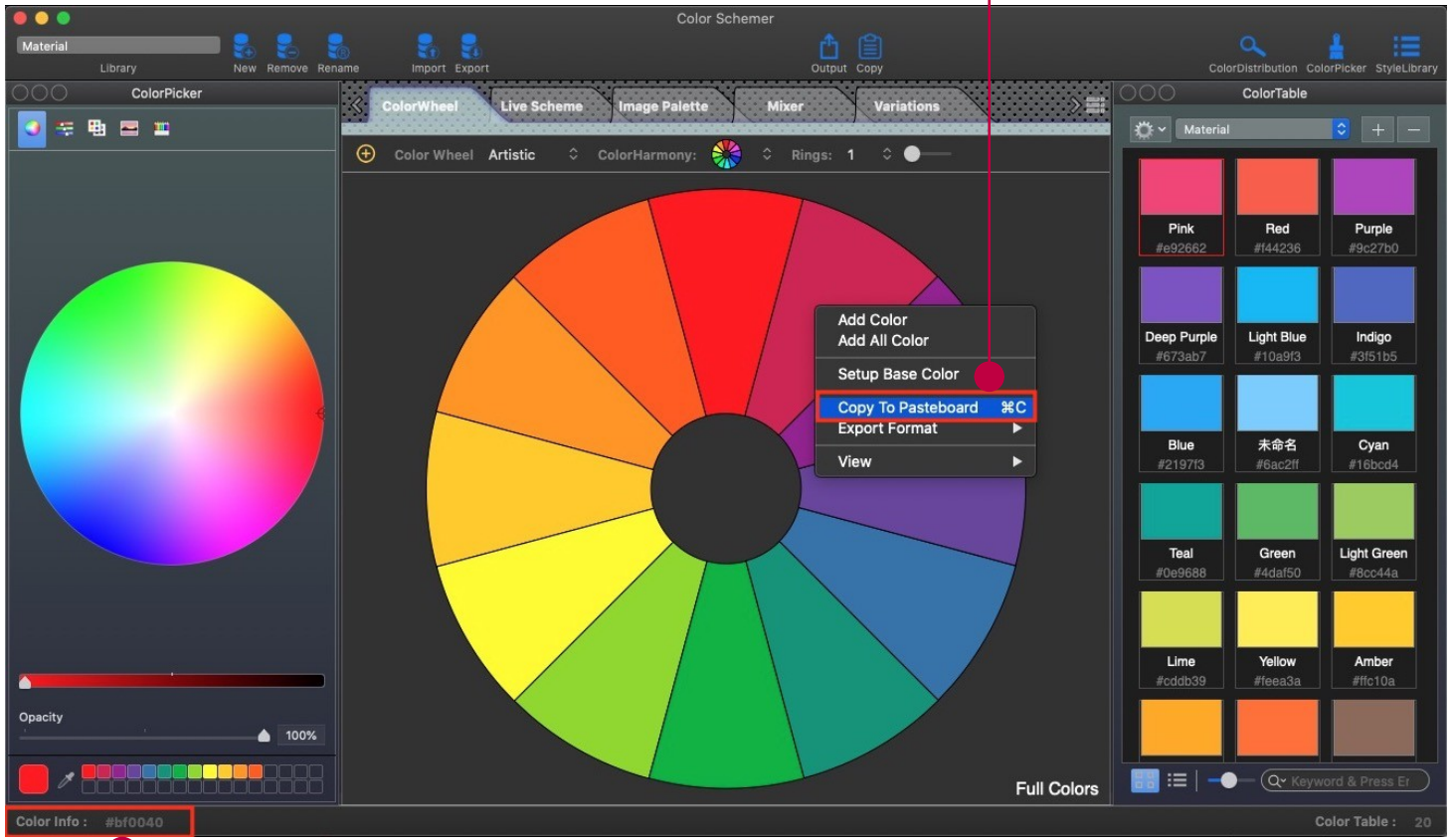




Color Block Menu

How to copy color string.

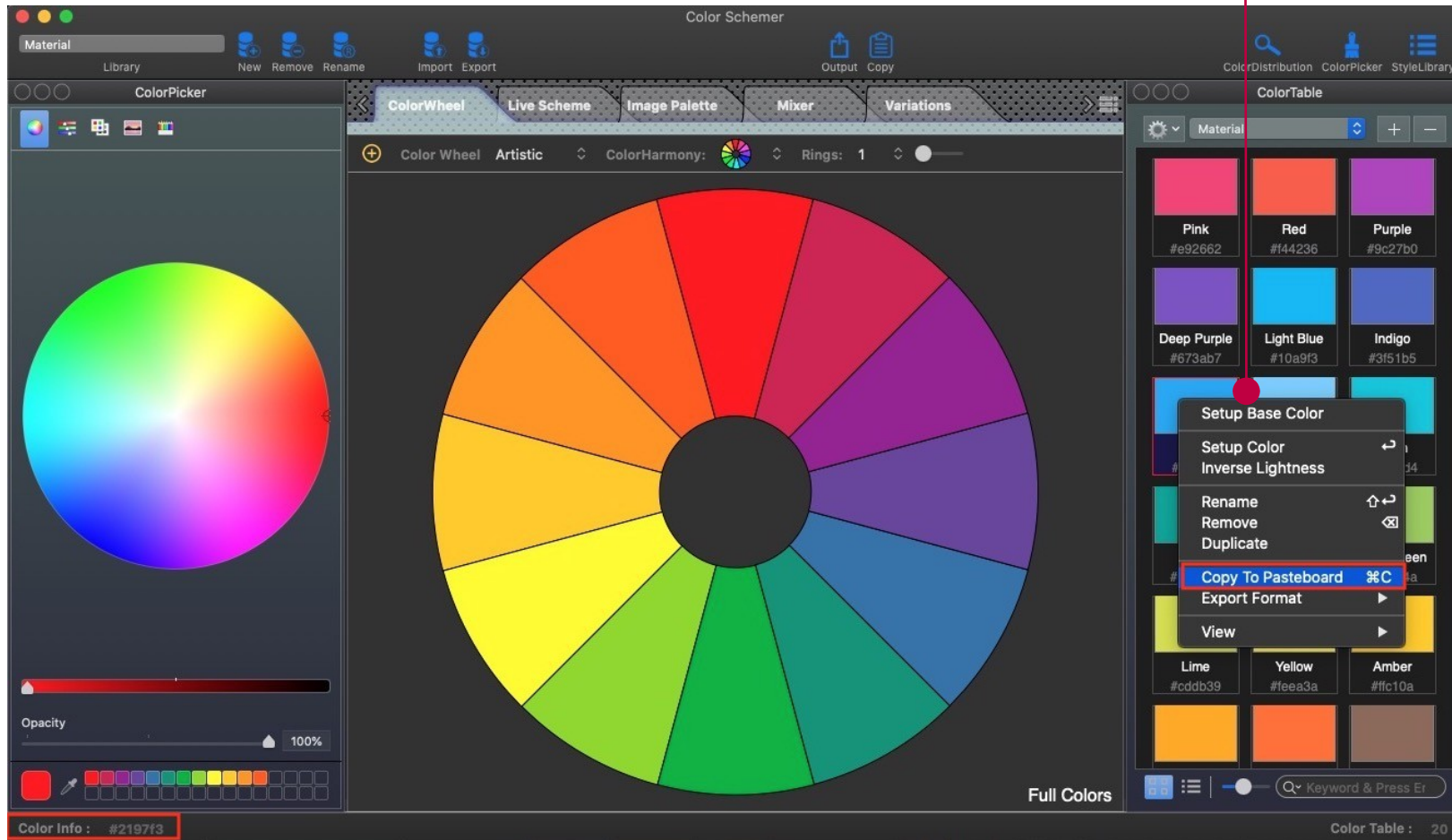
right-click menu to copy color string



Color Info

Support mouse focus + shortcut key (⌘ + C) to copy color string

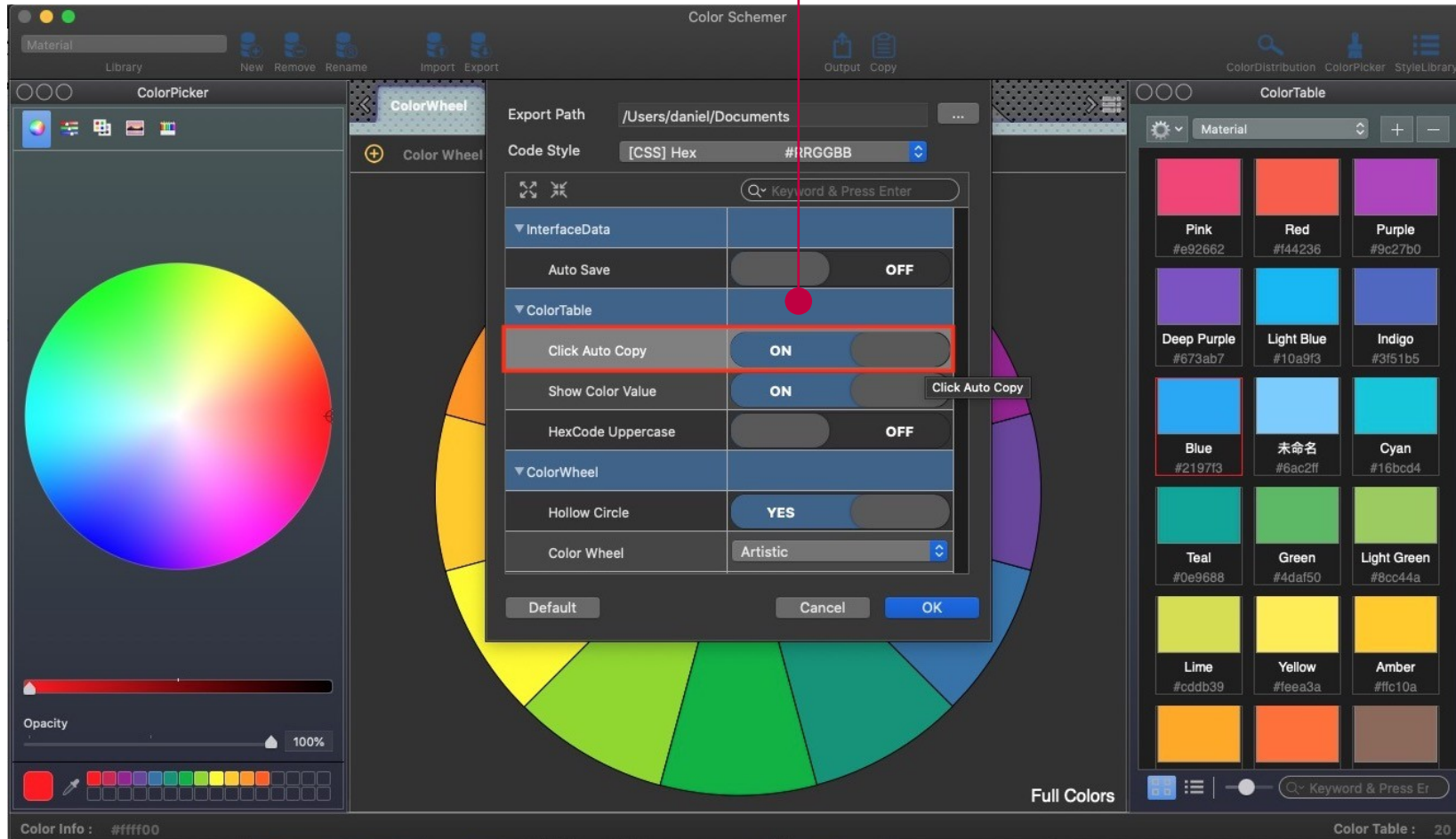
right-click menu to copy color string



Color Info

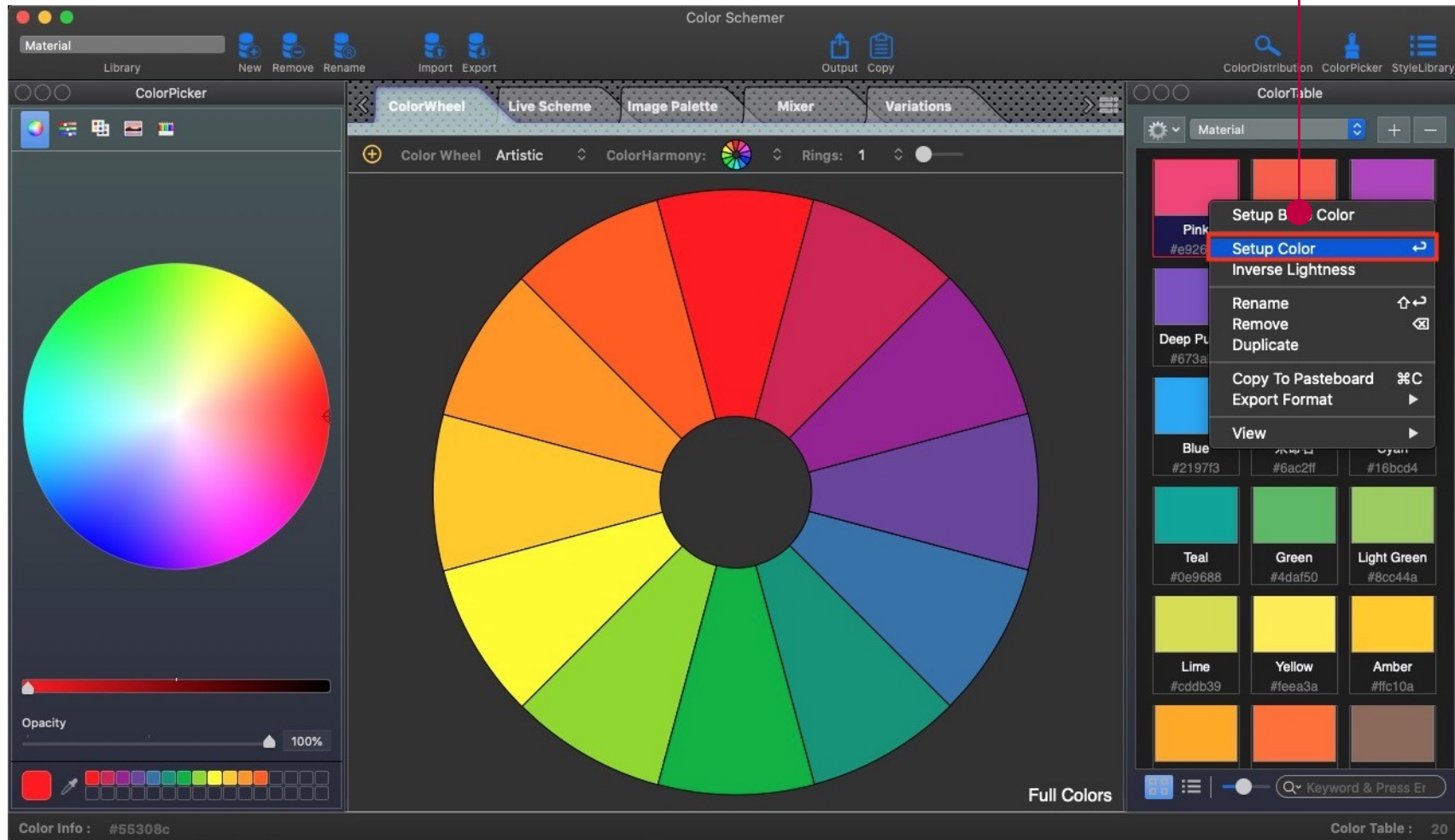
Support mouse selected + shortcut key(⌘+ C) to copy color string

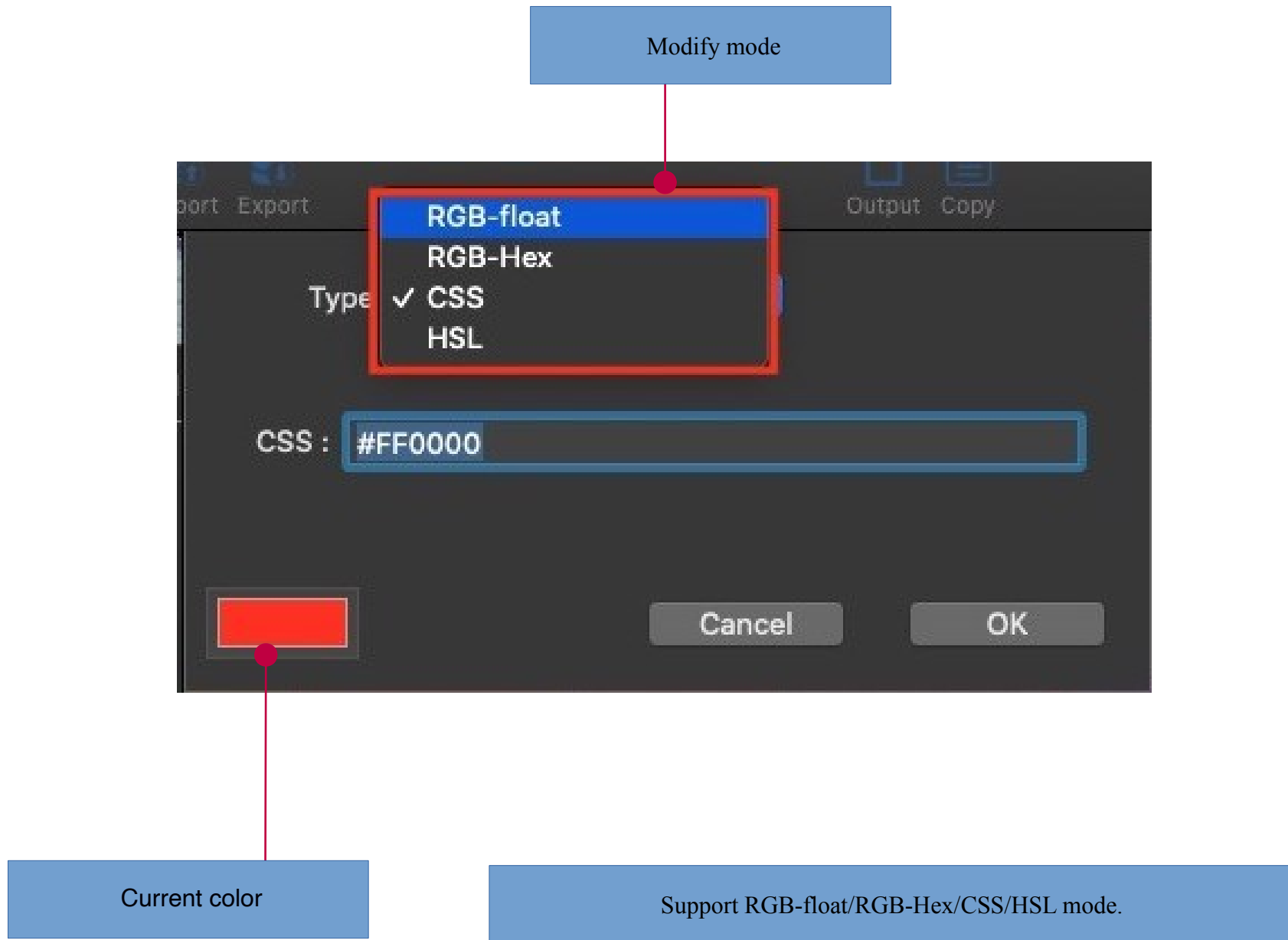
Support left-click automatic to copy color string



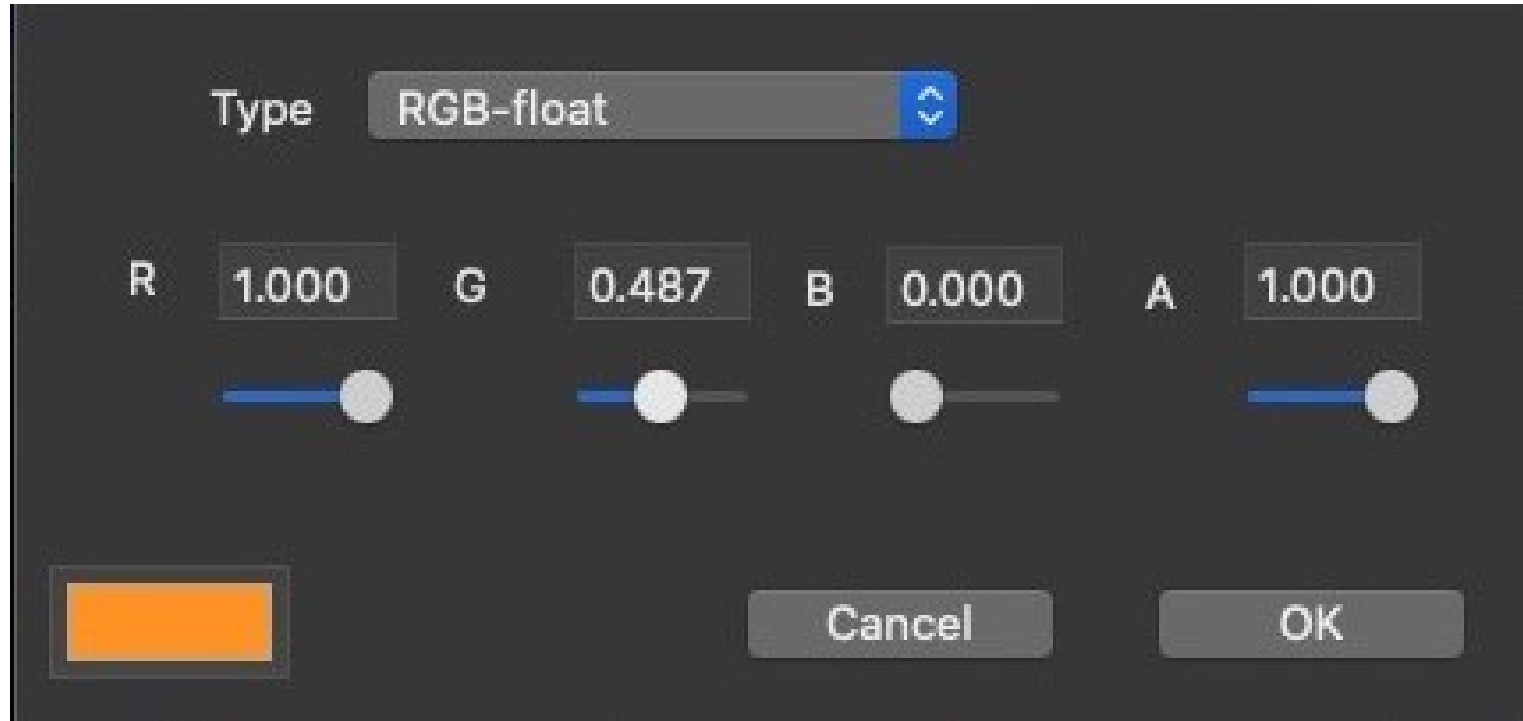
How to modify color data

modify color (menu or shortcut key↵)



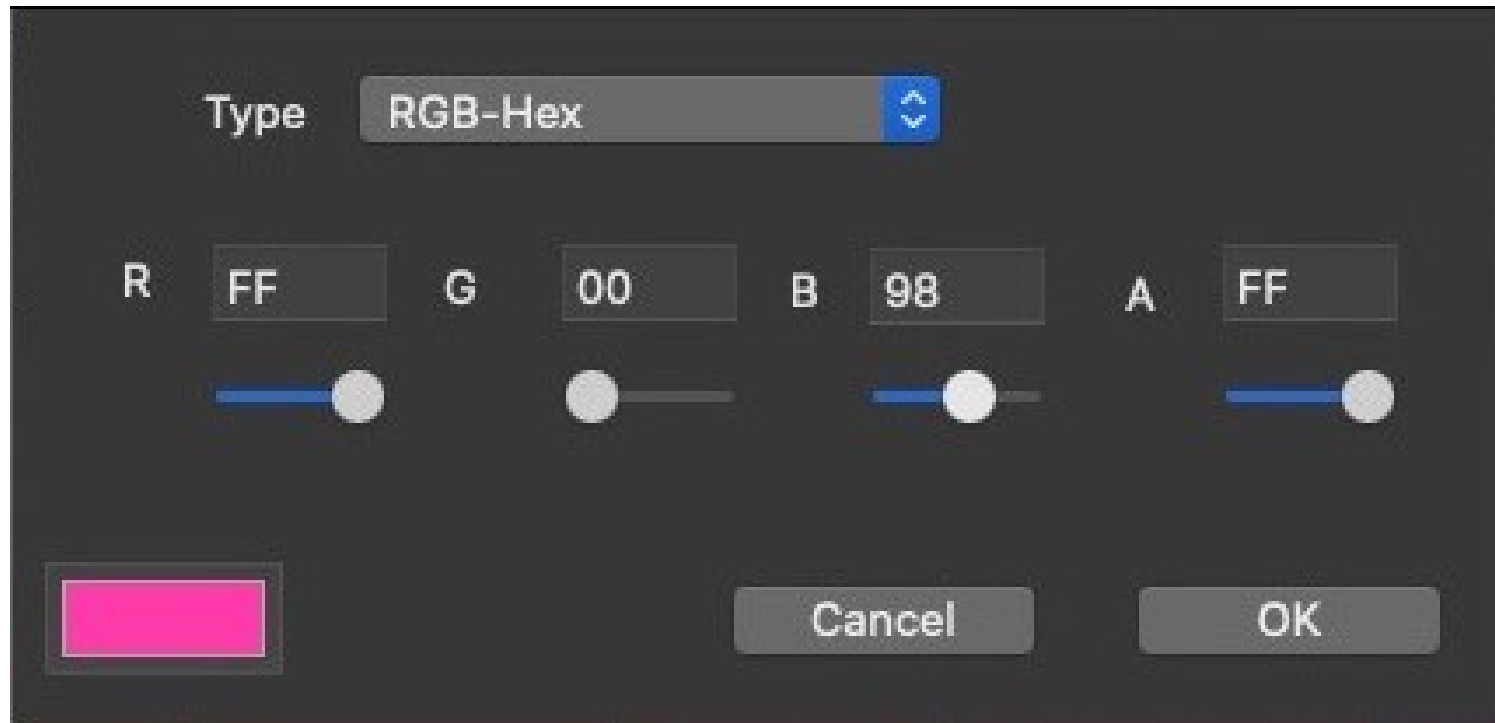


RGB-float



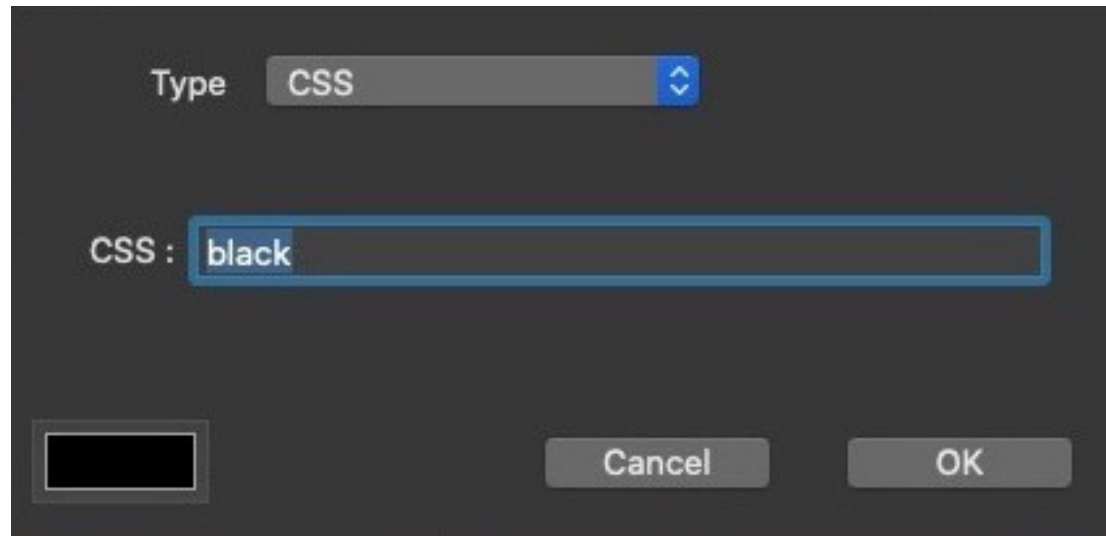
Format	Description
R	Red component of RGB color space. (0.0~1.0)
G	Green component of RGB color space. (0.0~1.0)
B	Blue component of RGB color space. (0.0~1.0)
A	Alpha component of RGB color space. (0.0~1.0)

RGB-Hex



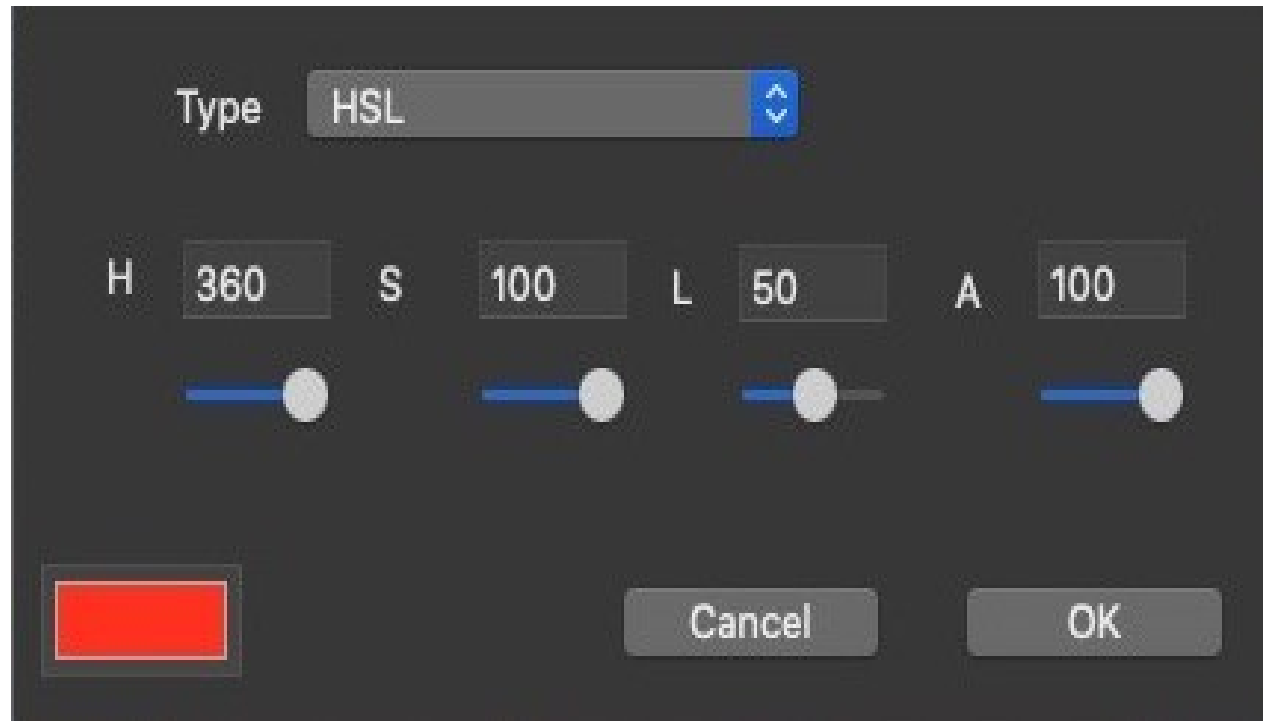
Format	Description
R	Red component of RGB color space. (0x00~0xFF)
G	Green component of RGB color space. (0x00~0xFF)
B	Blue component of RGB color space. (0x00~0xFF)
A	Alpha component of RGB color space. (0x00~0xFF)

CSS Format



Format	Description
Hex	Support 6-digit hexadecimal color code (#FFFFFF)
ShortHex	Support 3-digit hexadecimal color code (#FFF)
CSS Keyword	Support CSS style color code with keyword (Black)
RGB	Support RGB colorspace . rgb(255,255,255)
RGBA	Support RGB colorspace with alpha channel. rgba(255,255,255,1)
HSL	Support HSL colorspace. hsl(360,100%,50%)
HSLA	Support HSL colorspace with alpha channel. hsla(360,100%,50%,1)

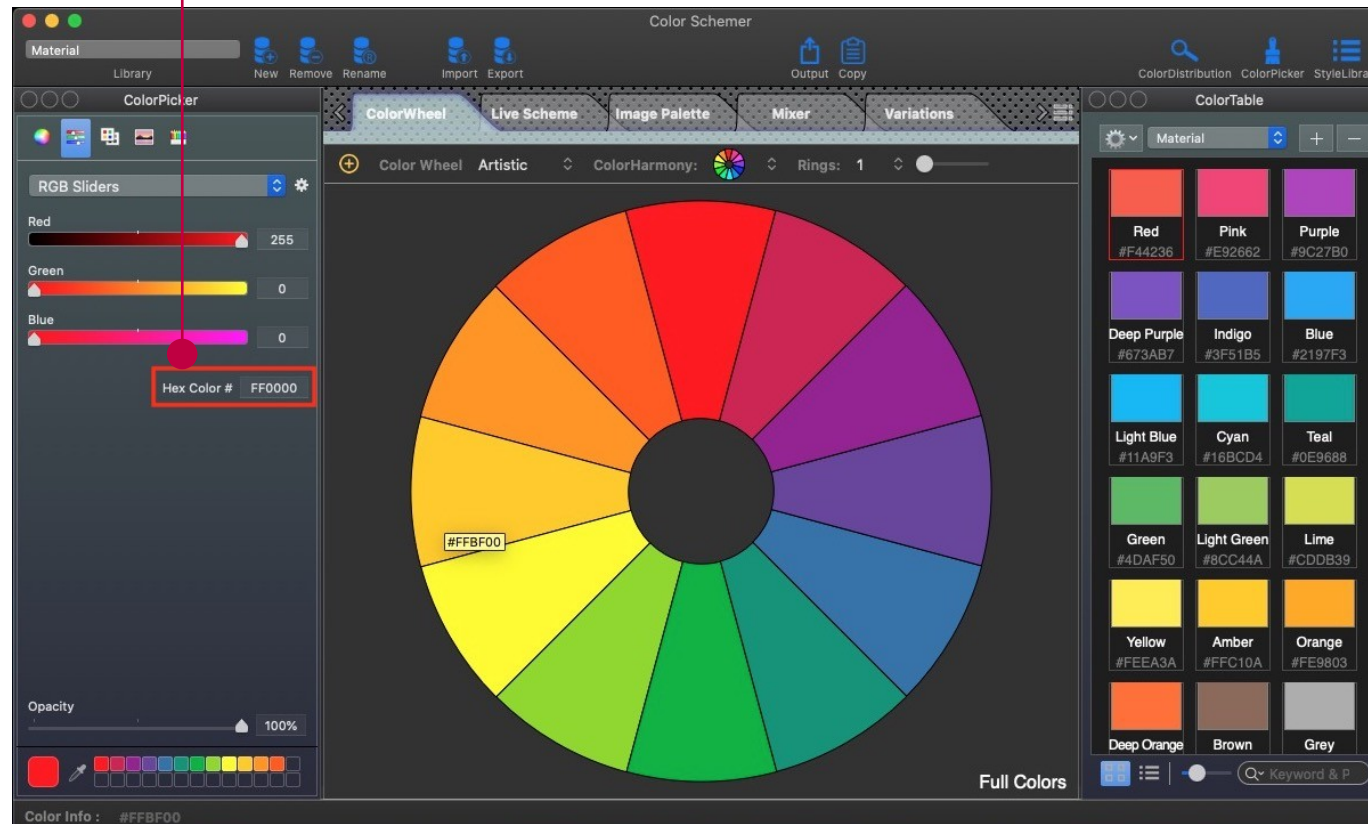
HSL



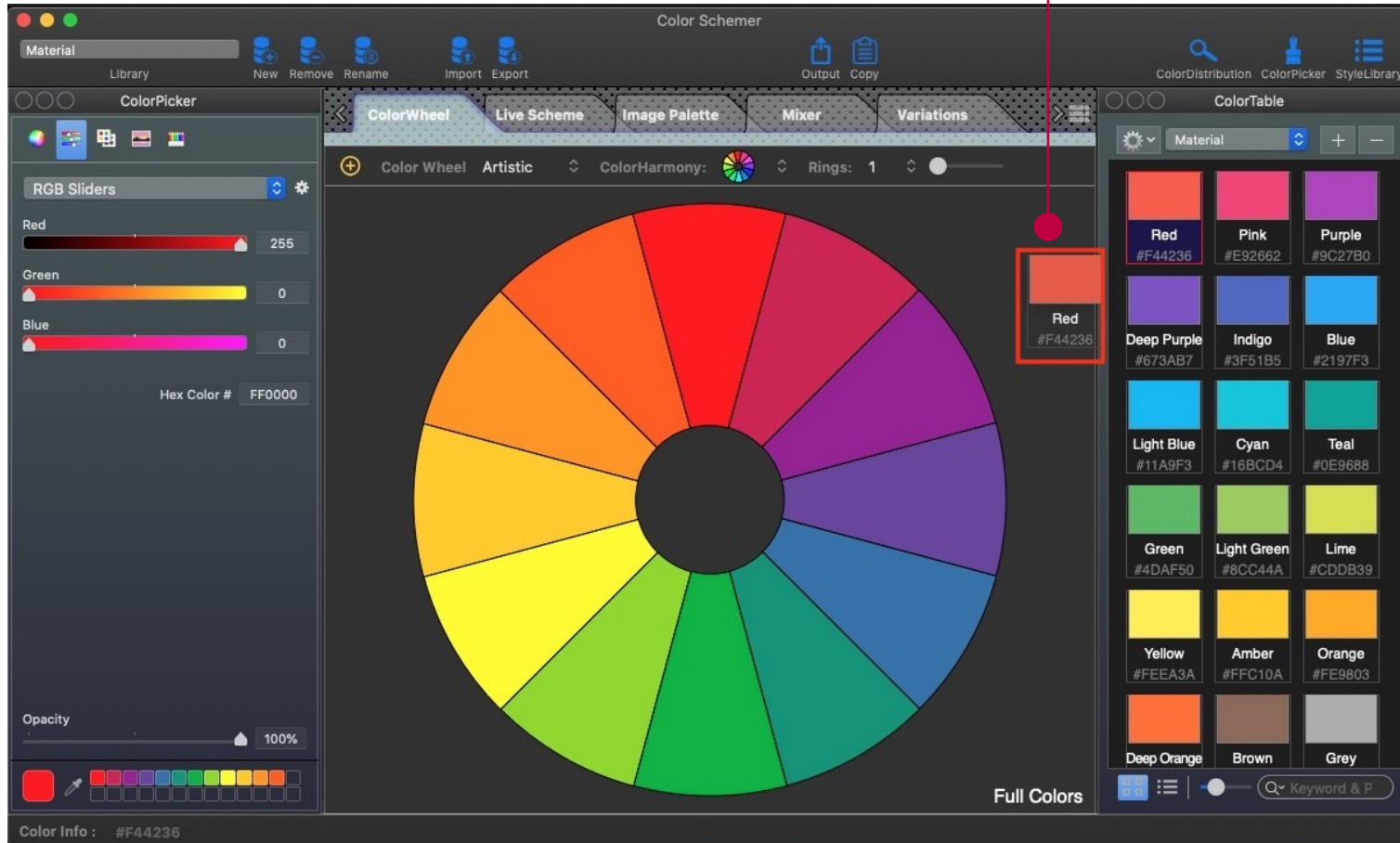
Format	Description
H	Hue component of HSL color space. (0~360)
S	Saturation component of HSL color space. (0~100)
L	Lightness component of HSL color space. (0~100)
A	Alpha component of HSL color space. (0~100)

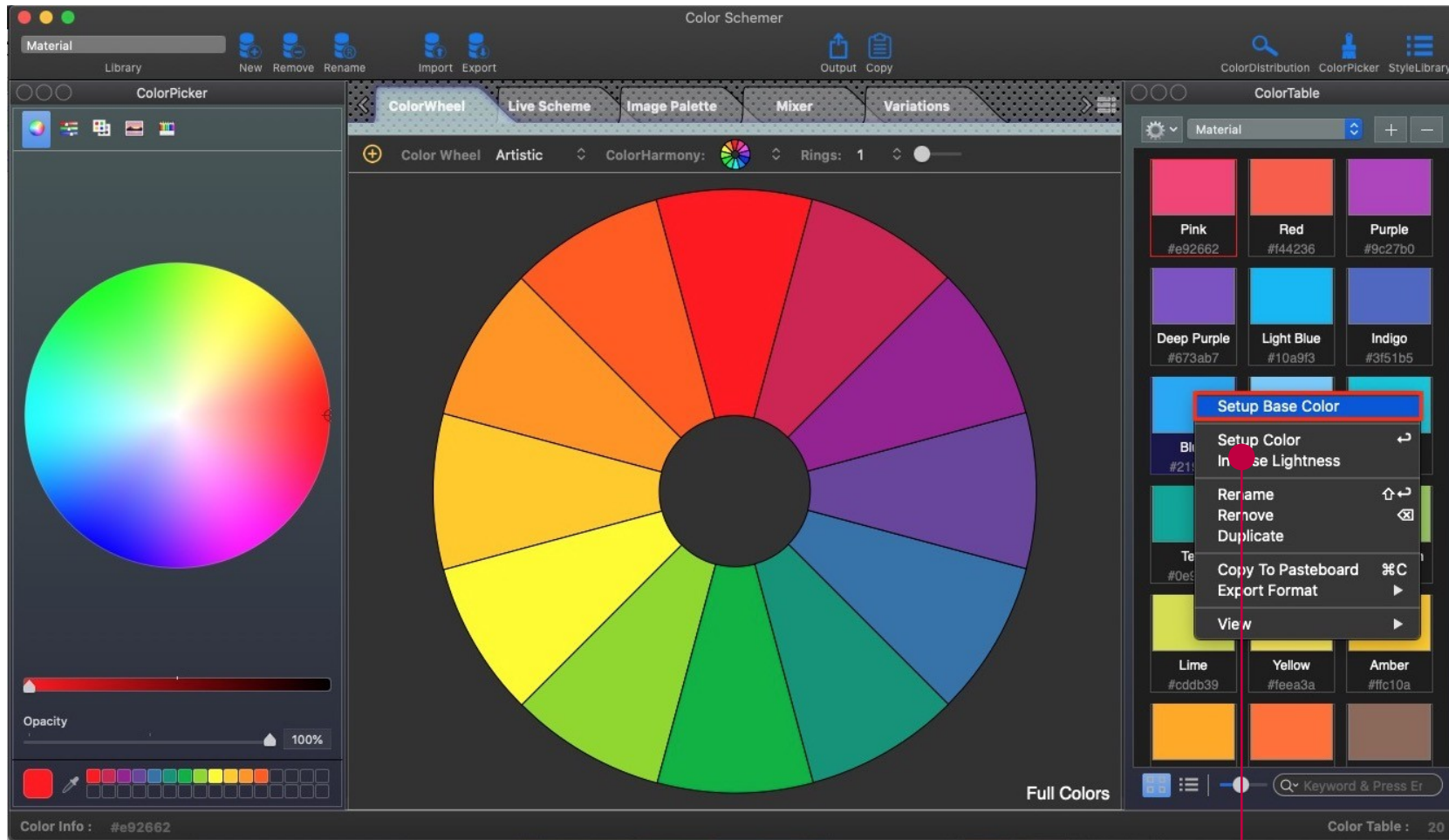
How to set the base color

Use the system palette to inputting RGB or HEX values



Drag the color to set the base color

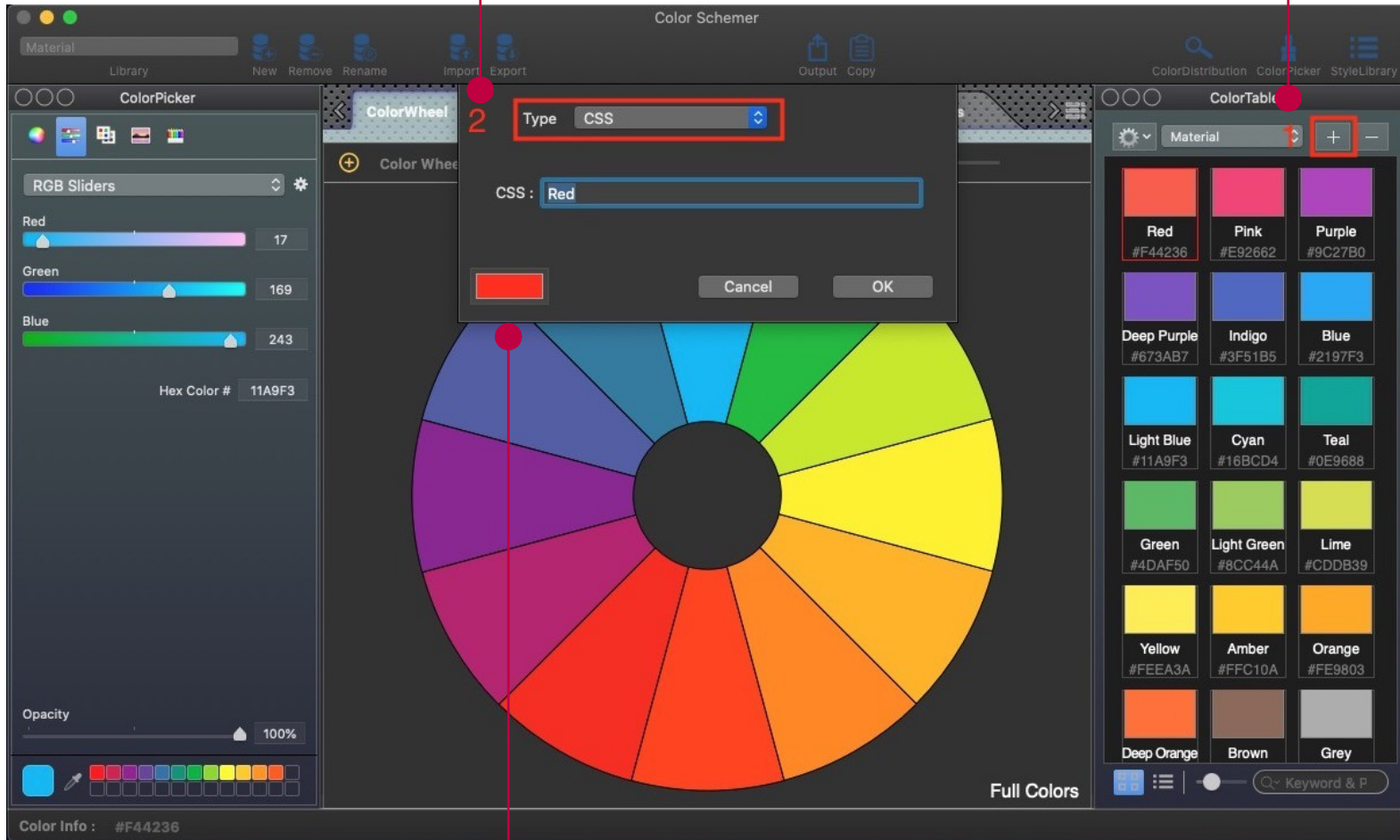




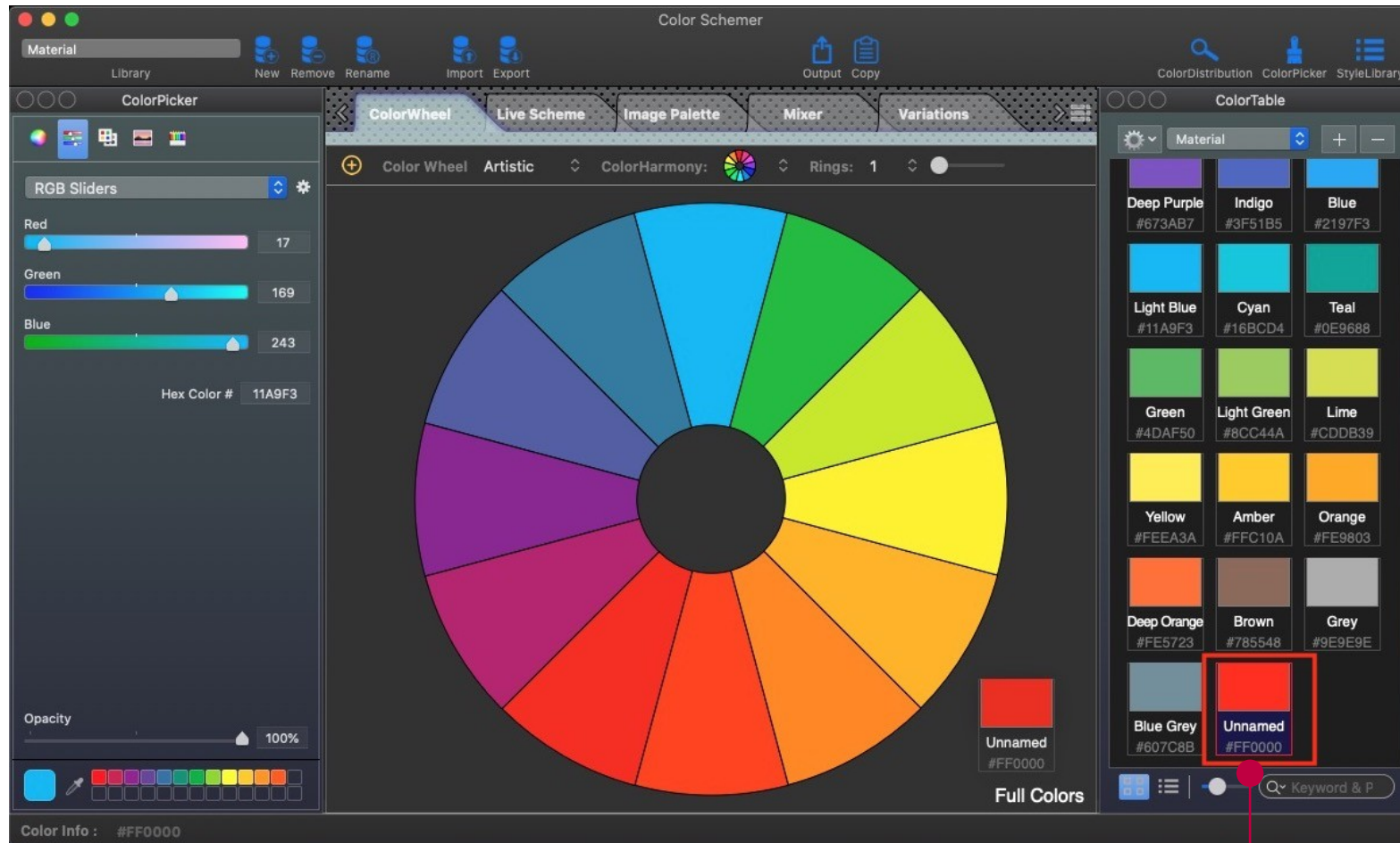
Use the menu to set the base color

2. Use the CSS input type.

1. Create a new color to set the base color.



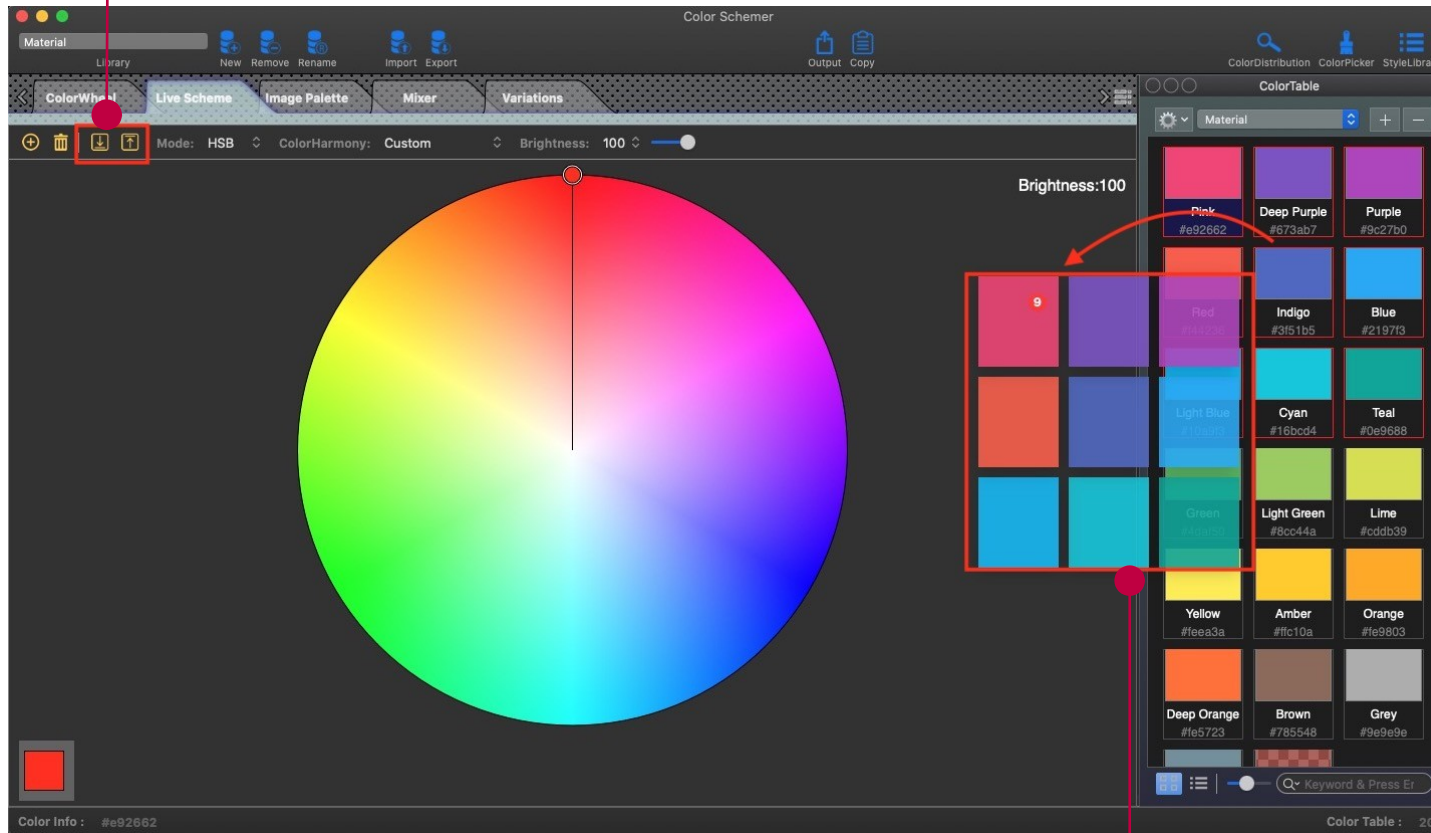
Current input color



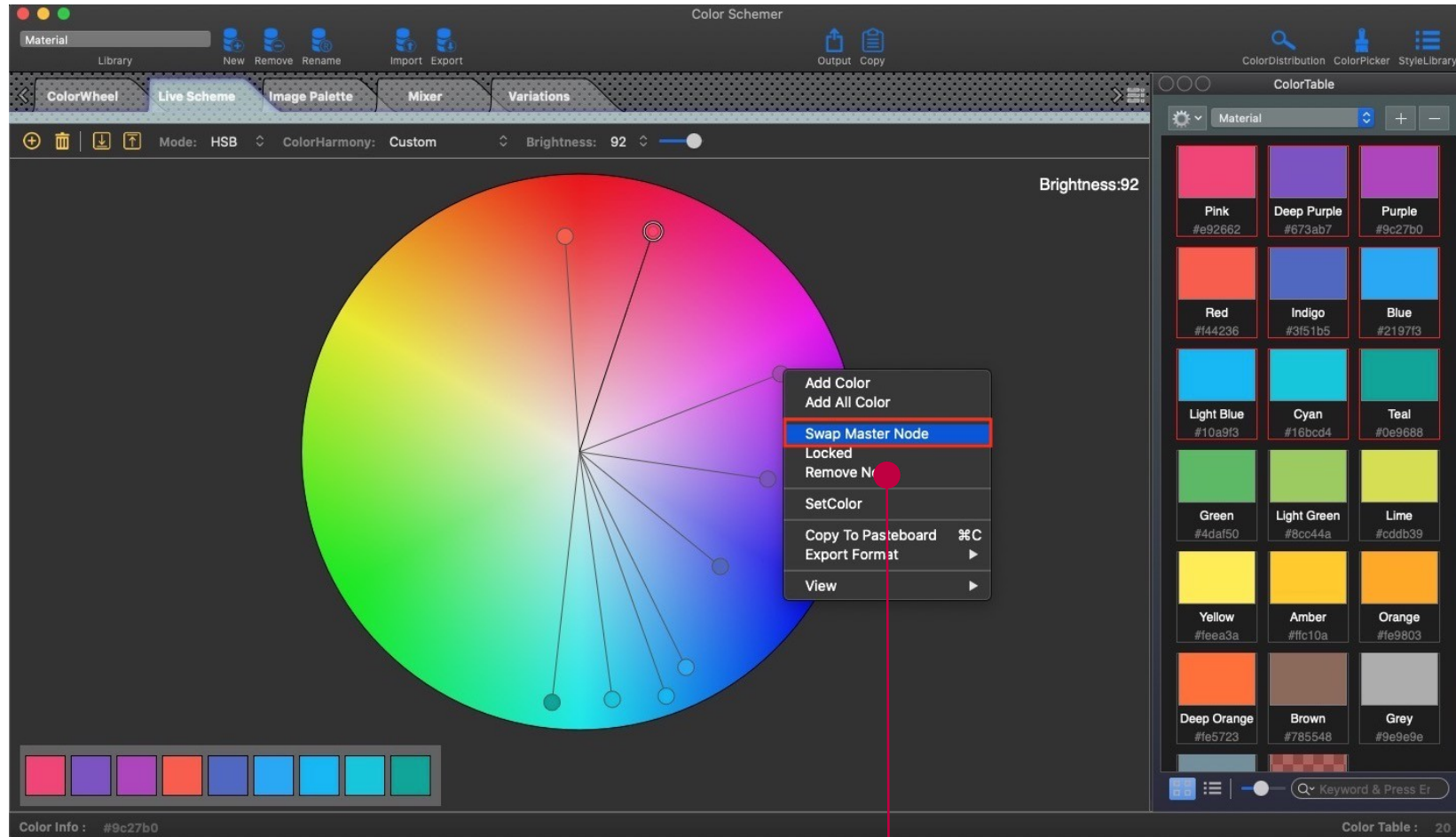
3. Drag the color to set the base color

How to Adjust the Color Scheme

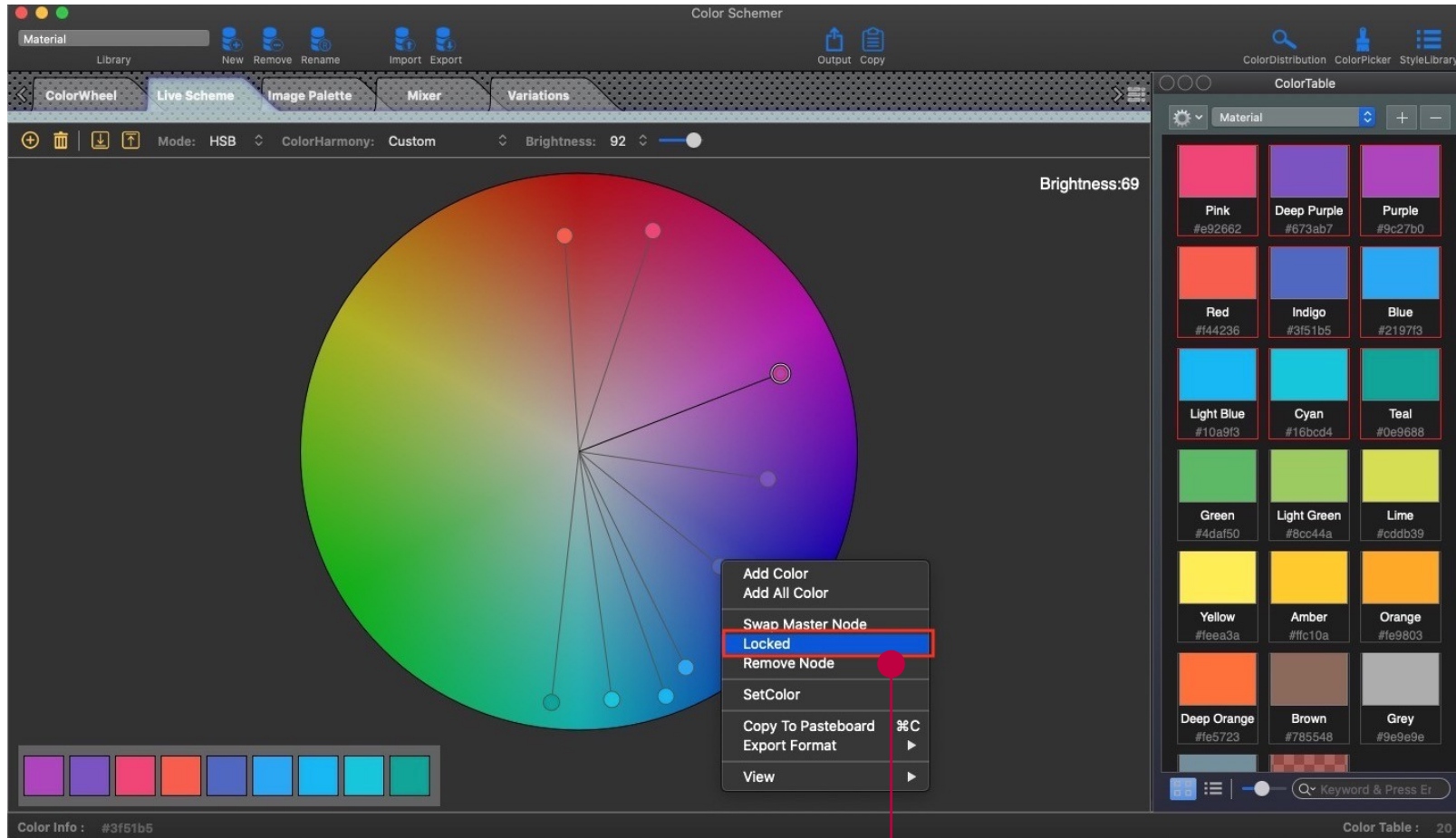
(A) Import color scheme file to set color scheme.



(B) Drag multiple color nodes to set the scheme.

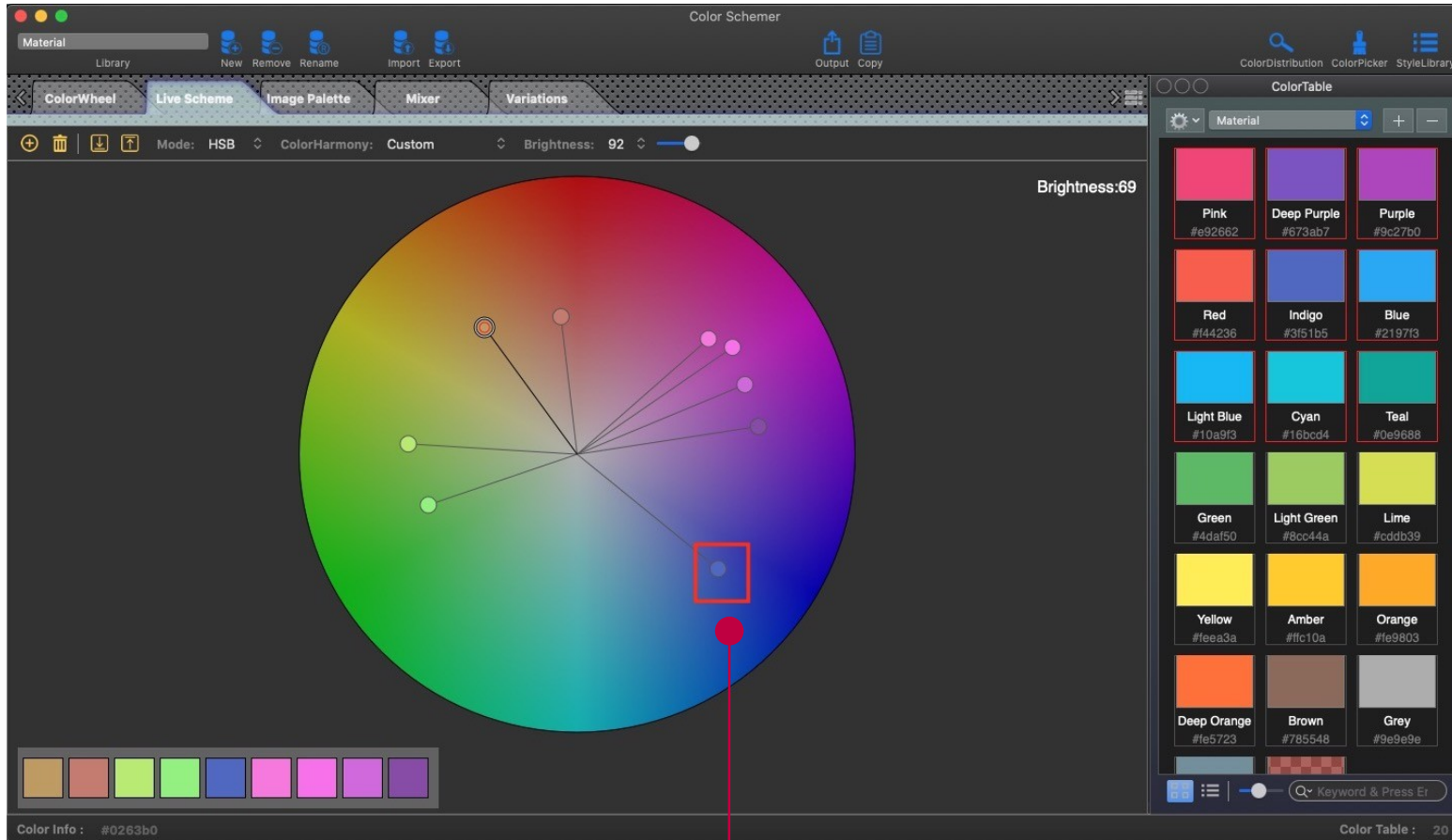


Set the main color node



Lock unlinked nodes

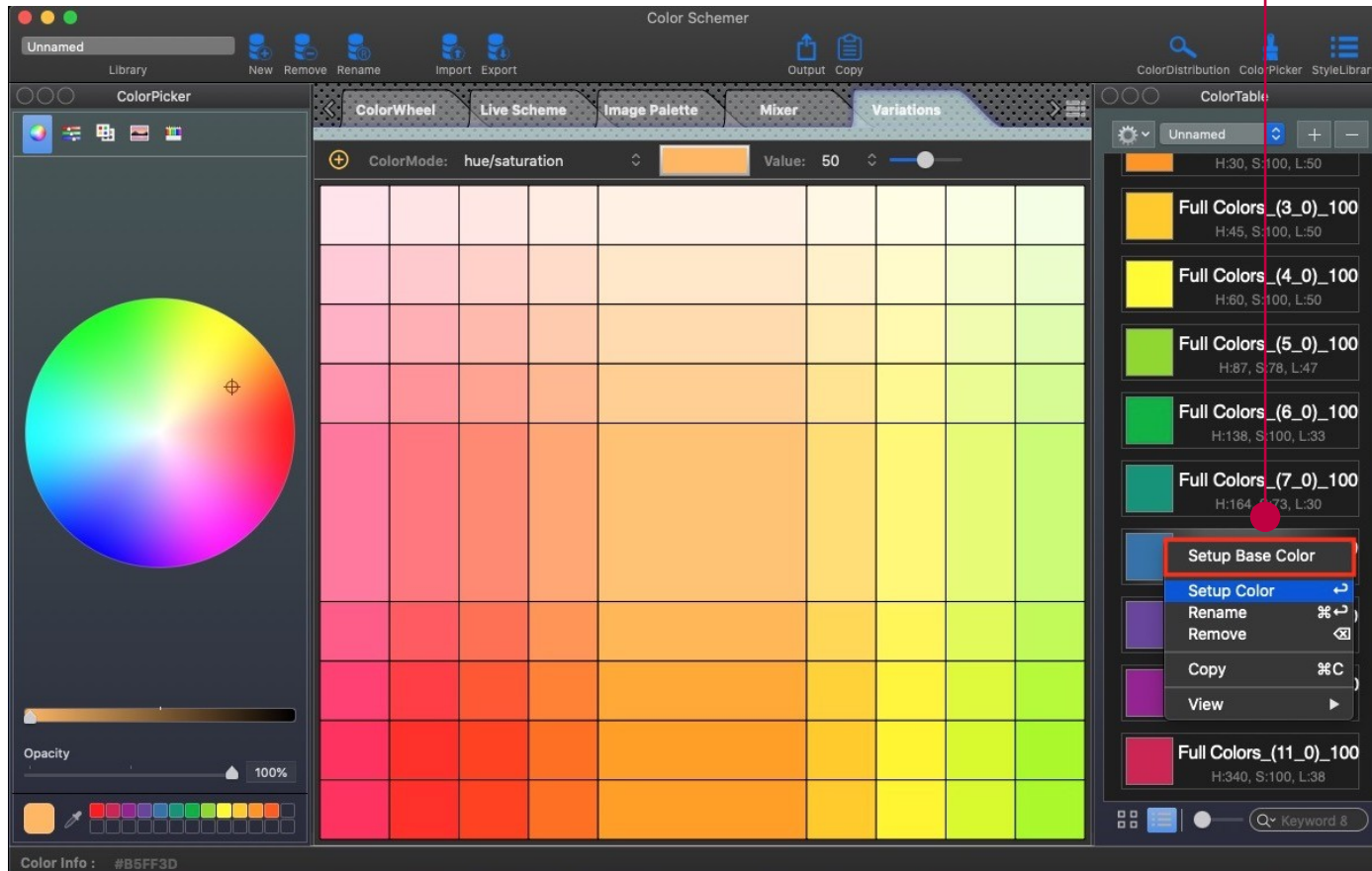
Add modify nodes or create new color groups



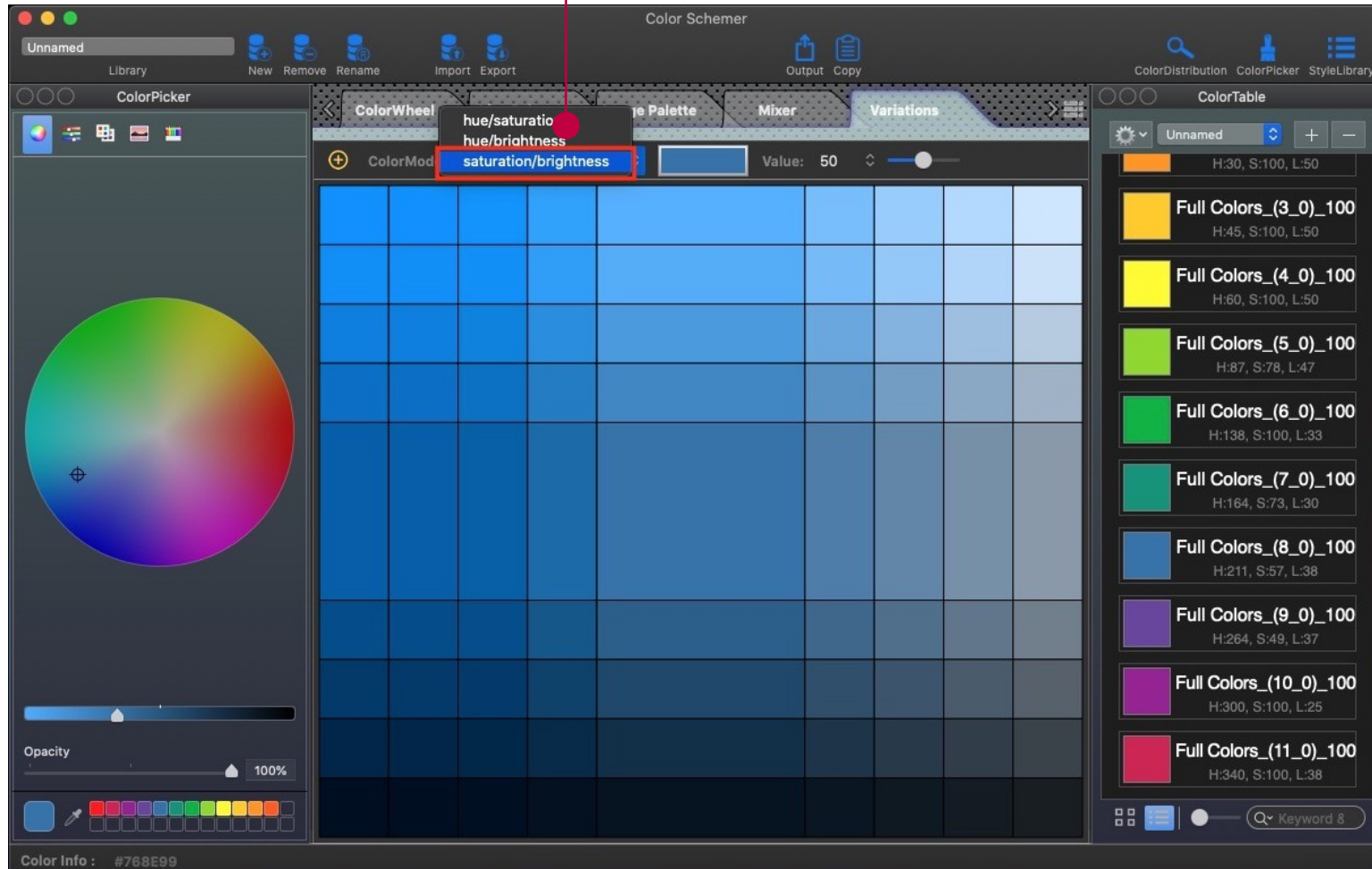
Lock the node, no linkage

How to generate lighten/darken colors

1. Setup Base Color



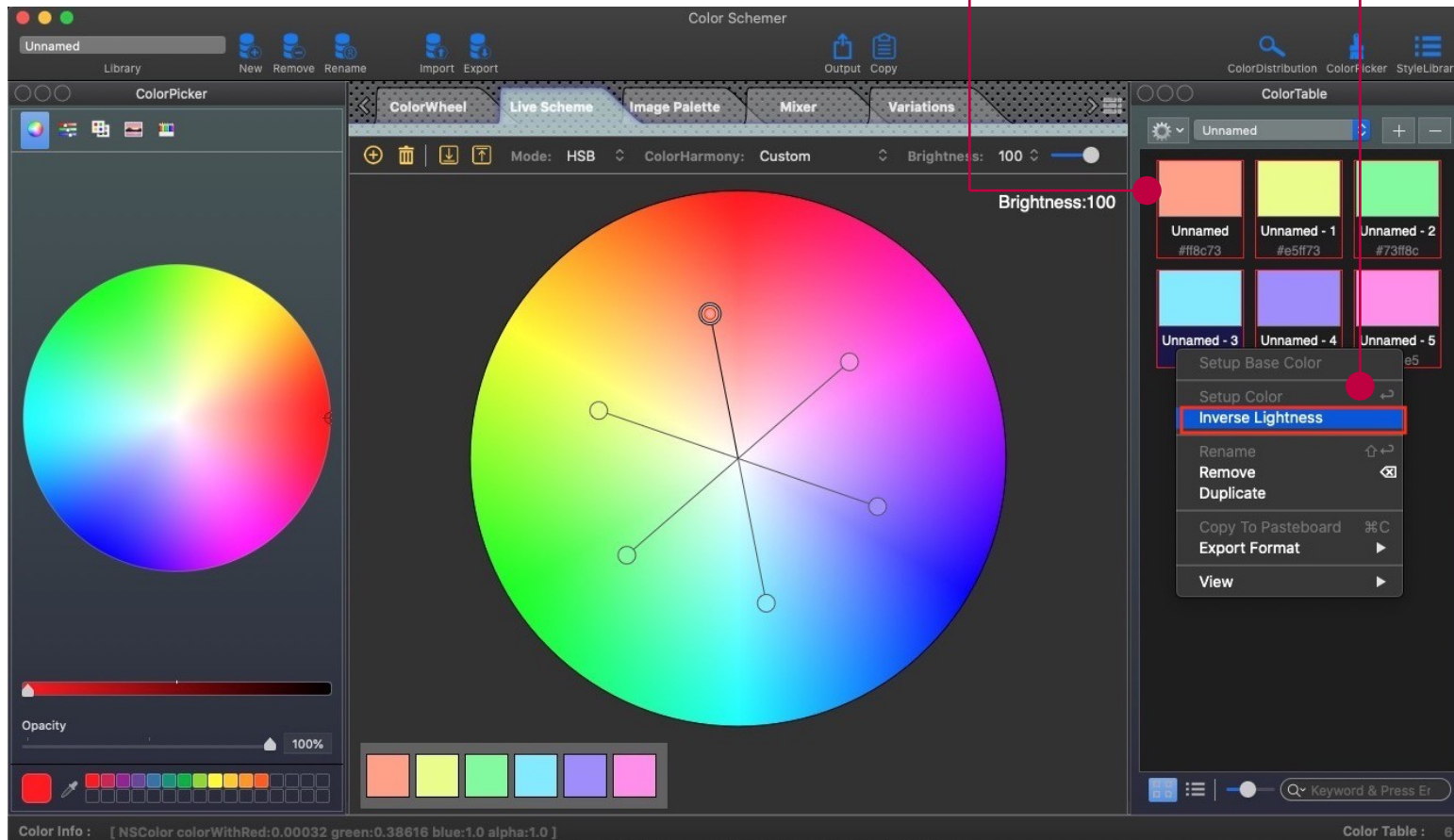
2.Setup Variations Mode

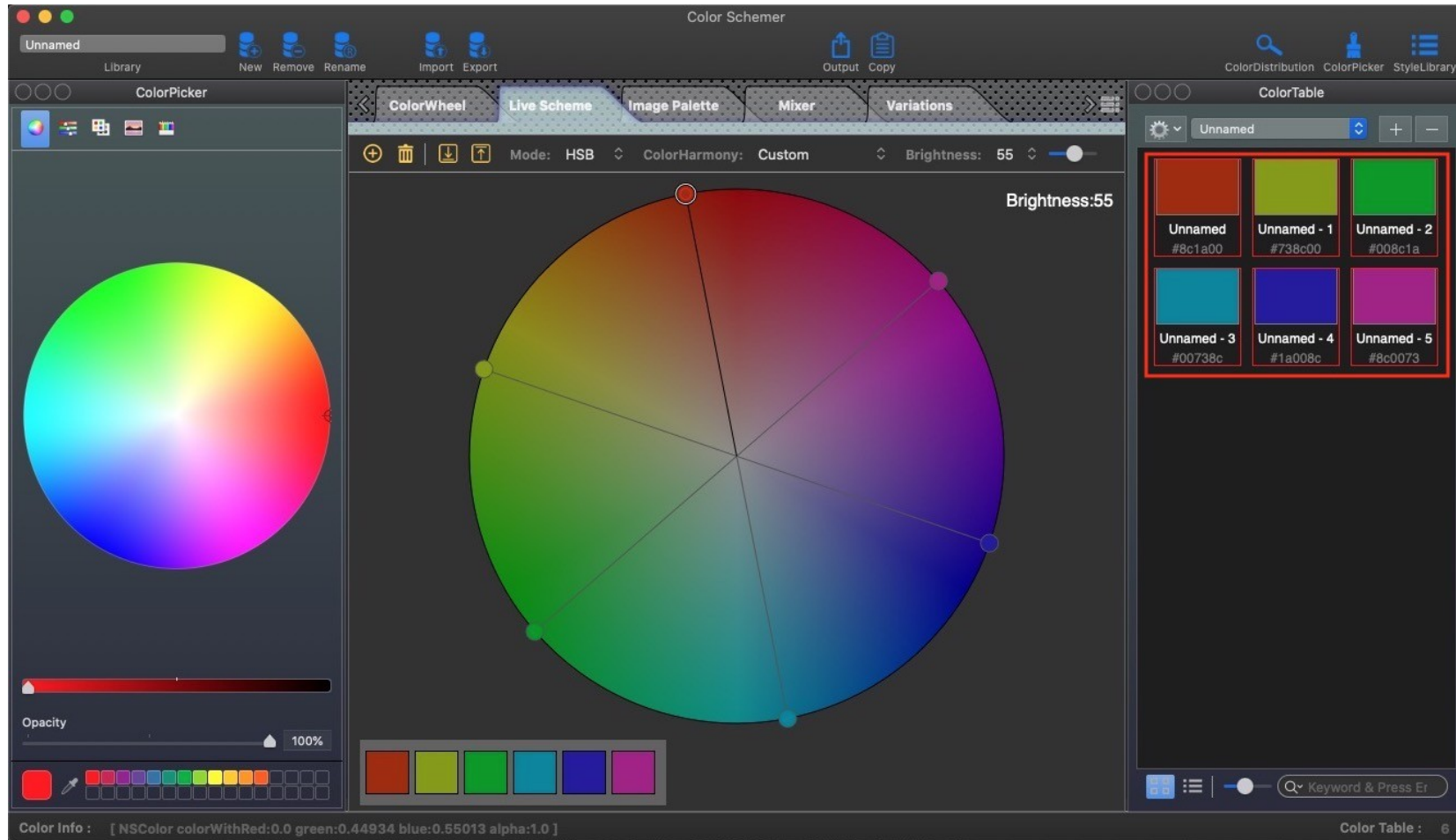


How to invert color lightness (to support dark mode)

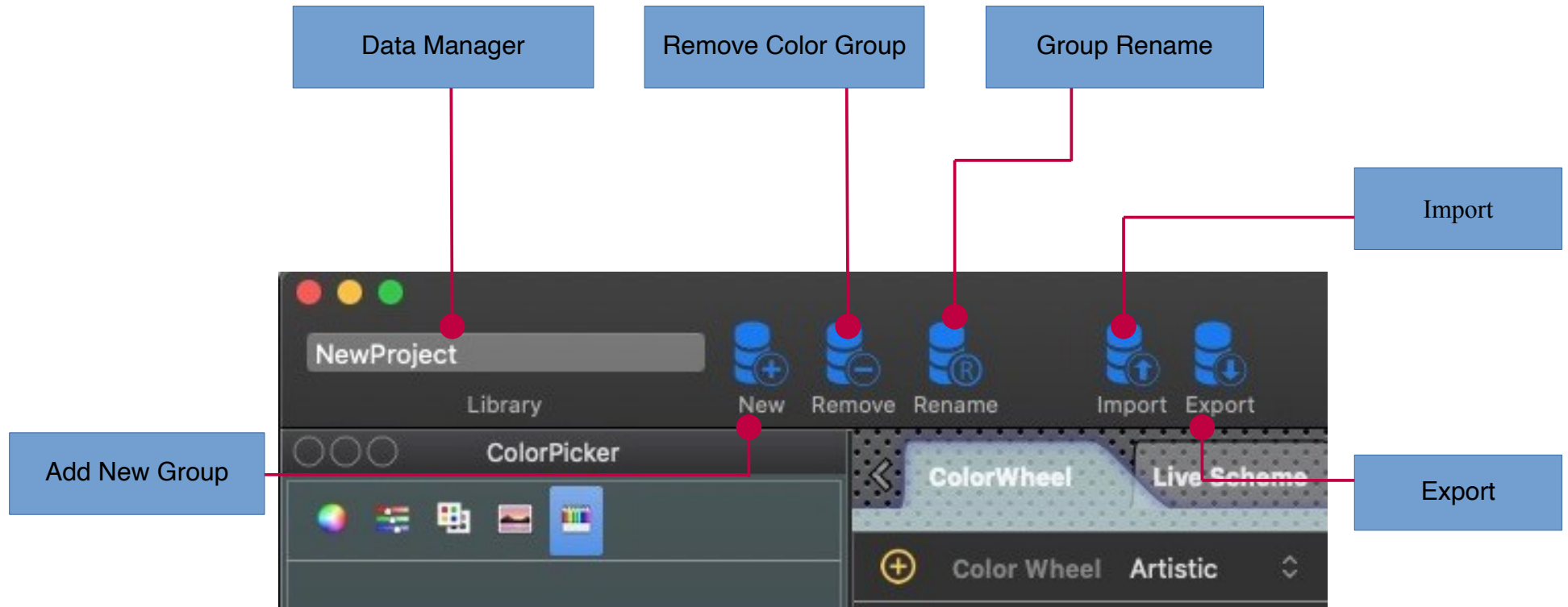
1. Select Color











2. invert Lightness





Data Management



Import / Export Color File Format		
Format	Import	Export
Apple Color Picker Palettes (.clr)		
ColorSchemer Palettes (.cspalette)		
Adobe Swatch Exchange (.ase)		
Adobe Color Swatch (.aco)		
Sketch Palettes (.sketchpalette)		

Screen Color Picker

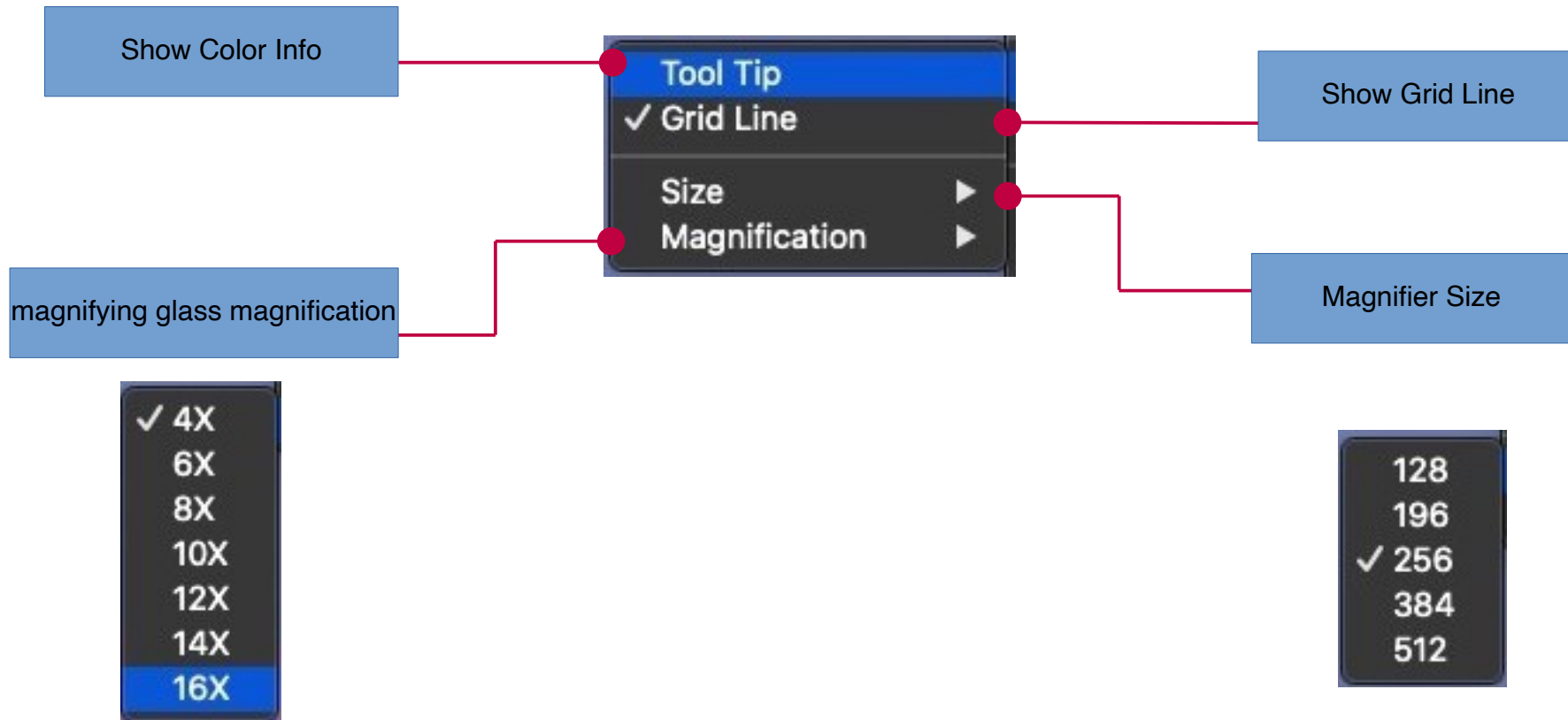
The image shows the application menu for Color Schemer. The menu items are as follows:

- Pick Color (⌘C)
- Magnifying Glass
- Show ColorSchemer Window (⌘W)
- Export Format
- View Format
- ColorPicker (#9899BA)
- ColorPicker - 1 (#202E65)
- ColorPicker - 2 (#193162)
- ColorPicker - 3 (#804E50)
- ColorPicker - 4
- Preferences... (⌘,)
- About Window
- Quit ColorSchemer

Callout boxes point to the following features:

- Pick Screen Color (points to Pick Color)
- Show Main Window (points to Show ColorSchemer Window)
- Magnifier Property (points to Magnifying Glass)
- Color Format (points to Export Format and View Format)
- Color Table (points to the list of ColorPicker items)
- Prefs Window (points to Preferences...)

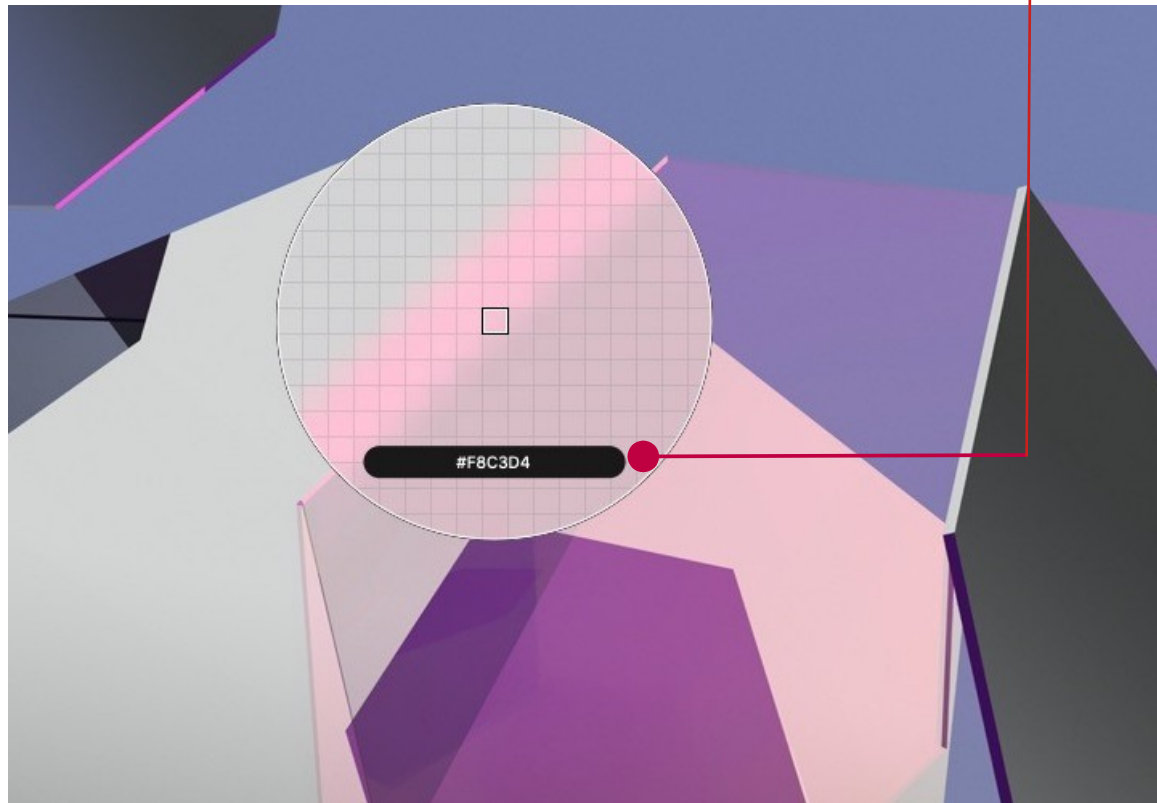
Magnifier Property



Magnifying Glass

Press ESC to end color picking mode

Color Info

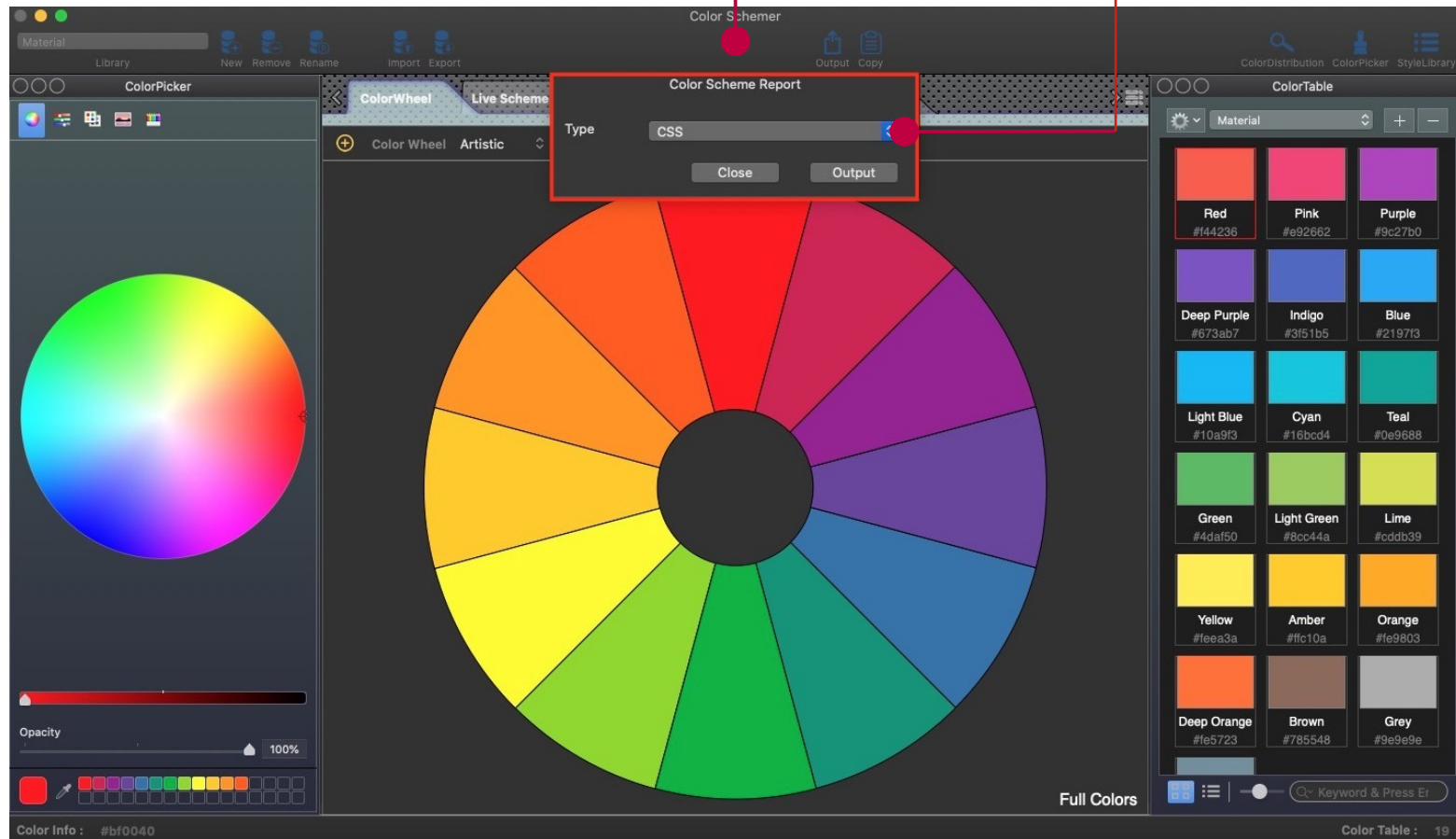


Support mouse click + command key(⌘) to continuous color extraction

Output Module

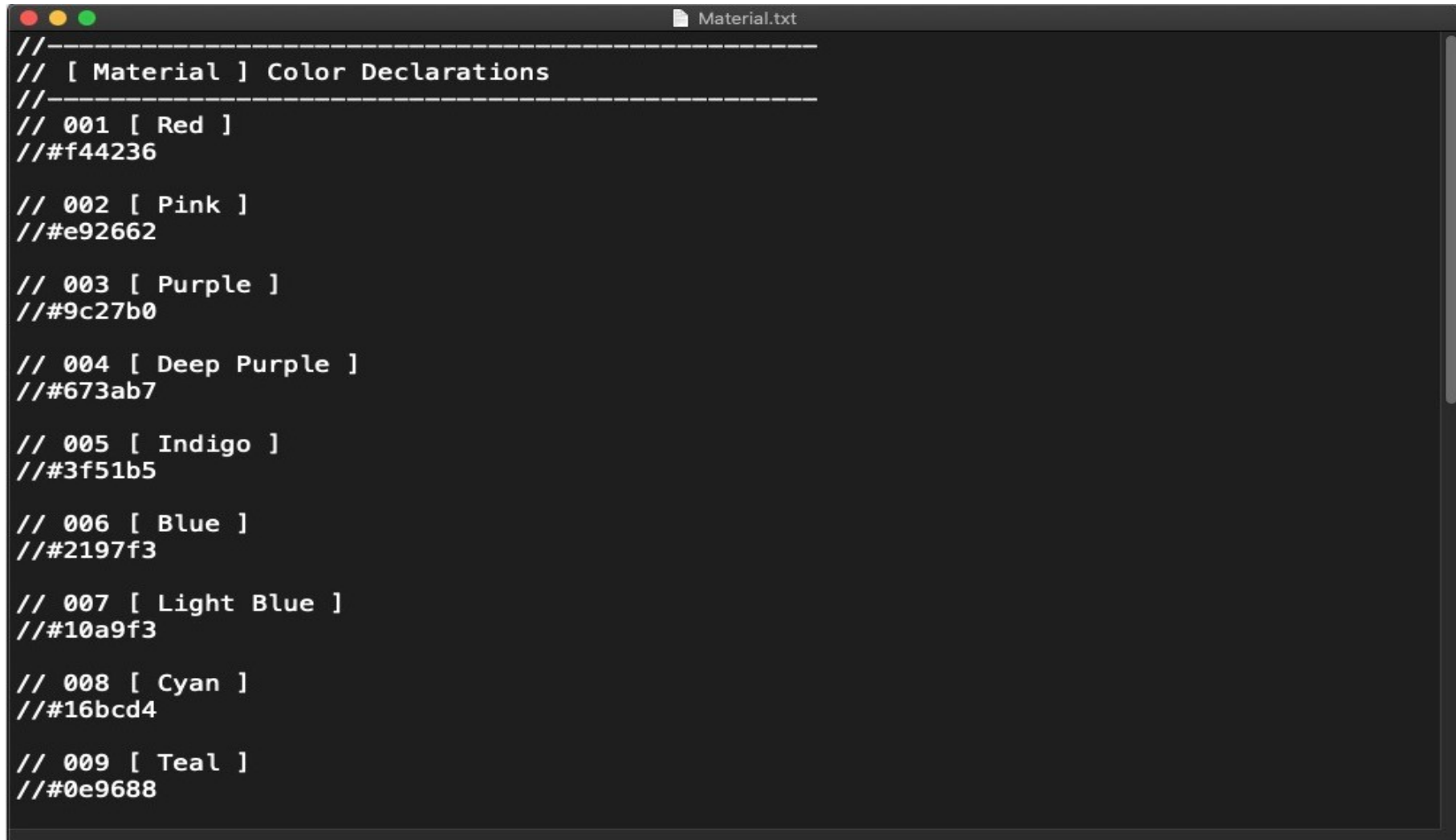
Output

Output Type



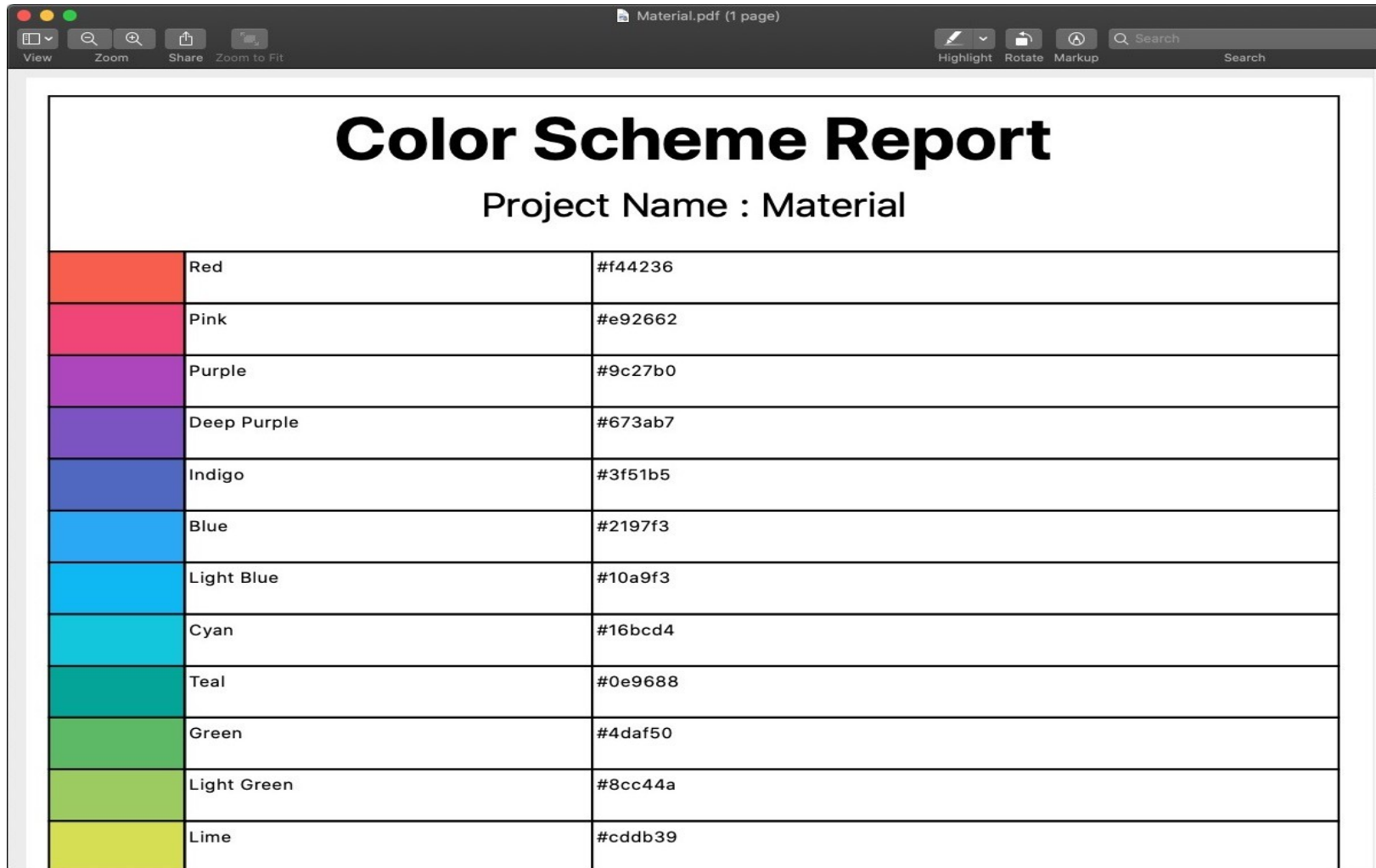
Output Type	Description
Text	Text format - color scheme declaration file.
PDF	PDF format - color scheme report
CSS	CSS format - color scheme declaration file.
HTML	HTML format - color scheme report

Text




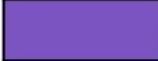










```
//-----  
// [ Material ] Color Declarations  
//-----  
// 001 [ Red ]  
// #f44236  
  
// 002 [ Pink ]  
// #e92662  
  
// 003 [ Purple ]  
// #9c27b0  
  
// 004 [ Deep Purple ]  
// #673ab7  
  
// 005 [ Indigo ]  
// #3f51b5  
  
// 006 [ Blue ]  
// #2197f3  
  
// 007 [ Light Blue ]  
// #10a9f3  
  
// 008 [ Cyan ]  
// #16bcd4  
  
// 009 [ Teal ]  
// #0e9688
```

PDF



Color Scheme Report
Project Name : Material

	Red	#f44236
	Pink	#e92662
	Purple	#9c27b0
	Deep Purple	#673ab7
	Indigo	#3f51b5
	Blue	#2197f3
	Light Blue	#10a9f3
	Cyan	#16bcd4
	Teal	#0e9688
	Green	#4daf50
	Light Green	#8cc44a
	Lime	#cddb39

CSS

```
/* 014 [ Amber ] */
.Amber {
    Color: #ffc10a;
}

/* 015 [ Orange ] */
.Orange {
    Color: #fe9803;
}

/* 016 [ Deep Orange ] */
.DeepOrange {
    Color: #fe5723;
}

/* 017 [ Brown ] */
.Brown {
    Color: #785548;
}

/* 018 [ Grey ] */
.Grey {
    Color: #9e9e9e;
}

/* 019 [ Blue Grey ] */
.BlueGrey {
    Color: #607c8b;
}

/* 020 [ Unnamed ] */
.Unnamed {
    Color: #ff0000; /* Require fallback colors */
    Color: rgba(255,0,0,0.346591);
}
```

HTML

[Material] Color Declarations**Red**

#f44236

**Pink**

#e92662

**Purple**

#9c27b0

**Deep Purple**

#673ab7

**Indigo**

#3f51b5

**Blue**

#2197f3

**Light Blue**

#10a9f3

**Cyan**

#16bcd4

**Teal**

#0e9688

**Green**

#4daf50

**Light Green**

#8cc44a

**Lime**

#cddb39

**Yellow**

#feea3a

**Amber**

#ffc10a

**Orange**

#fe9803

**Deep Orange**

#fe5723

**Brown**

#785548

**Grey**

#9e9e9e

**Blue Grey**

#607c8b

**Unnamed**

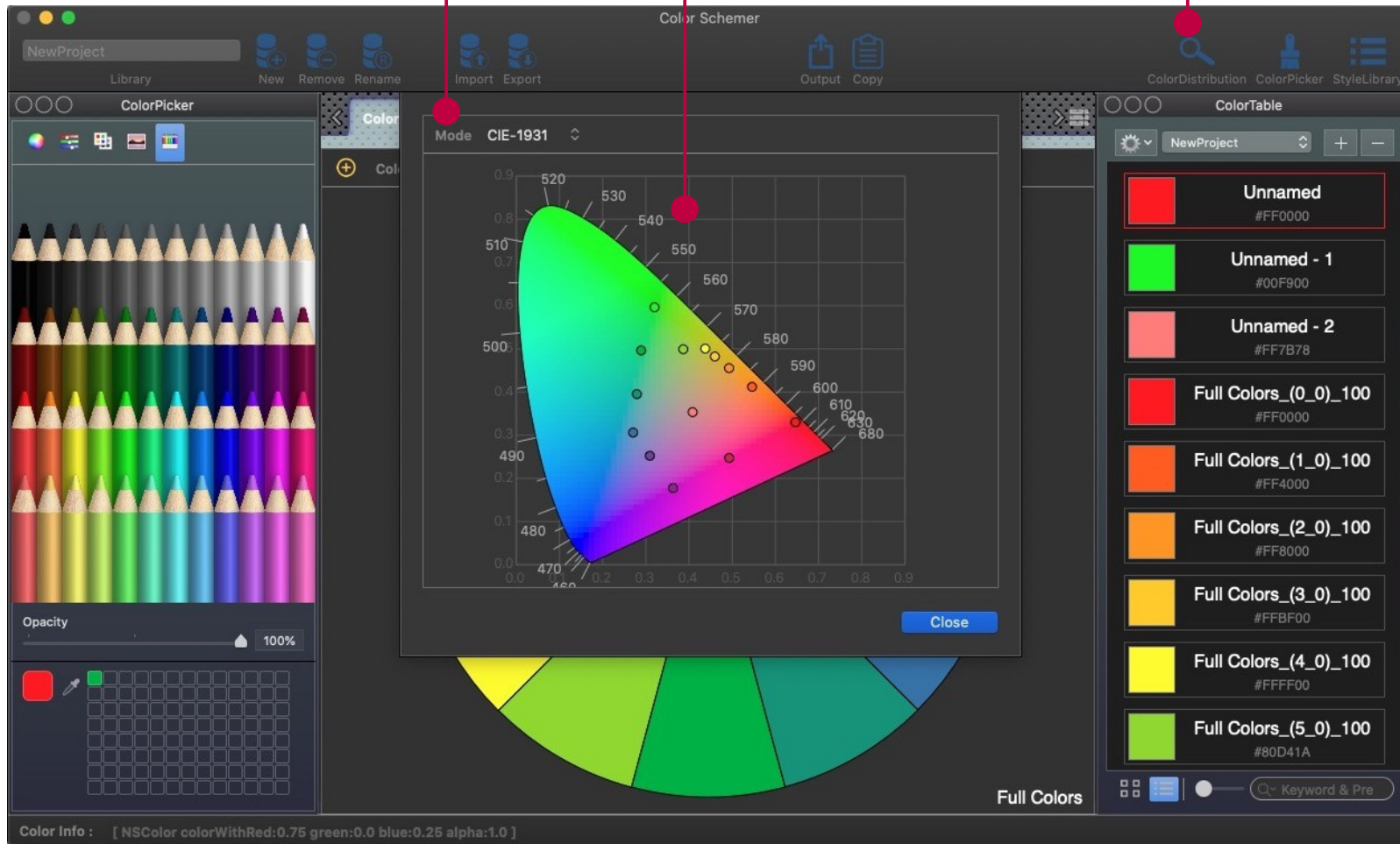
rgba(255,0,0,0.346591)

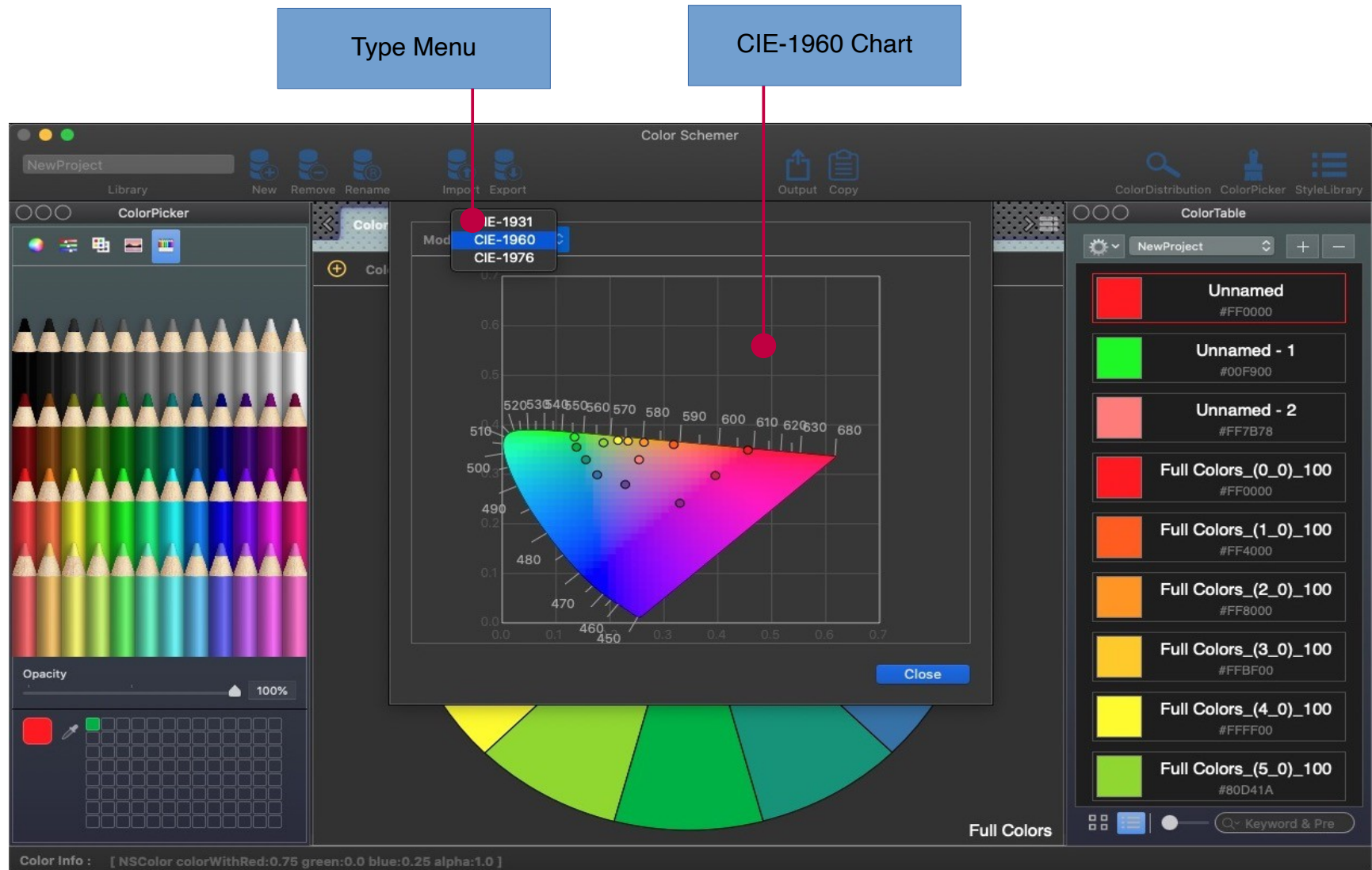
Color Distribution Module

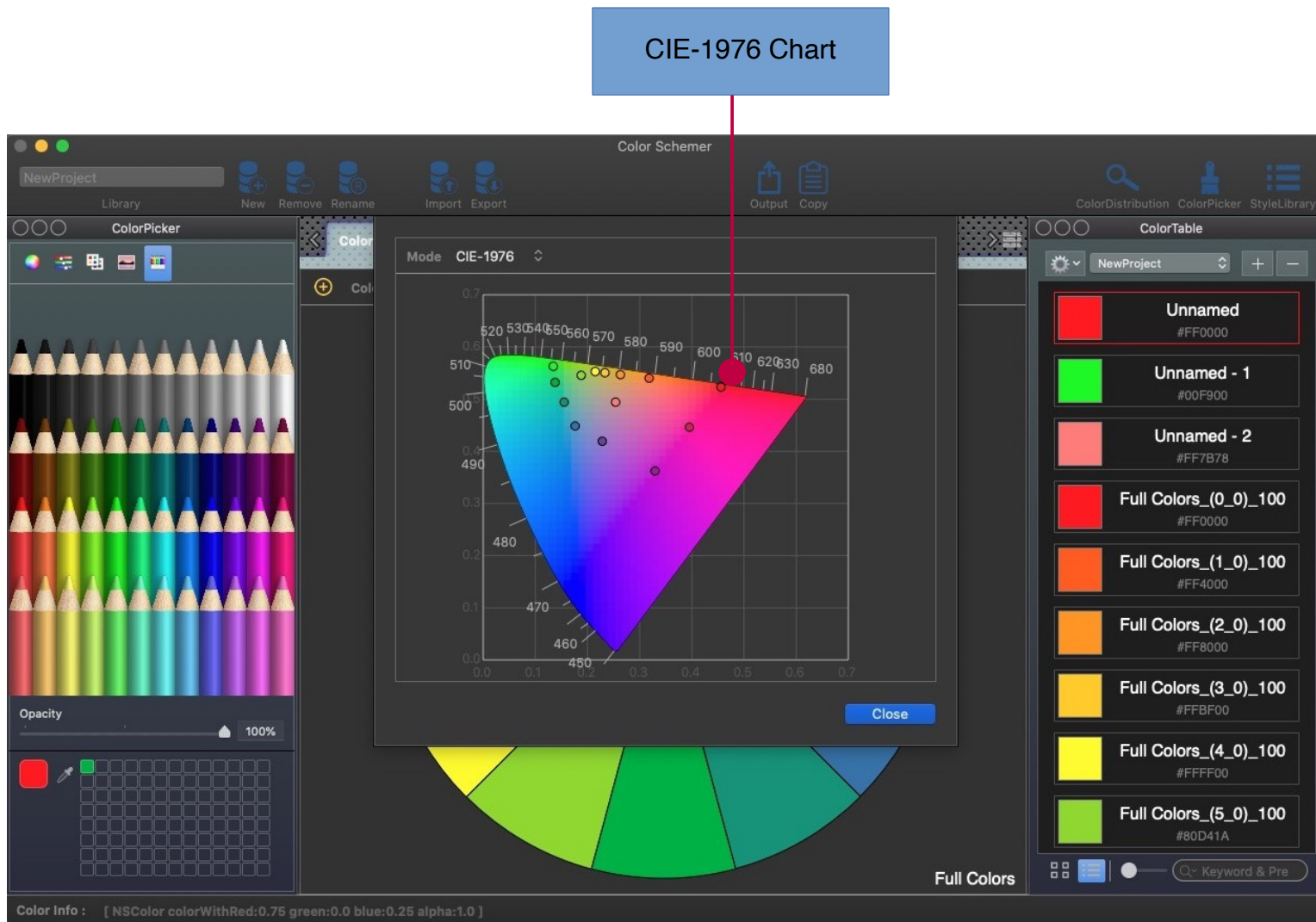
Type Menu

CIE-1931 Chart

Color Distribution

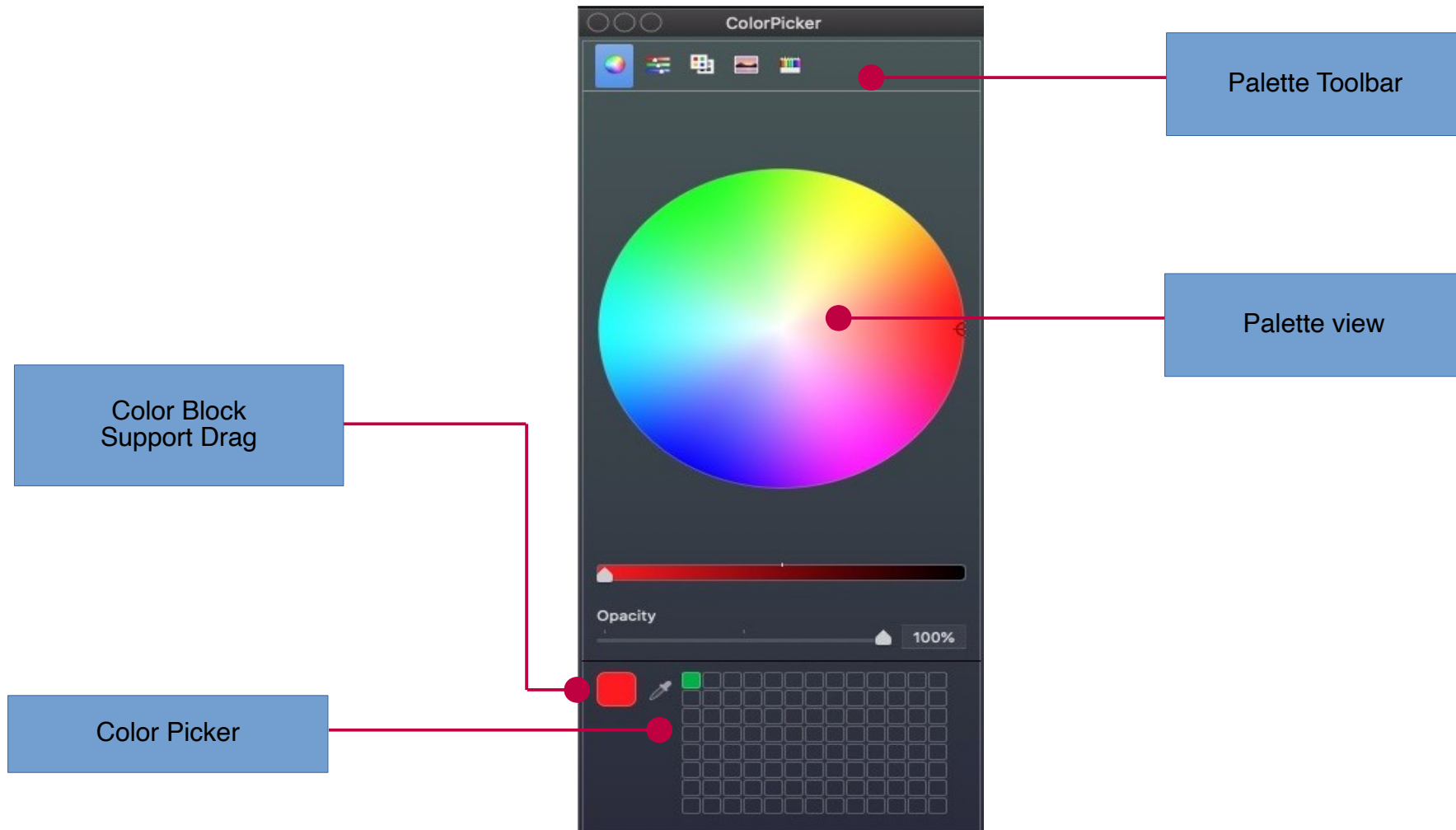




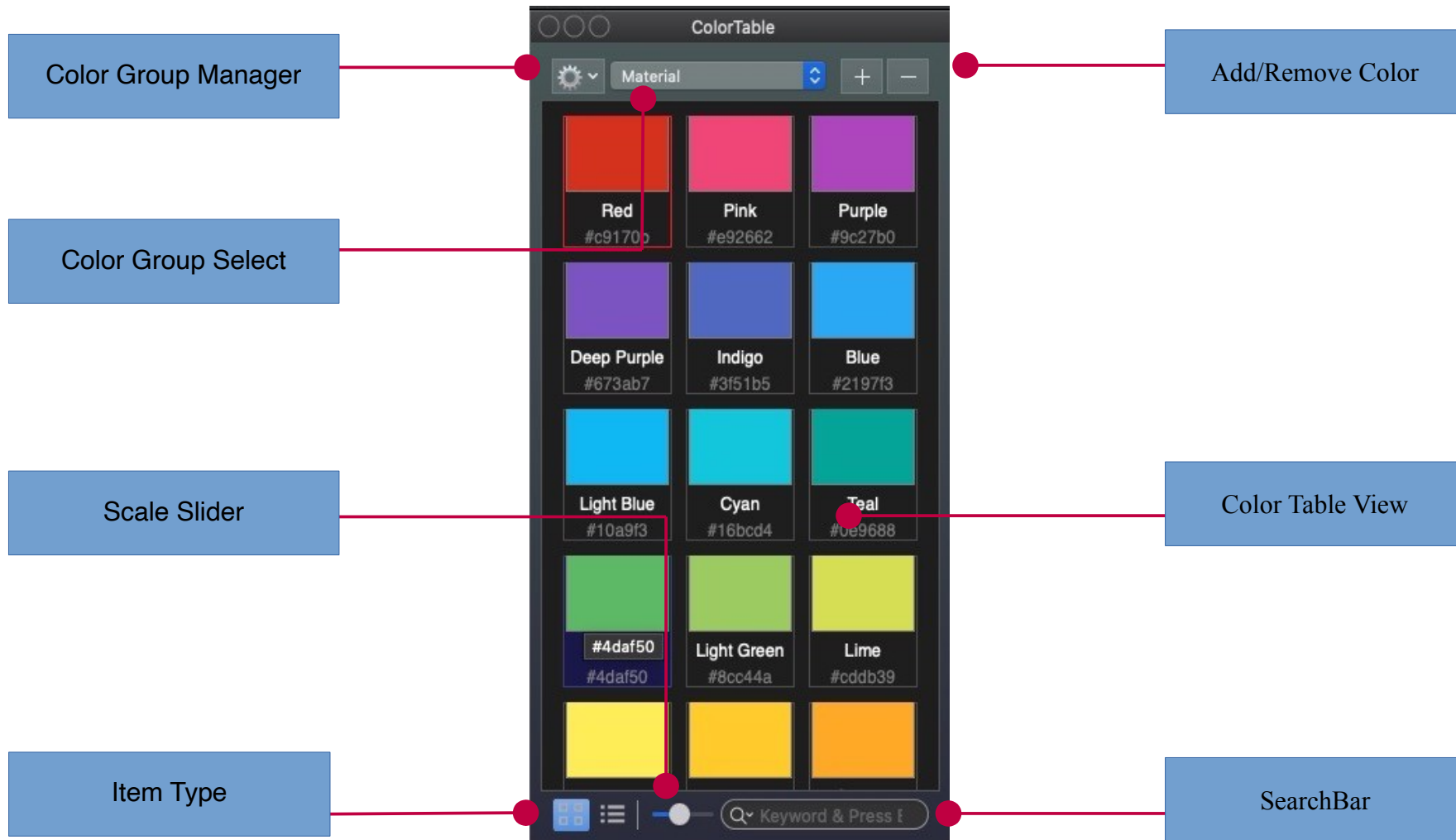


Color Space	
CIE-1931	<p>CIE 1931 color spaces were the first defined quantitative links between distributions of wavelengths in the electromagnetic visible spectrum, and physiologically perceived colors in human color vision. The mathematical relationships that define these color spaces are essential tools for color management, important when dealing with color inks, illuminated displays, and recording devices such as digital cameras.</p> <p>The CIE 1931 RGB color space and CIE 1931 XYZ color space were created by the International Commission on Illumination (CIE) in 1931. They resulted from a series of experiments done in the late 1920s by William David Wright using ten observers and John Guild using seven observers. The experimental results were combined into the specification of the CIE RGB color space, from which the CIE XYZ color space was derived.</p>
CIE-1960	<p>The CIE 1960 color space ("CIE 1960 UCS", variously expanded Uniform Color Space, Uniform Color Scale, Uniform Chromaticity Scale, Uniform Chromaticity Space) is another name for the (u, v) chromaticity space devised by David MacAdam.</p> <p>The CIE 1960 UCS does not define a luminance or lightness component, but the Y tristimulus value of the XYZ color space or a lightness index similar to W^* of the CIE 1964 color space are sometimes used.</p> <p>Today, the CIE 1960 UCS is mostly used to calculate correlated color temperature, where the isothermal lines are perpendicular to the Planckian locus. As a uniform chromaticity space, it has been superseded by the CIE 1976 UCS.</p>
CIE-1976	<p>In colorimetry, the CIE 1976 L^*, u^*, v^* color space, commonly known by its abbreviation CIELUV, is a color space adopted by the International Commission on Illumination (CIE) in 1976, as a simple-to-compute transformation of the 1931 CIE XYZ color space, but which attempted perceptual uniformity.</p>

System Palette Module



Color Table Module

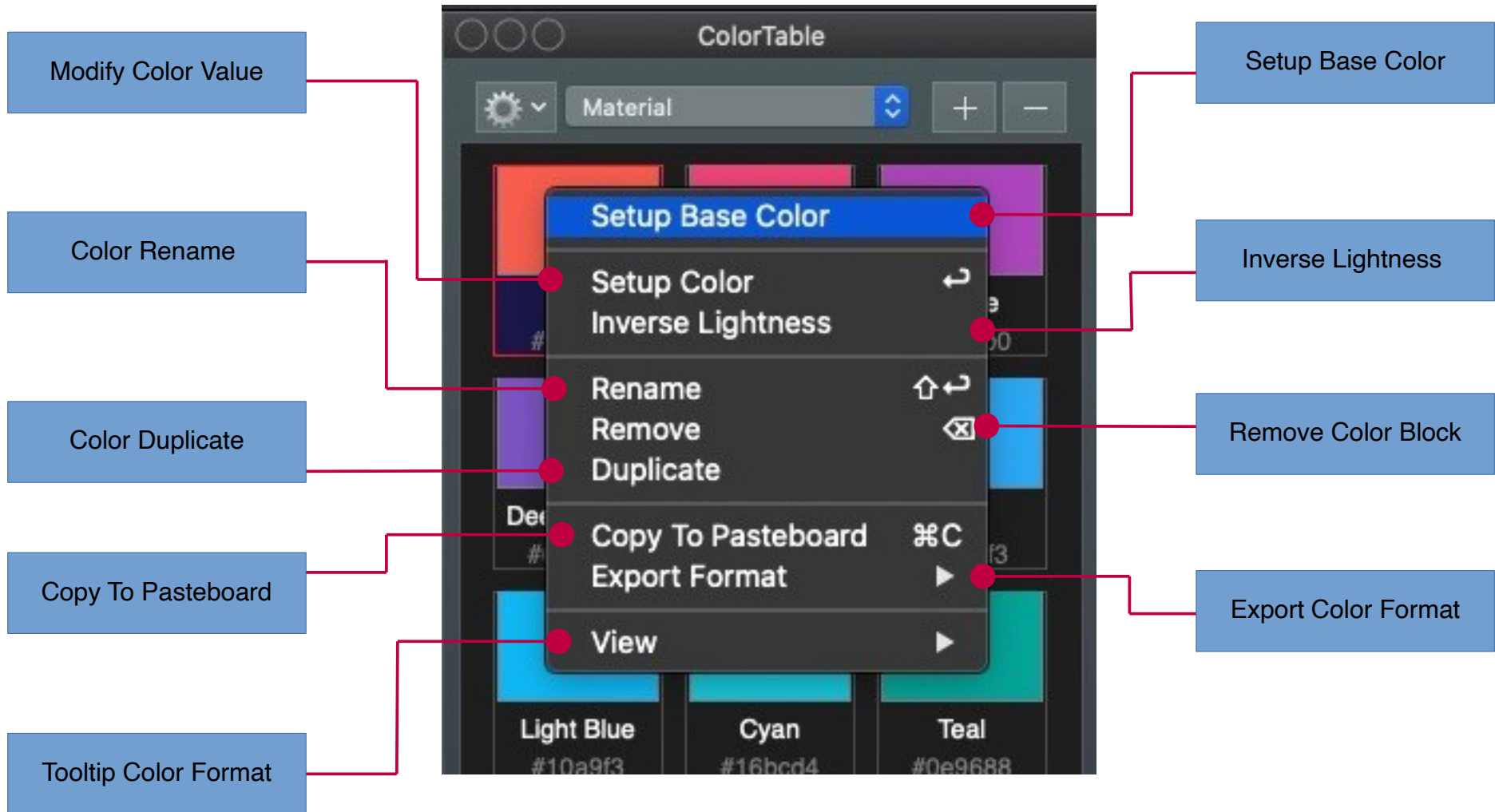


Group Management

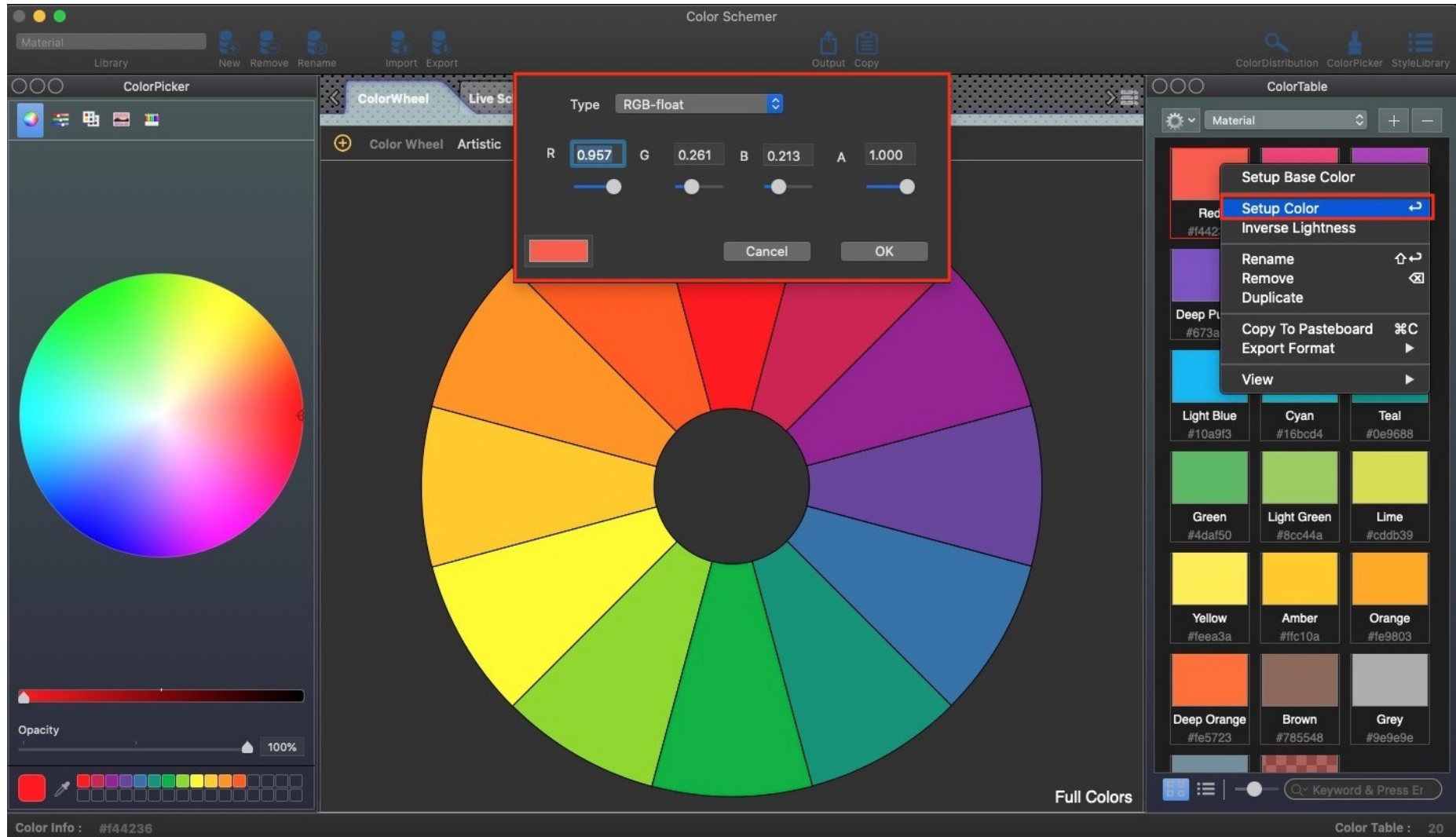
The screenshot shows the 'ColorTable' application window with a 'Material' dropdown menu open. The menu contains the following options: 'New', 'Remove', 'Rename', 'Import', and 'Export'. A grid of color swatches is visible below the menu, including 'Pink' (#e92662), 'Purple' (#9c27b0), 'Deep Purple' (#673ab7), 'Indigo' (#3f51b5), and 'Blue' (#2197f3). Red lines connect callout boxes to specific menu items: 'Add New Group' points to 'New', 'Import /Export Group' points to 'Import' and 'Export', 'Remove Group' points to 'Remove', and 'Group Rename' points to 'Rename'.

Group Name	Hex Code
Pink	#e92662
Purple	#9c27b0
Deep Purple	#673ab7
Indigo	#3f51b5
Blue	#2197f3

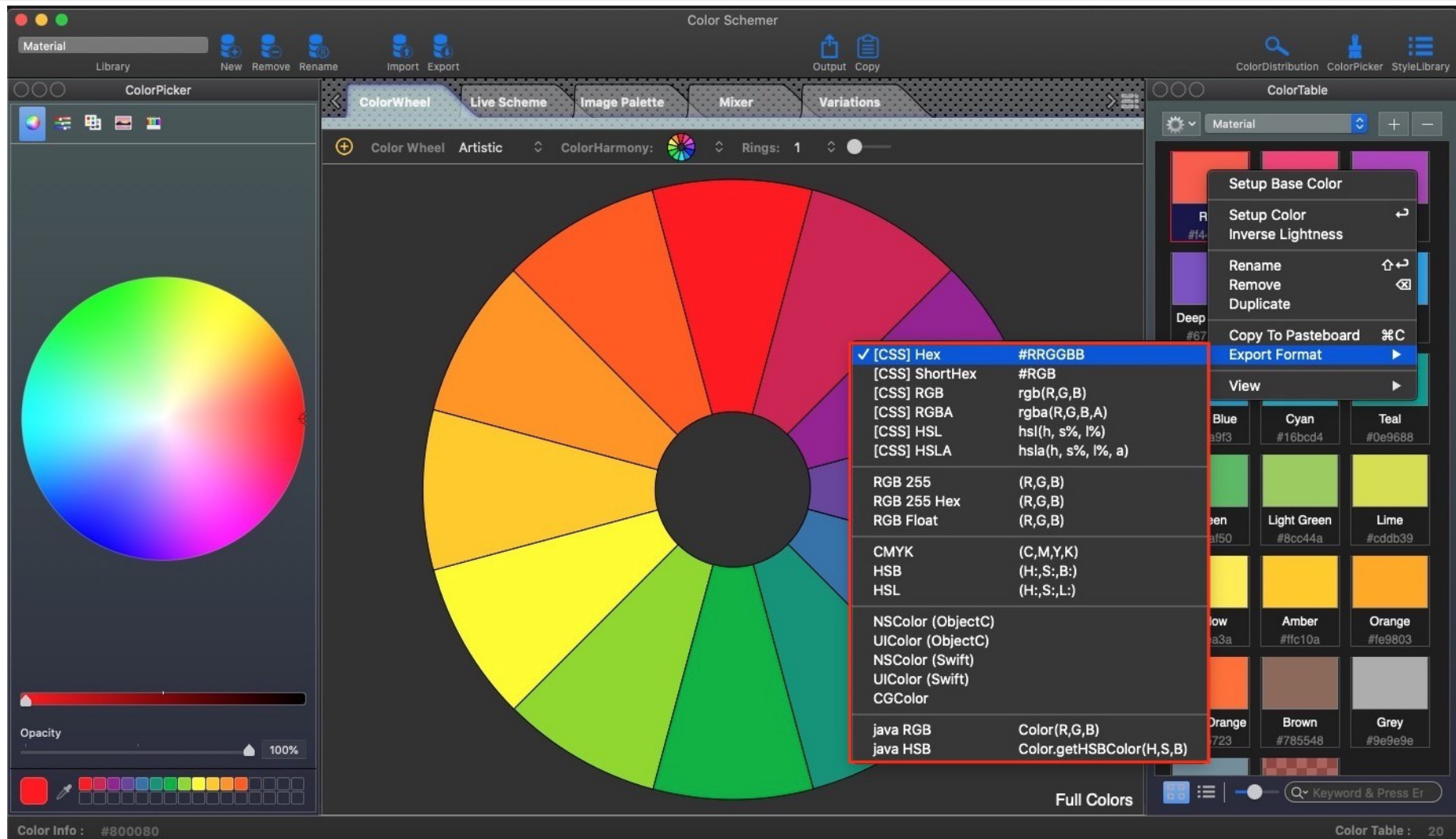
Item Menu



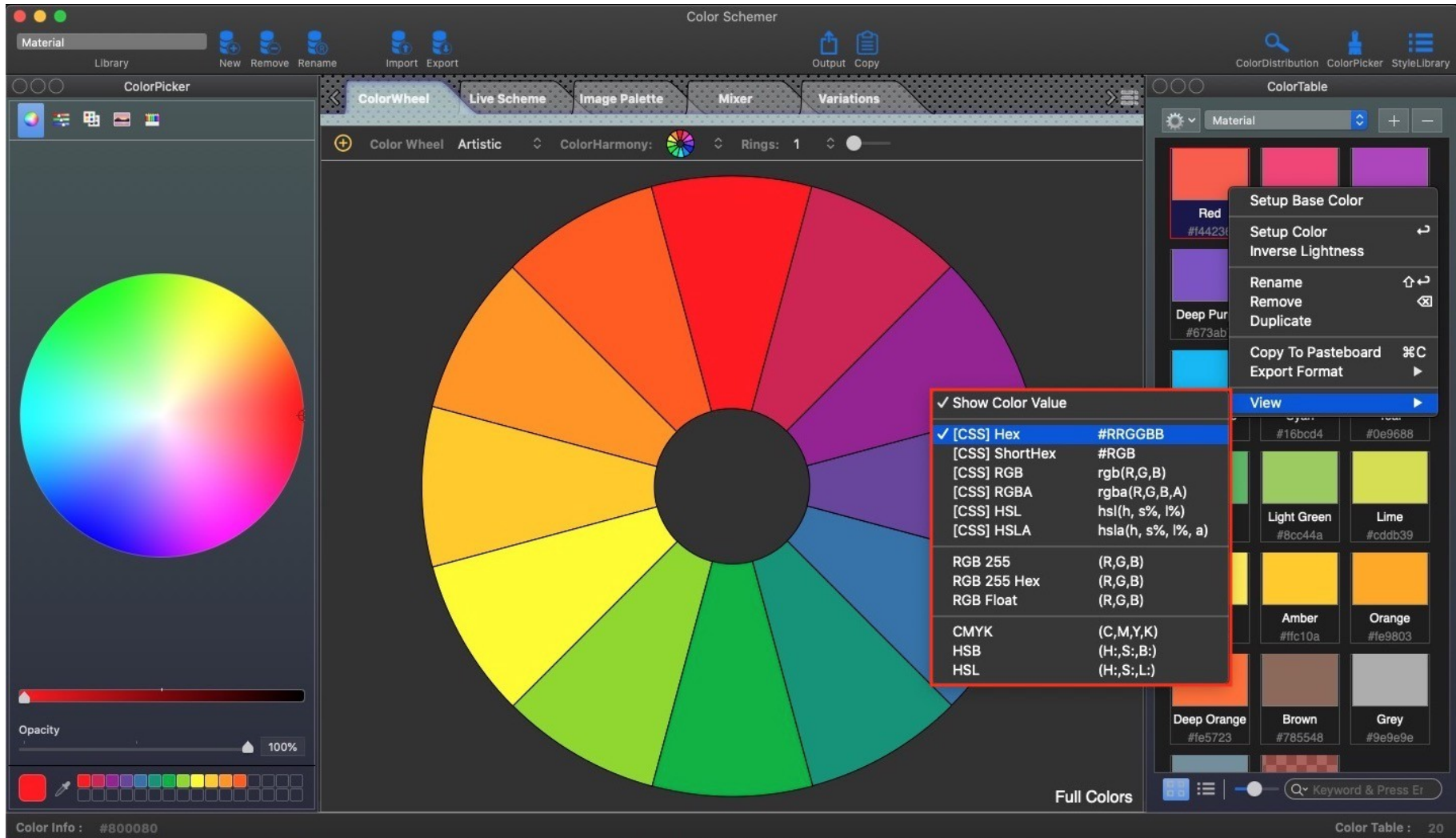
Modify Color Value



Export Color Format



Tooltip Color Format



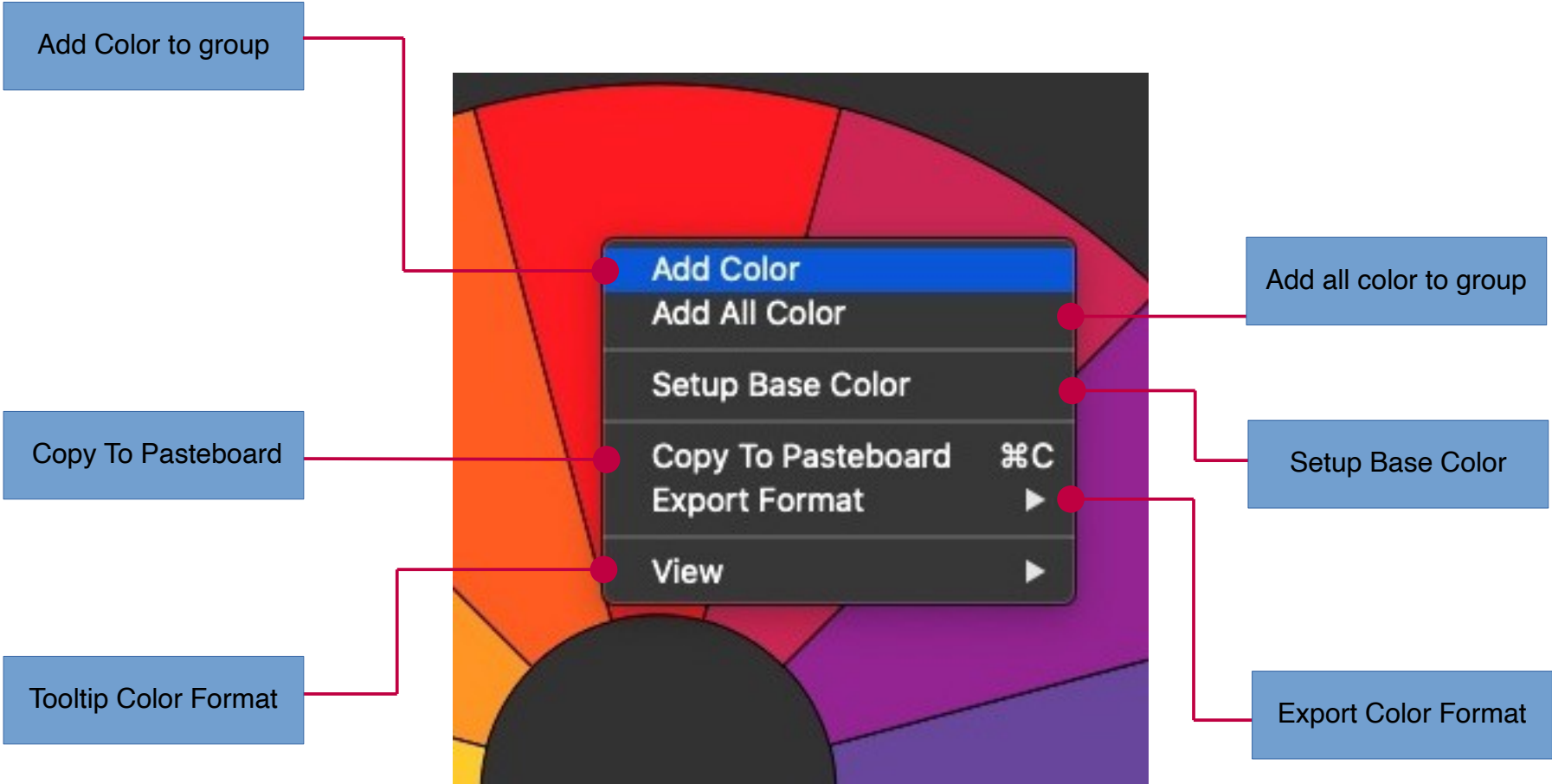
Module: Color Wheel

The image shows a screenshot of the Color Schemer software interface, specifically the Color Wheel module. The interface features a central color wheel with three concentric rings of color segments. The outermost ring contains 12 distinct colors, the middle ring contains lighter tints, and the innermost ring contains darker shades. The wheel is set against a dark grey background. At the top of the interface, there is a control bar with several elements: a plus icon, the text 'Color Wheel Artistic', a 'ColorHarmony:' label with a small color wheel icon, and a 'Rings: 2' label with a slider. At the bottom right, the text 'Full Colors' is visible. Six blue callout boxes with red lines pointing to specific UI elements are overlaid on the image: 'Add all color to group' points to the plus icon; 'Color Harmony' points to the 'ColorHarmony:' label; 'Color Rings Count.' points to the 'Rings: 2' label; 'Color Scheme' points to the 'Artistic' text; 'Color Wheel' points to the central wheel; and 'Harmony Mode' points to the 'Full Colors' text.

Callout boxes and their corresponding UI elements:

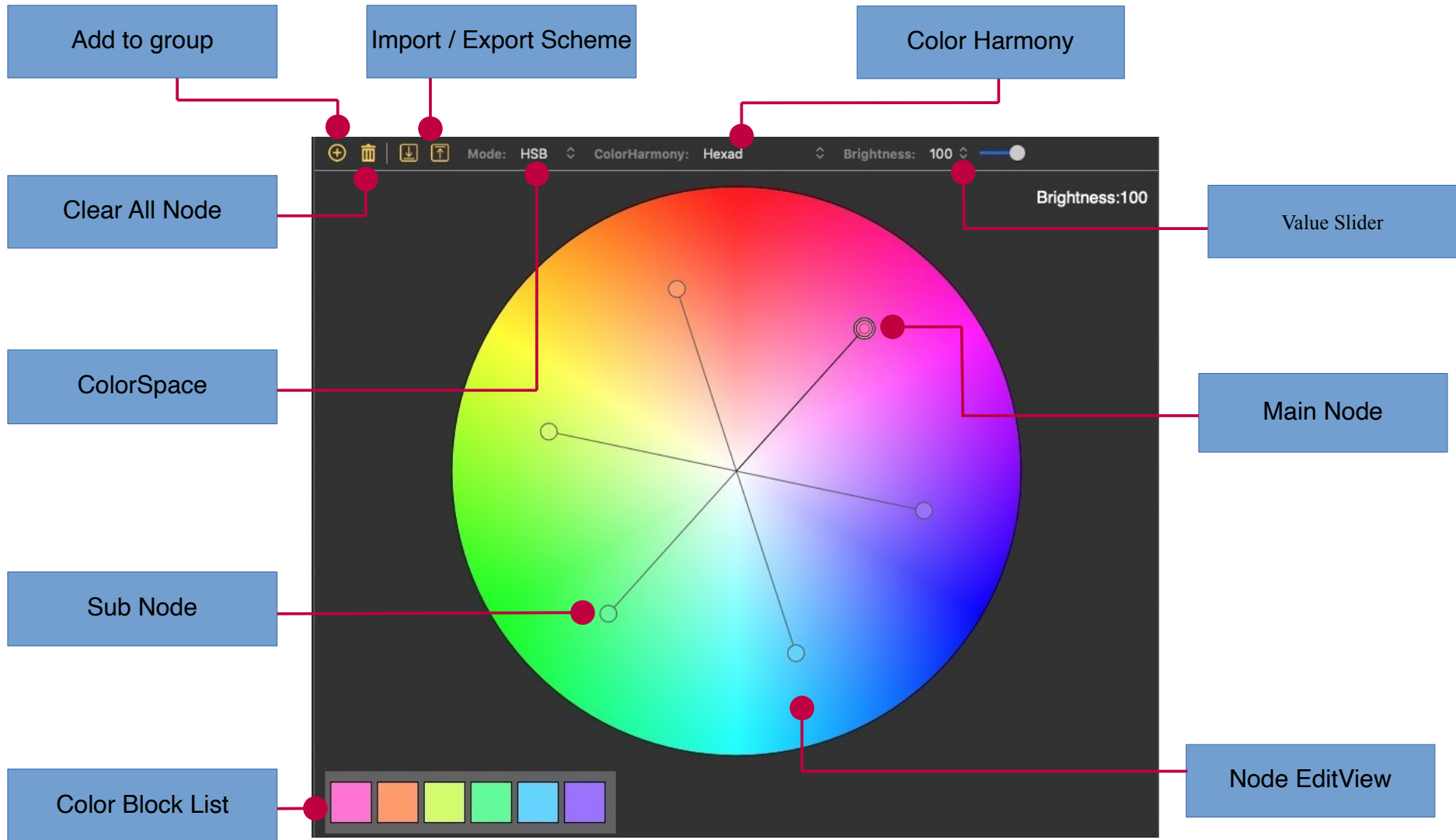
- Add all color to group
- Color Harmony
- Color Rings Count.
- Color Scheme
- Color Wheel
- Harmony Mode
- Full Colors

Menu



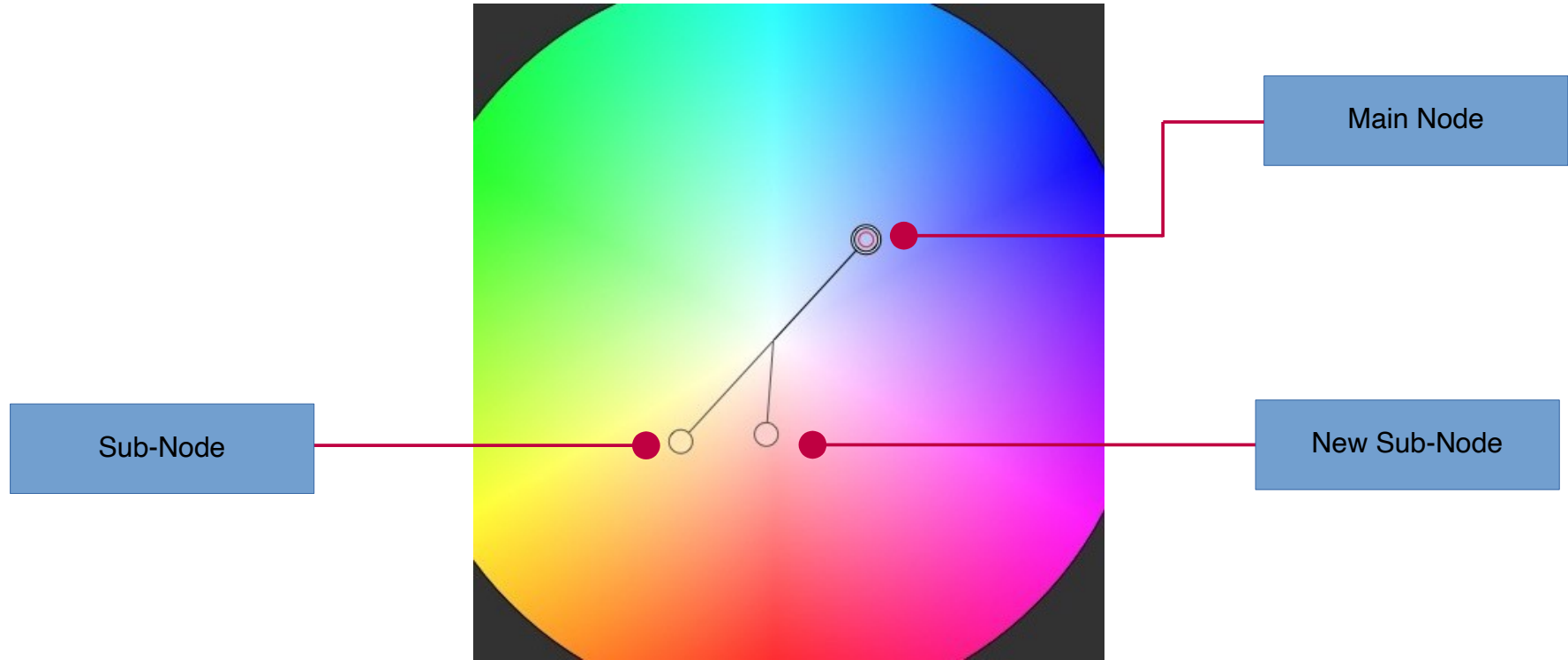
Color Scheme Kind	
Artistic	RYB color wheel.
Scientific	RGB color wheel
Color Harmony Mode	
Full	Full color wheel
Monochromatic	Only one color, but changes in lightness and chroma
Complementary	Two colors separated by 180 degrees on the color wheel, such as red with green. This color matching method emphasizes contrast
Analogous	Three adjacent colors on the color wheel, such as yellow, yellow-green, and green
Triad	Three colors separated by 120 degrees on the color wheel, such as red, blue, and yellow. This color matching method takes into account the contrast and balance between colors, and has rich colors.
Split-Complementary	A color and the colors on its sides, such as red, yellow-green, and blue-green. This color matching method also emphasizes contrast, but not as tight as complementary colors.
Rectangle (tetradic)	Two sets of complementary colors, such as red, green and yellow and purple.
Square (Clash)	Consisting of a color and colors 90 degrees next to each other, it brings a sense of vitality, originality, and urgency.
Analogous+Complementary	Analogous+Complementary mode mixing.
RectangleLeft	Two sets of complementary colors, such as red, green and yellow and purple.(Left)
Hexad	Six colors in which the color wheel is divided into regular hexagons.

Module: Live Scheme Module



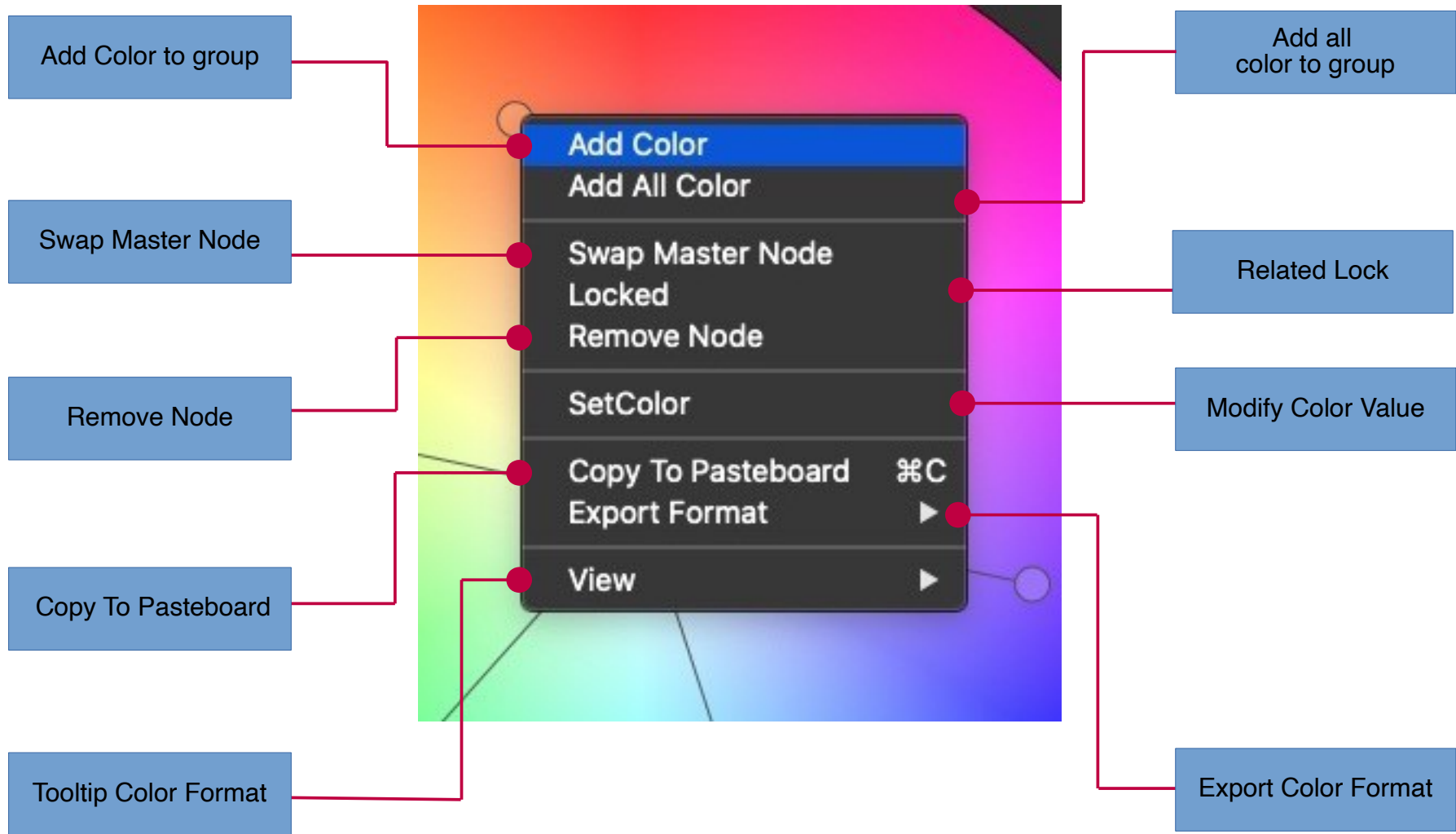
Color Space	
HSB	HSB Color Space.
HSL	HSL Color Space.
Color Harmony Mode	
Custom	Custom color scheme.
Full	Full color wheel.
Monochromatic	Only one color, but changes in lightness and chroma.
Complementary	Two colors separated by 180 degrees on the color wheel, such as red with green. This color matching method emphasizes contrast
Analogous	Three adjacent colors on the color wheel, such as yellow, yellow-green, and green
Triad	Three colors separated by 120 degrees on the color wheel, such as red, blue, and yellow. This color matching method takes into account the contrast and balance between colors, and has rich colors.
Split-Complementary	A color and the colors on its sides, such as red, yellow-green, and blue-green. This color matching method also emphasizes contrast, but not as tight as complementary colors.
Rectangle (tetradic)	Two sets of complementary colors, such as red, green and yellow and purple.
Square (Clash)	Consisting of a color and colors 90 degrees next to each other, it brings a sense of vitality, originality, and urgency.
Analogous+Complementary	Analogous+Complementary mode mixing.
RectangleLeft	Two sets of complementary colors, such as red, green and yellow and purple.(Left)
Hexad	Six colors in which the color wheel is divided into regular hexagons.

Node Edit View

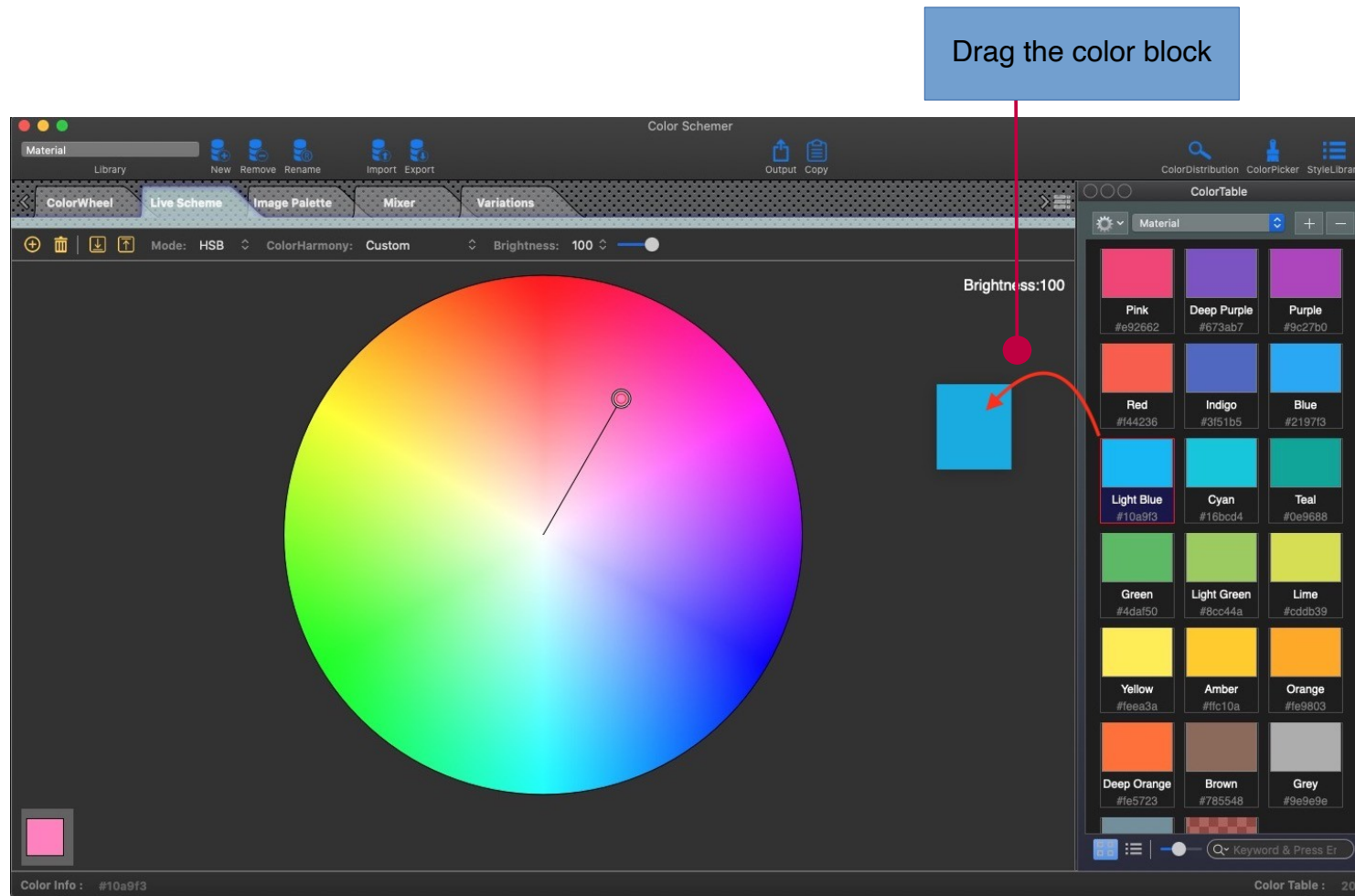


Main Node	Drag the main node (double circle) to adjust the basic color.	
Sub-Node	Drag the child node to fix the offset (detailed adjustment)	
	Double-click to add other child nodes.	

Node Menu

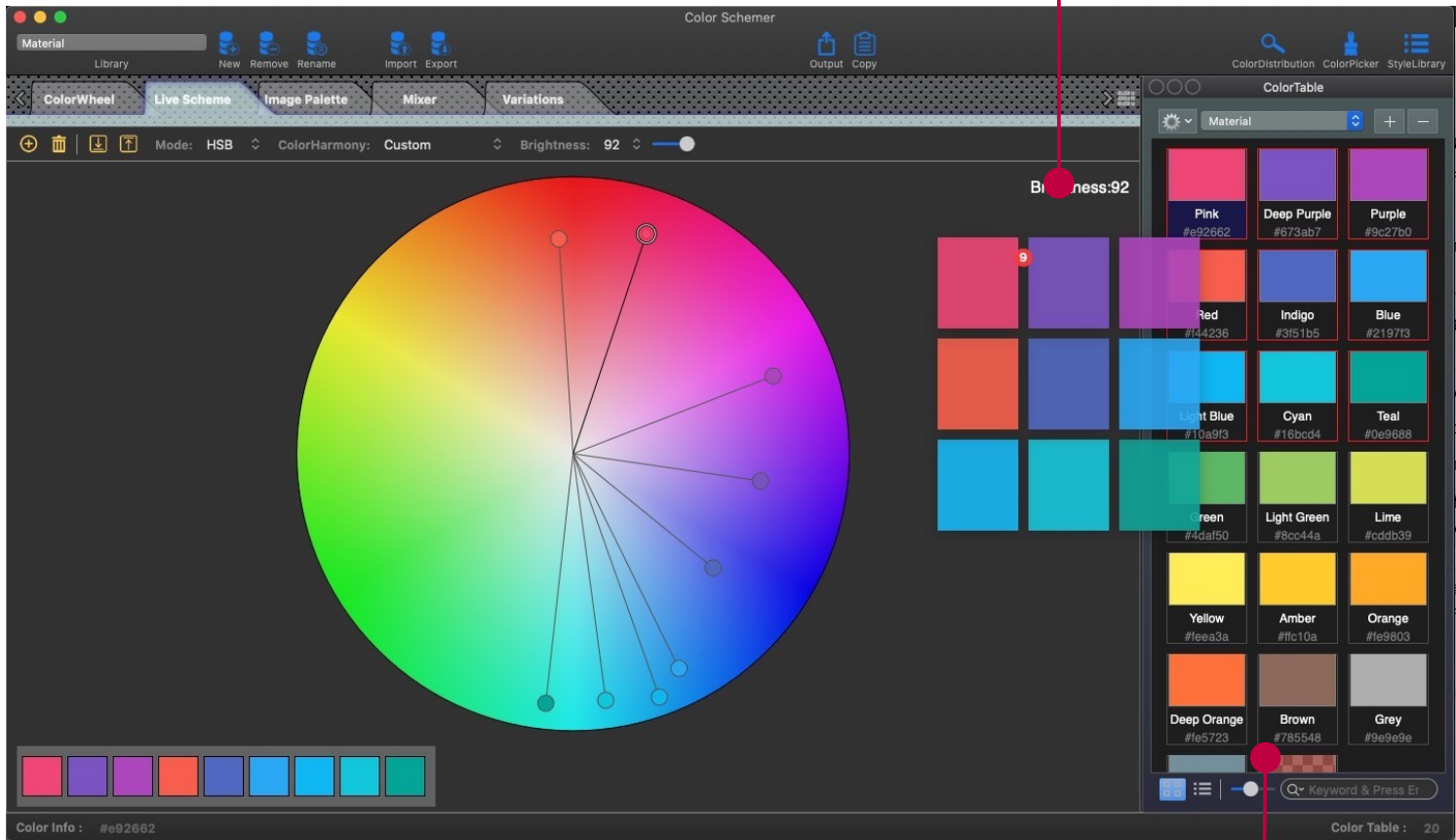


Drag to set the main color node



Drag to set color scheme

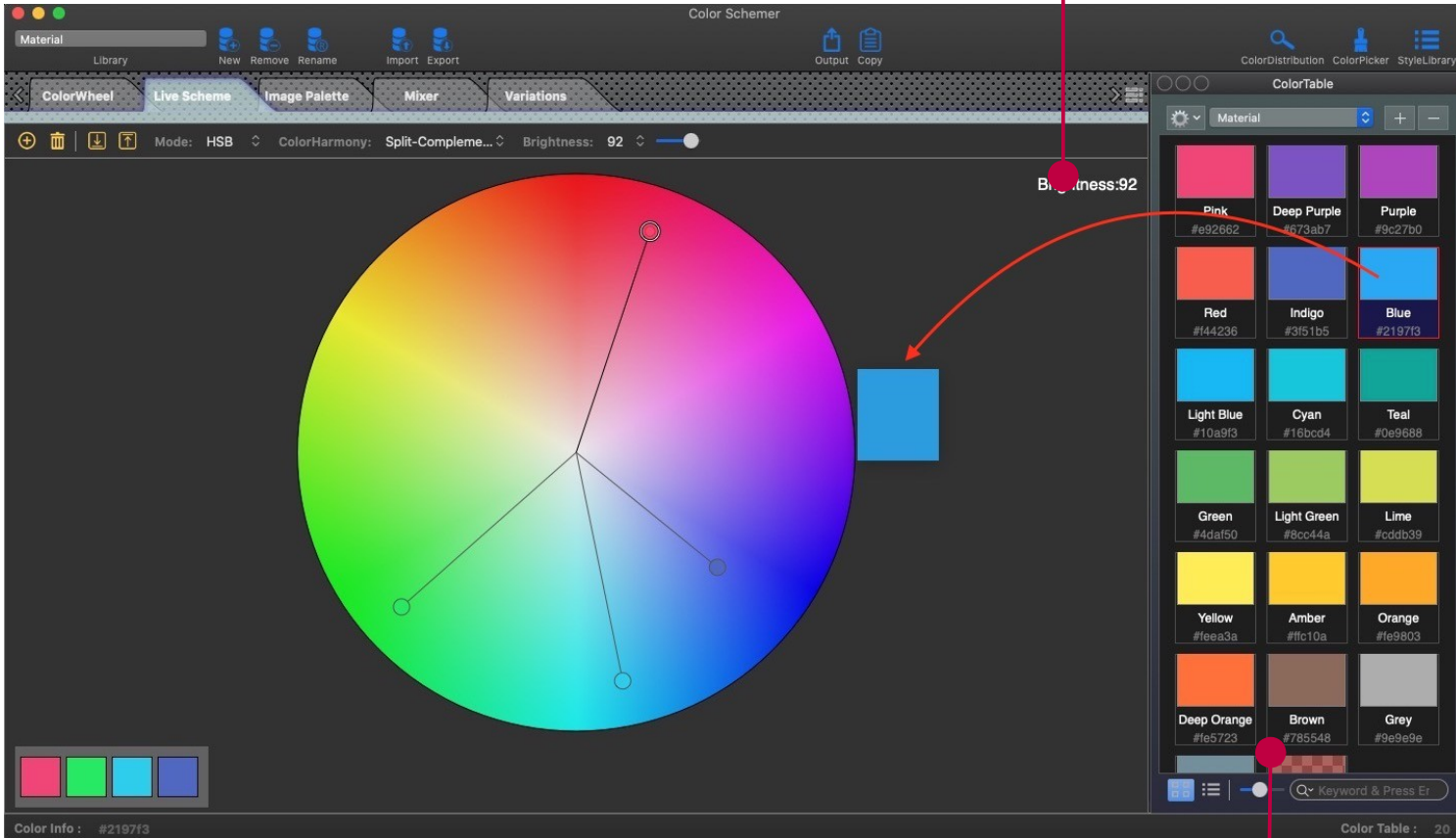
Drag the color block



support mouse drag + command key (⌘) to drag multiple nodes

Drag to add a single color node

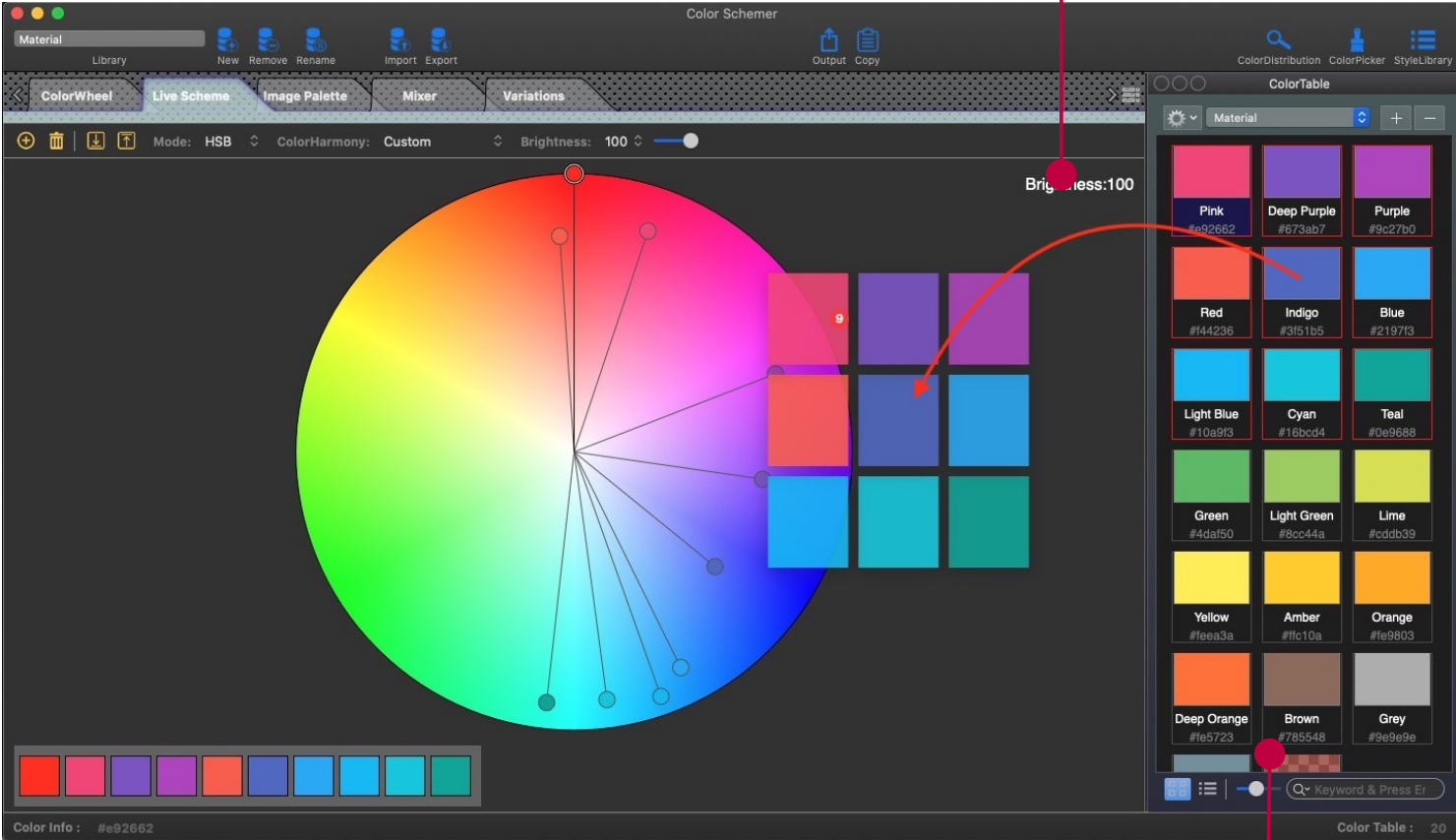
Drag the color block



support mouse drag + control key(^) to add a single color node

Drag to add multiple color nodes

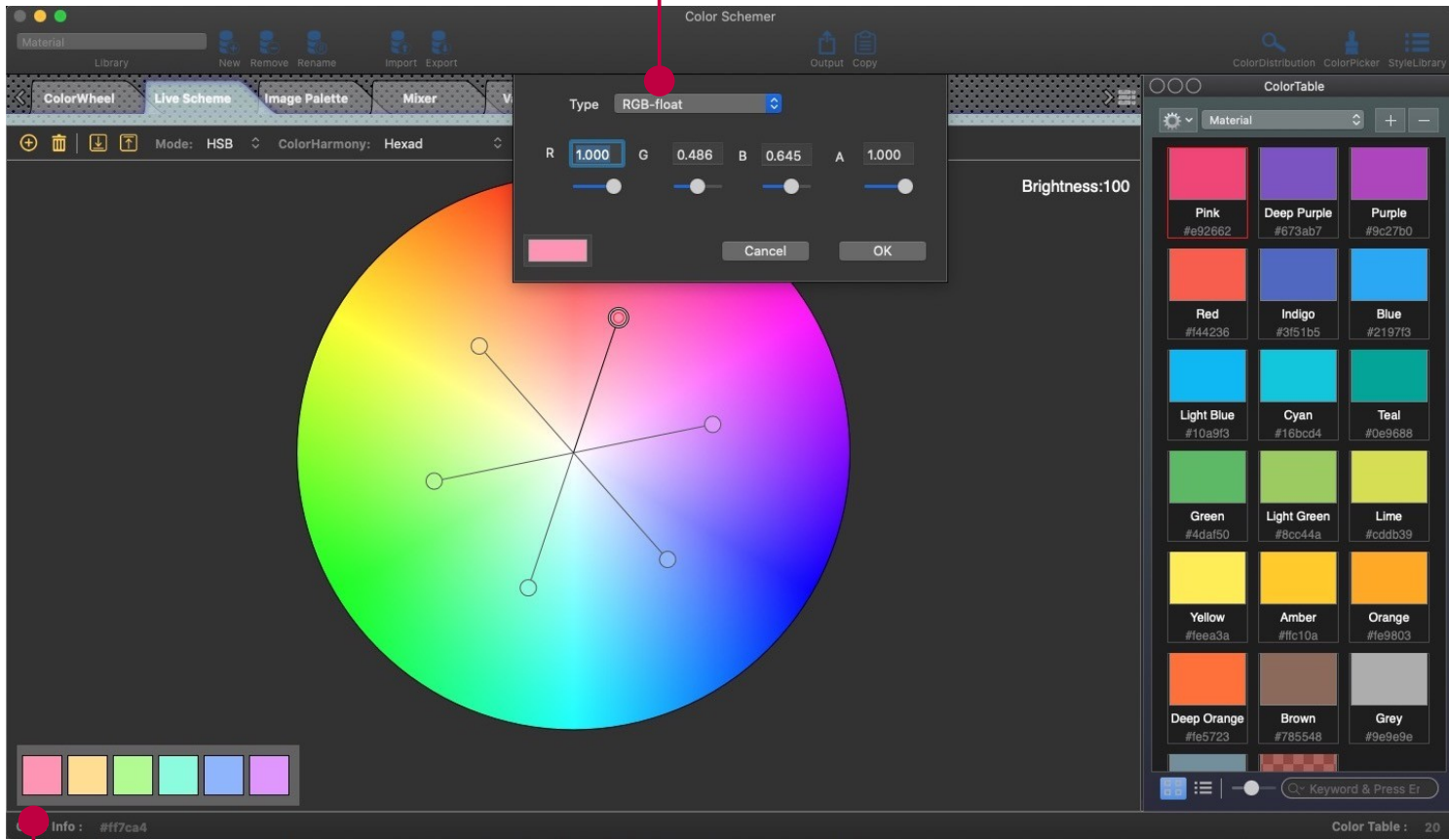
Drag the color block



support mouse drag + command key(⌘) + control key(^) to add multiple color nodes

Modify Color Value

Setup the color value



Select color block

Module: Image Palette Module

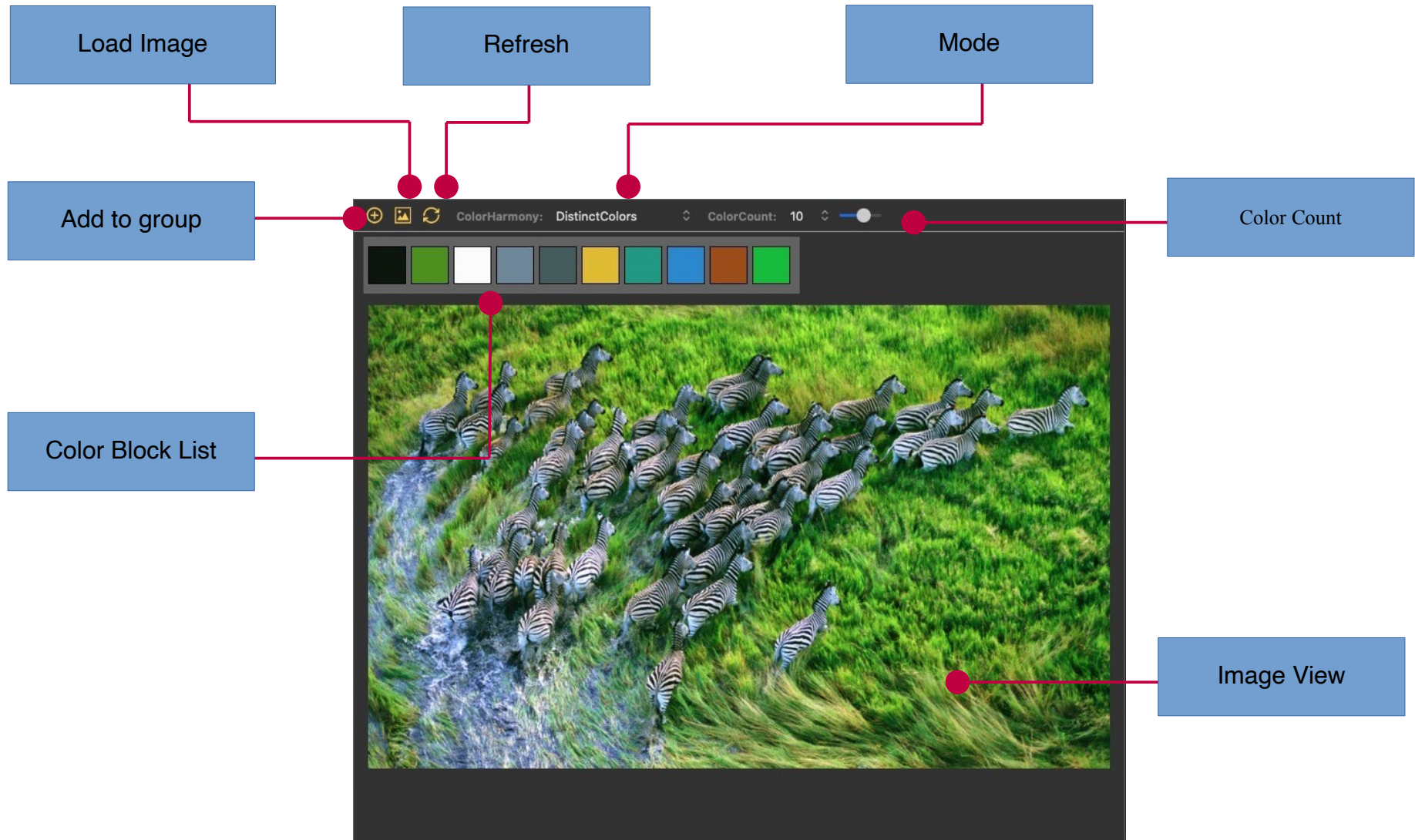


Image Parse Algorithm



Algorithm Mode

BrightColors	This ignores all pixels that are darker than a threshold	
DarkColors	This ignores all pixels that are brighter than a threshold	
DistinctColors	This filters the result array so that only distinct colors are returned	
OrderByBrightness	This orders the result array by color brightness (first color has highest brightness). If not set, colors are ordered by frequency (first color is "most frequent").	
OrderByDarkness	This orders the result array by color darkness (first color has lowest brightness). If not set, colors are ordered by frequency (first color is "most frequent").	
AvoidWhite	Removes colors from the result if they are too close to white	
AvoidBlack	Removes colors from the result if they are too close to black	

Node Menu

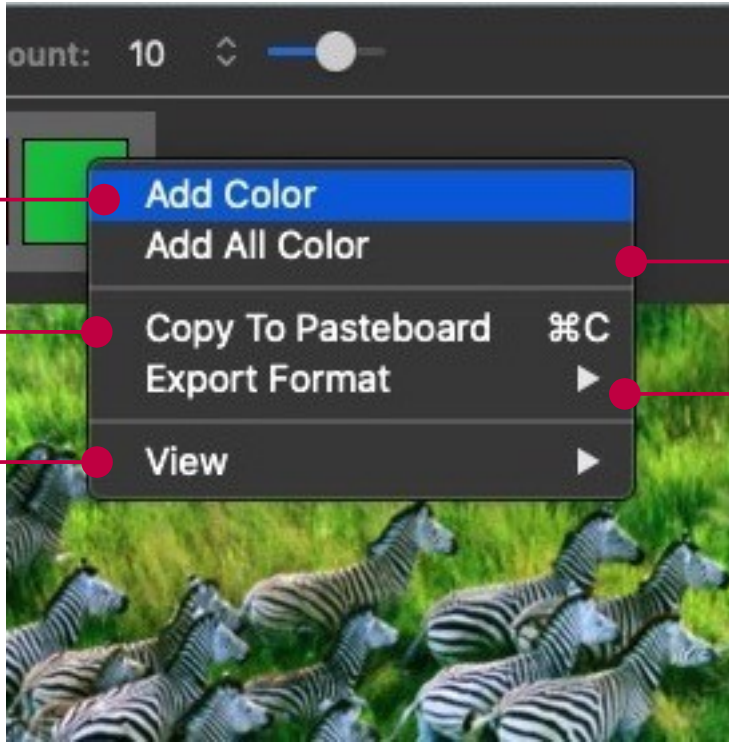
Add Color to group

Add all color to group

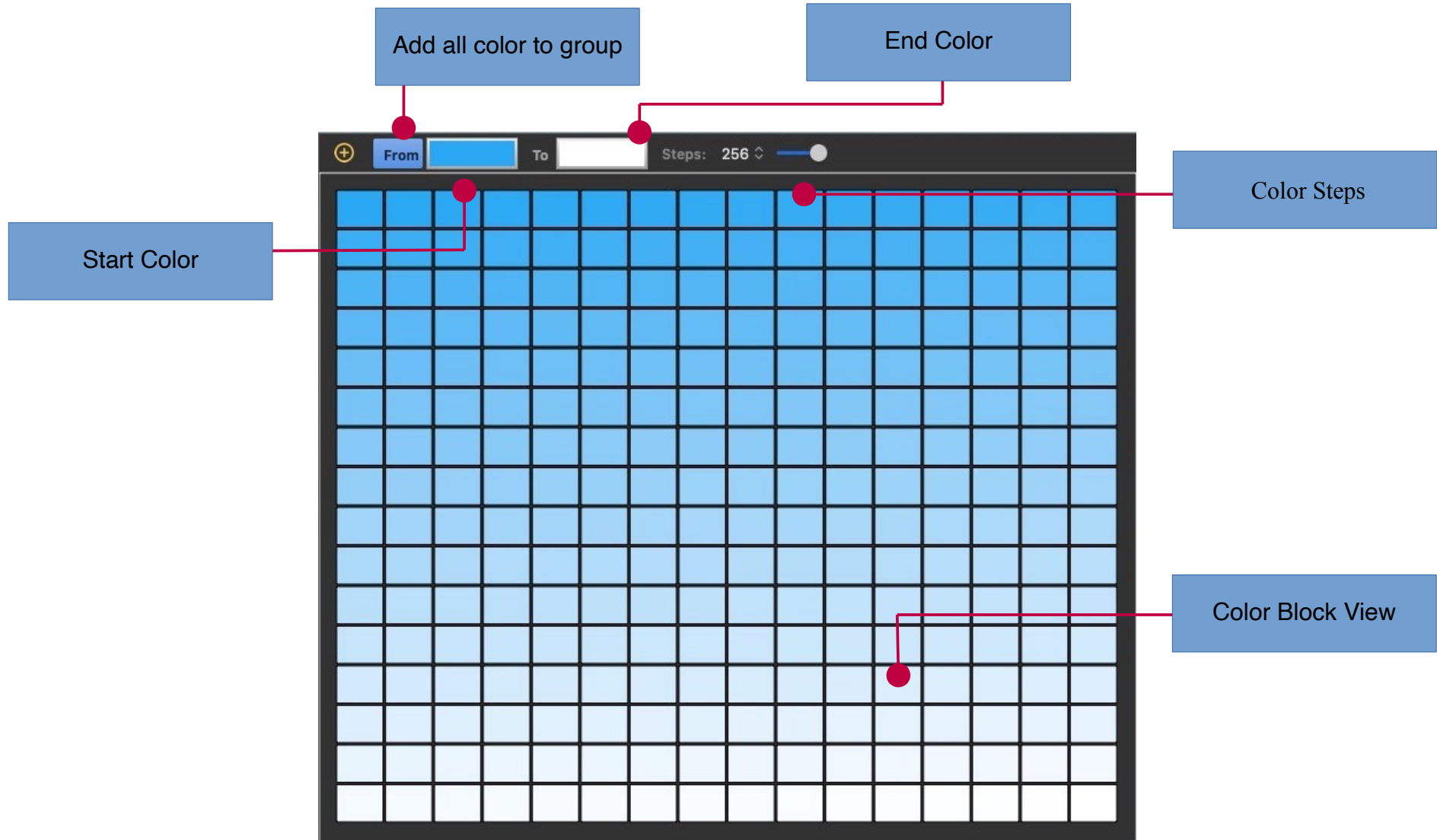
Copy To Pasteboard

Export Color Format

Tooltip Color Format

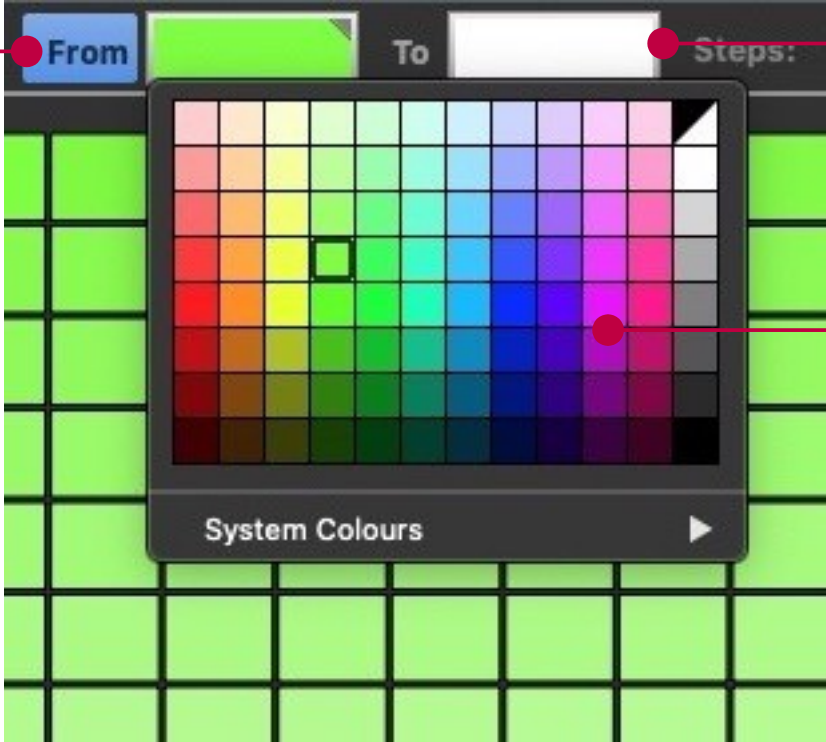


Module: Mixer Module



Color Picker Button

Start Color



End Color

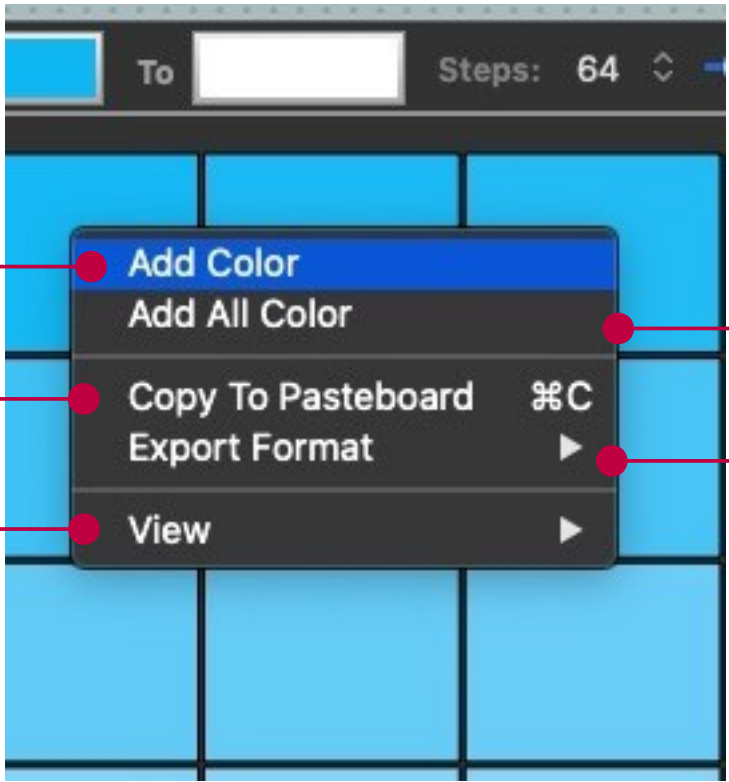
Color Picker Menu

Node Menu

Add Color to group

Copy To Pasteboard

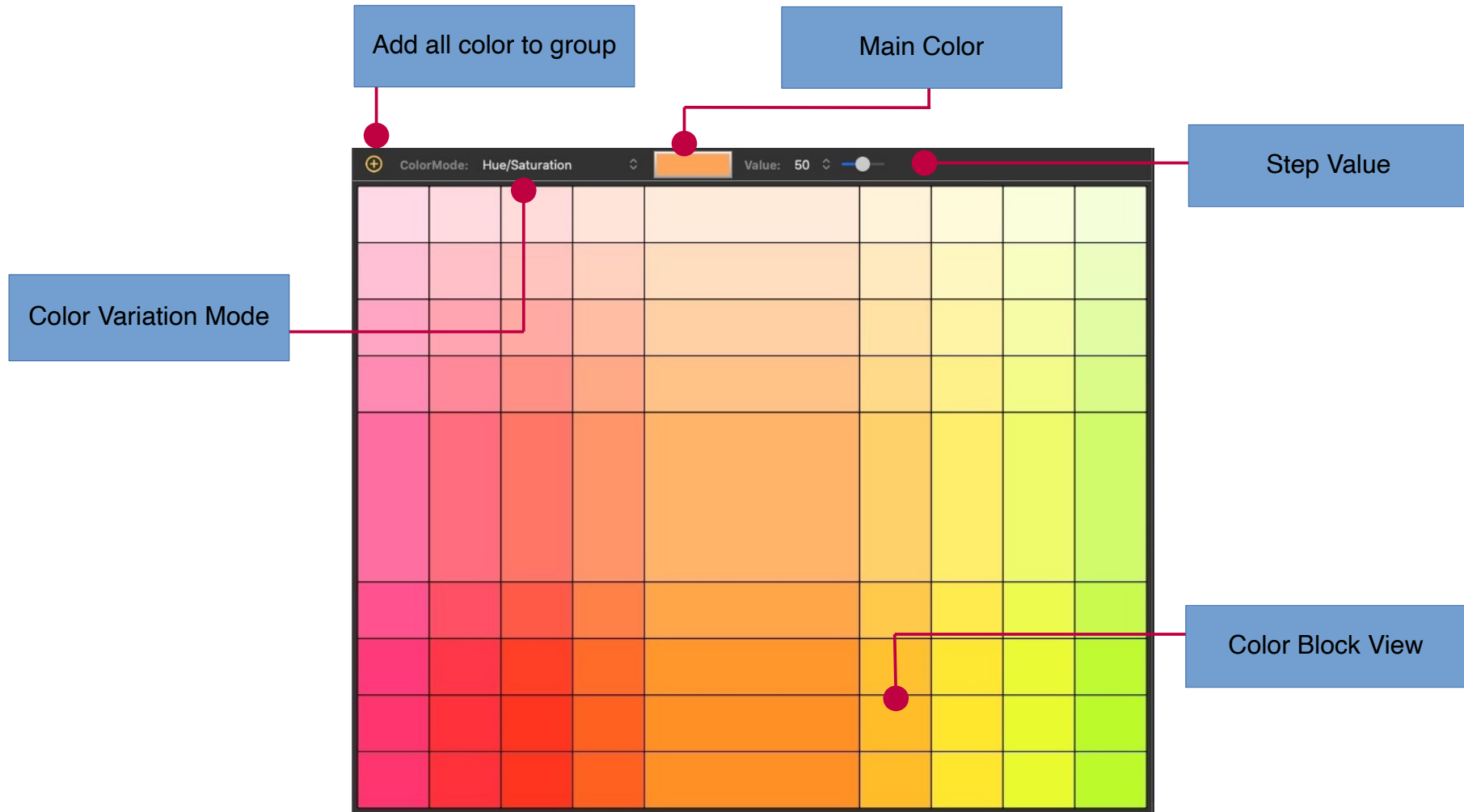
Tooltip Color Format



Add all color to group

Export Color Format

Module: Variations Module



Color Variations



Color Variations Mode

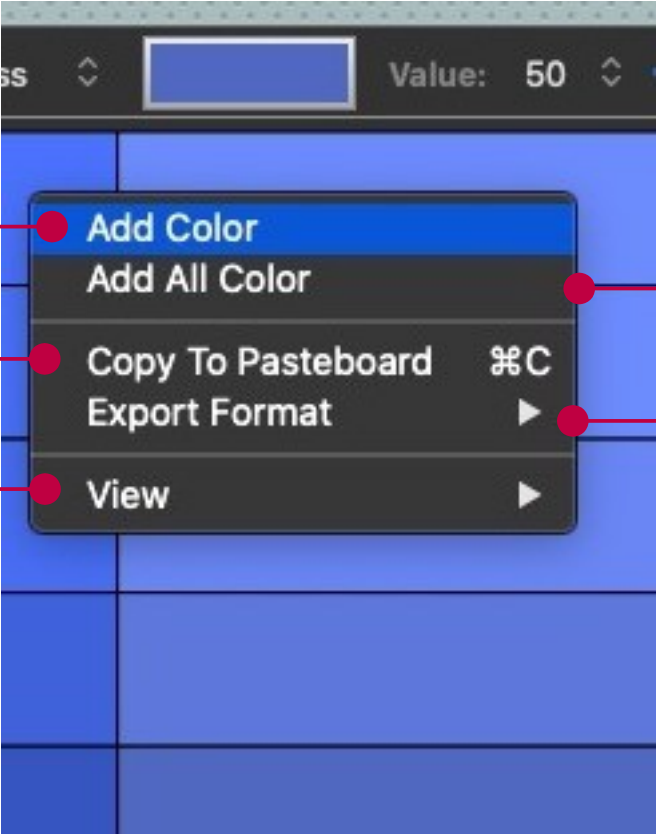
Hue / Saturation	Hue / Saturation variations.
Hue / Brightness	Hue / Brightness variations.
Saturation / Brightness	Saturation / Brightness variations.

Node Menu

Add Color to group

Copy To Pasteboard

Tooltip Color Format

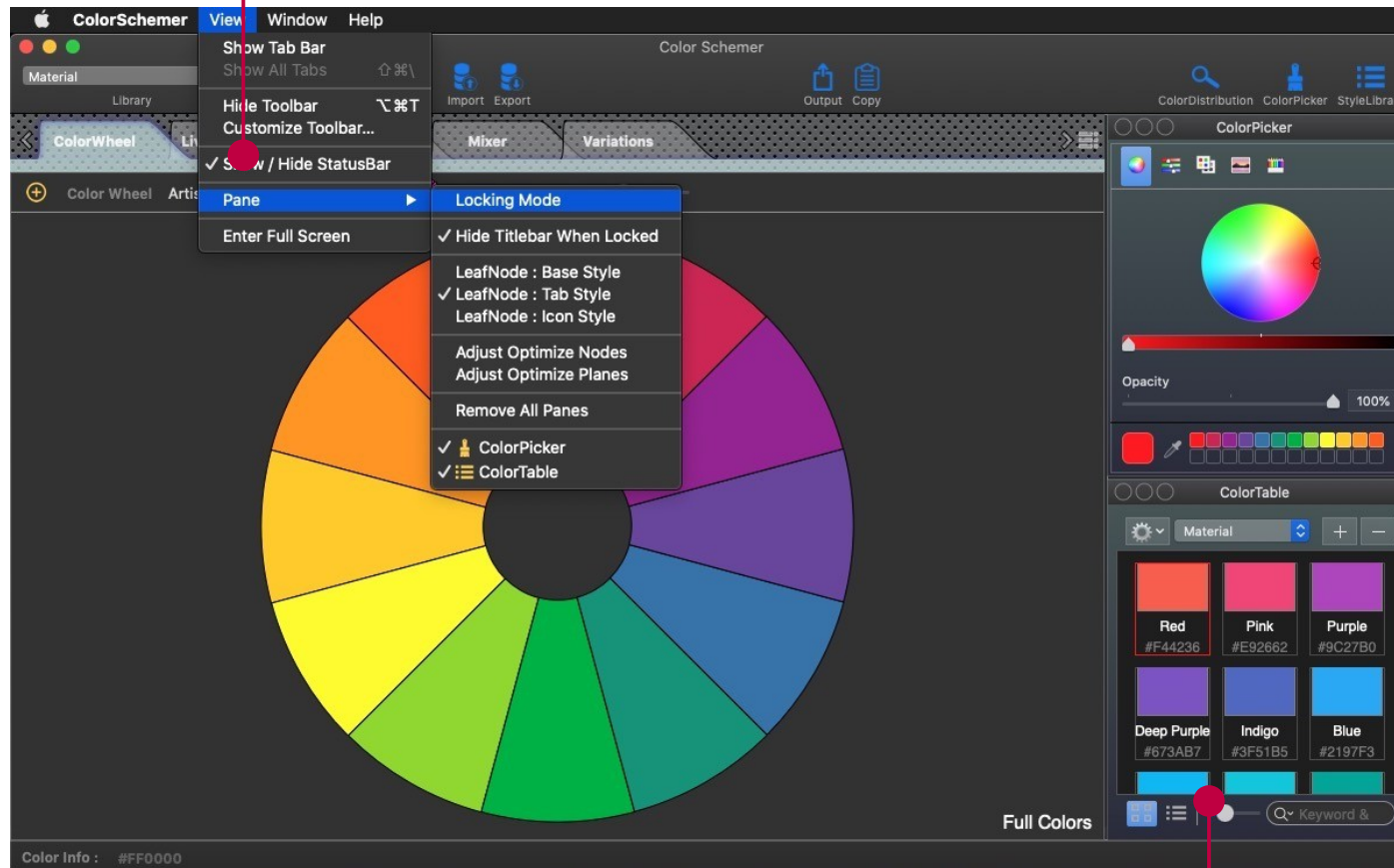


Add all color to group

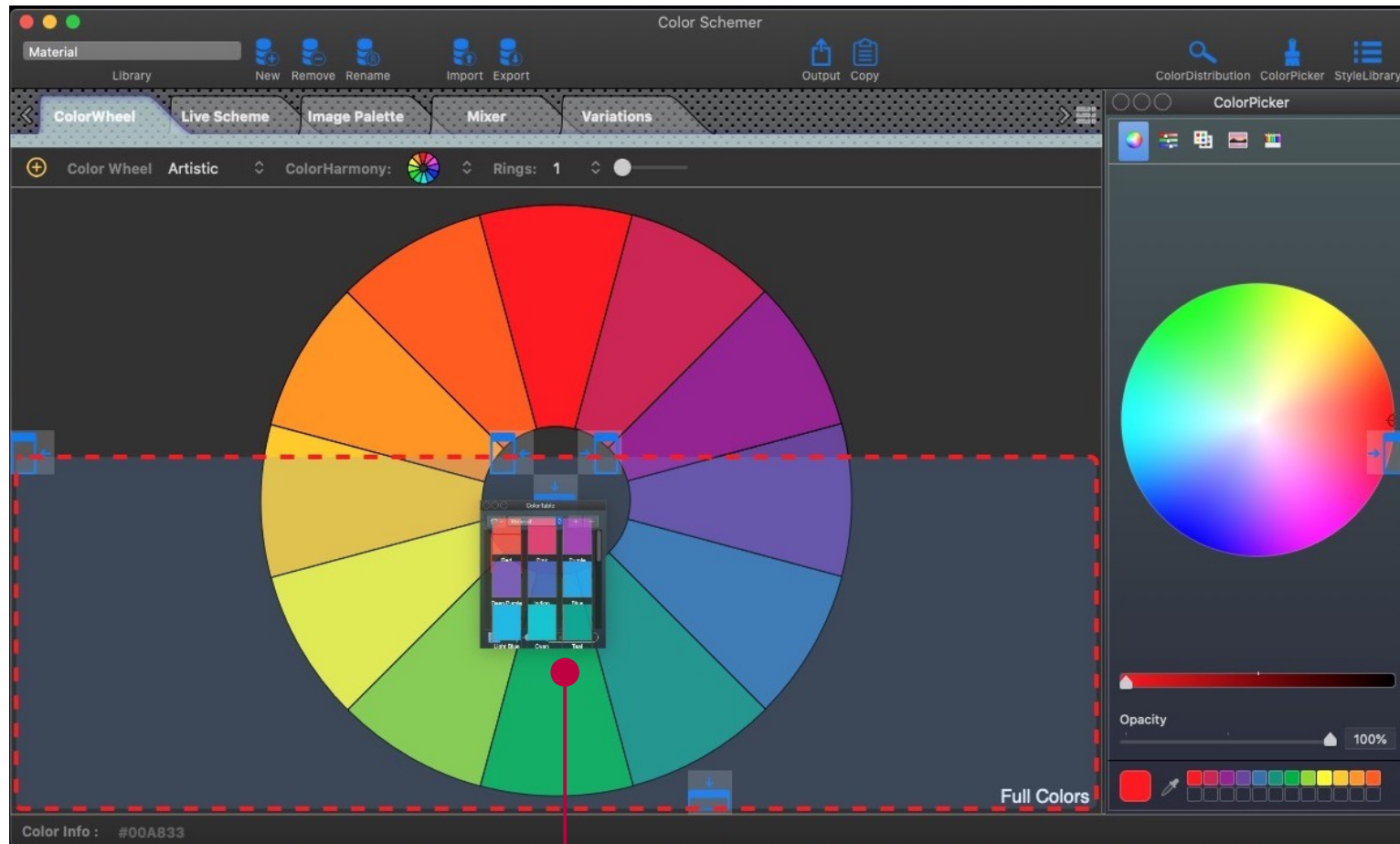
Export Color Format

DockableFrame Module

DockableFrame Menu

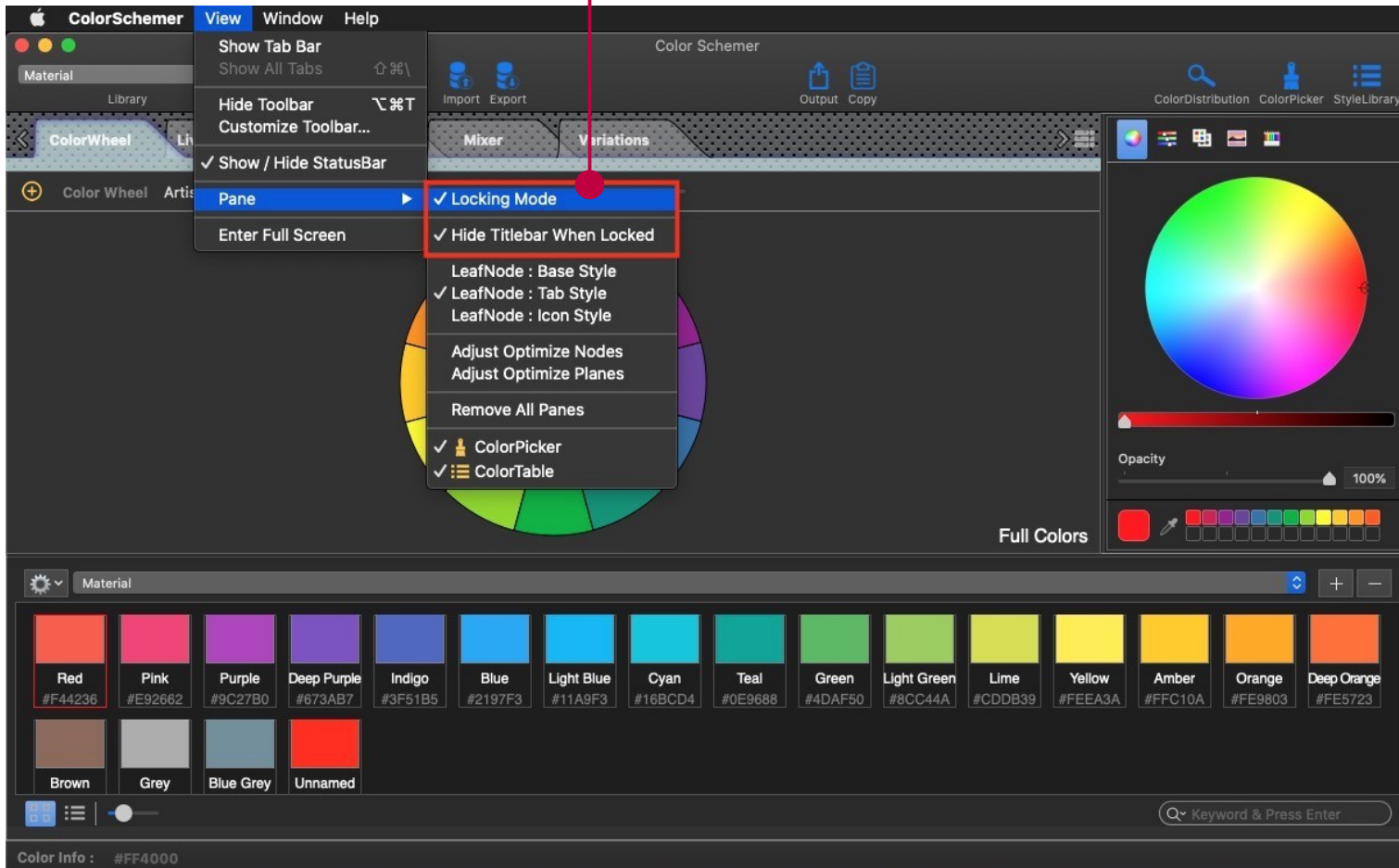


ToolPane

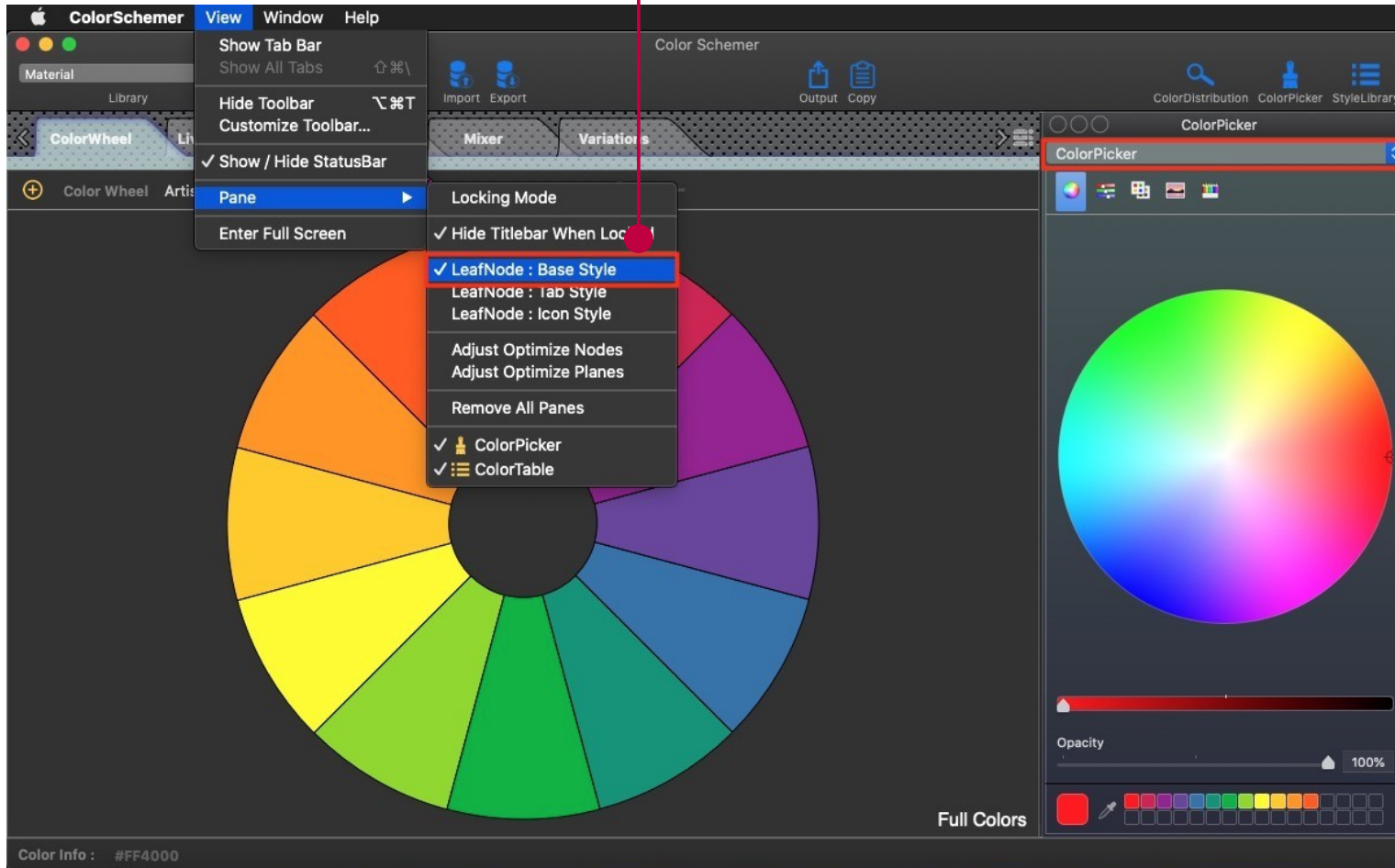


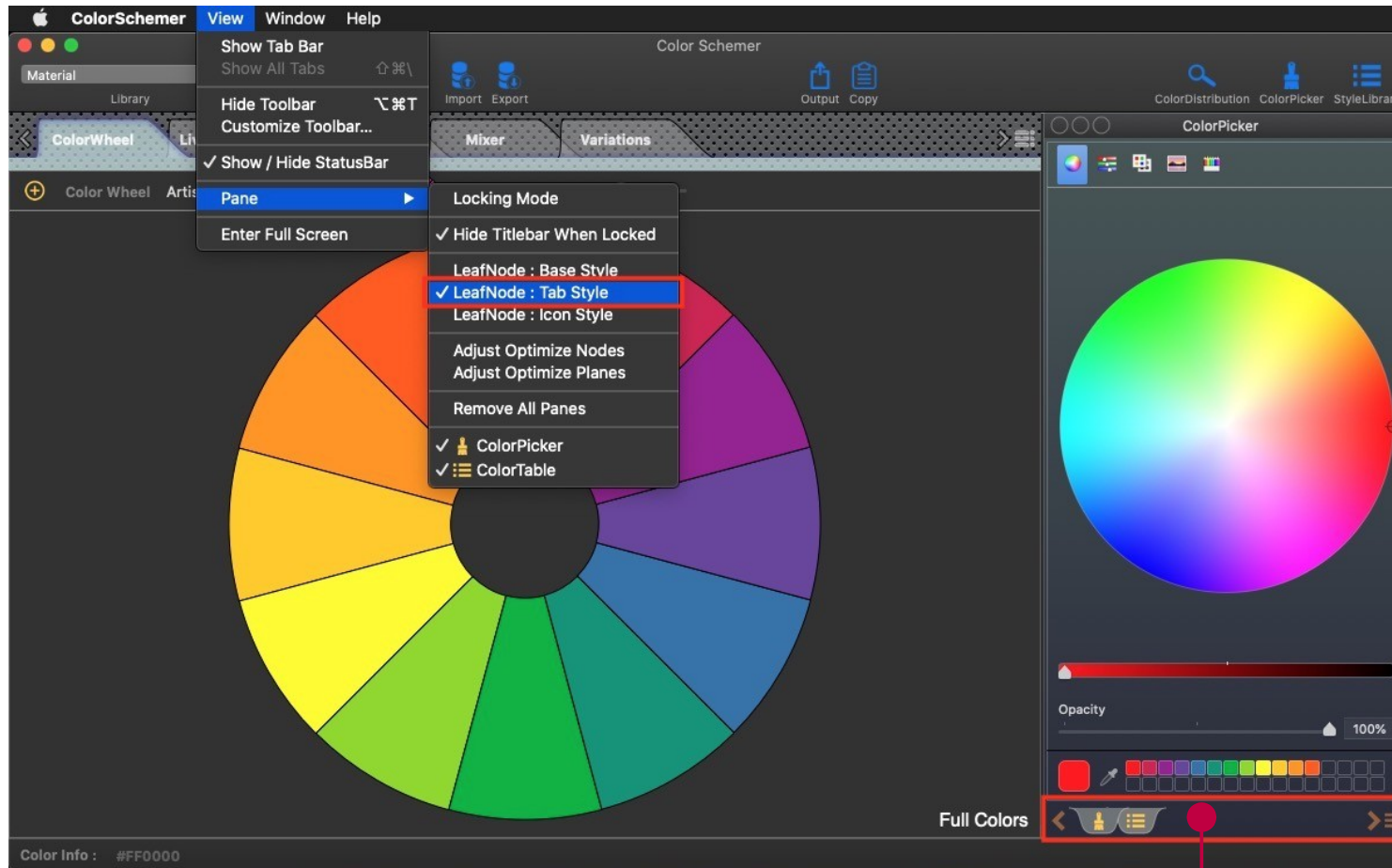
Support tool pane drag and dock

Support tool pane lock and hide title bar



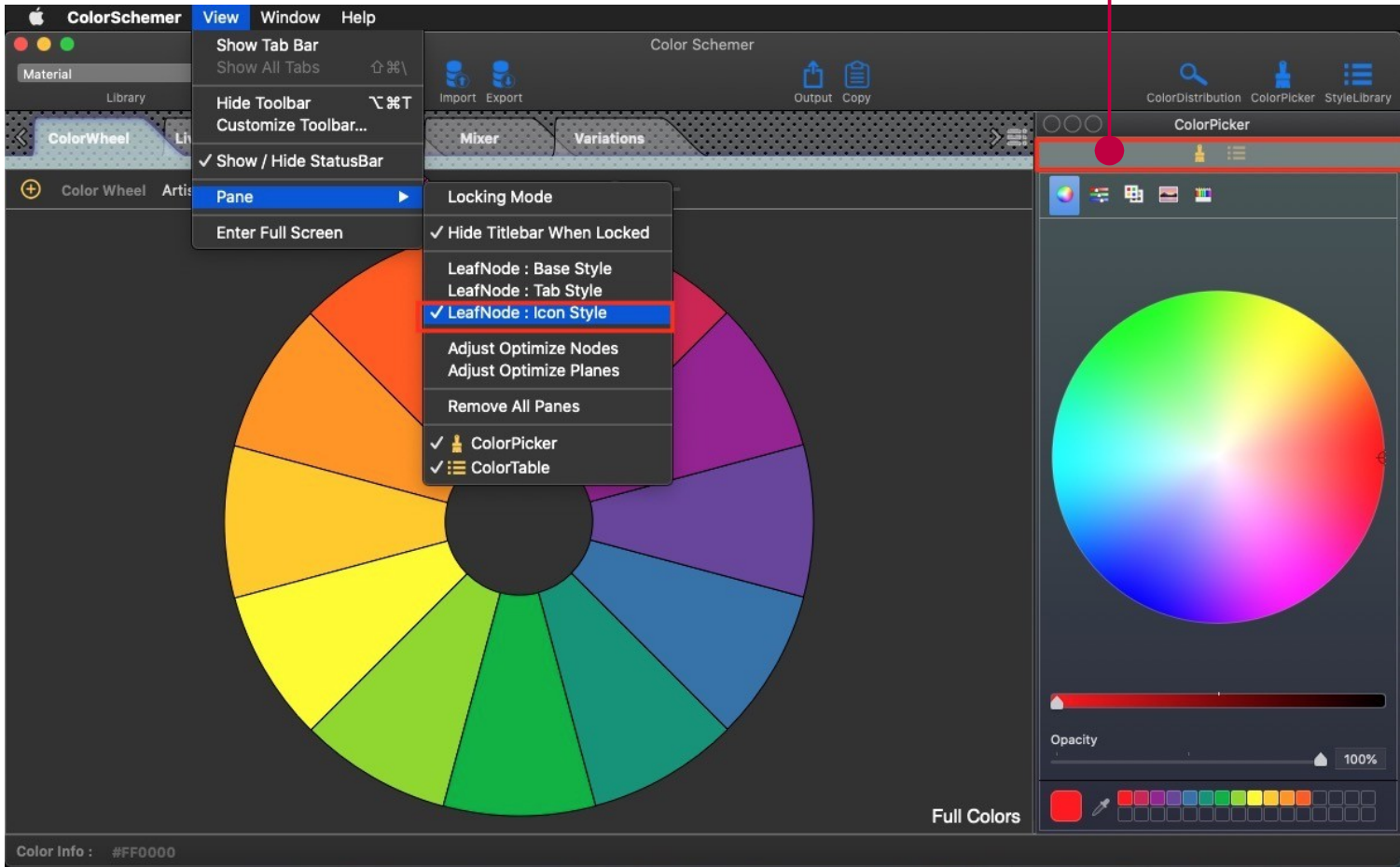
Merge pane supports base mode (PopupMenu)



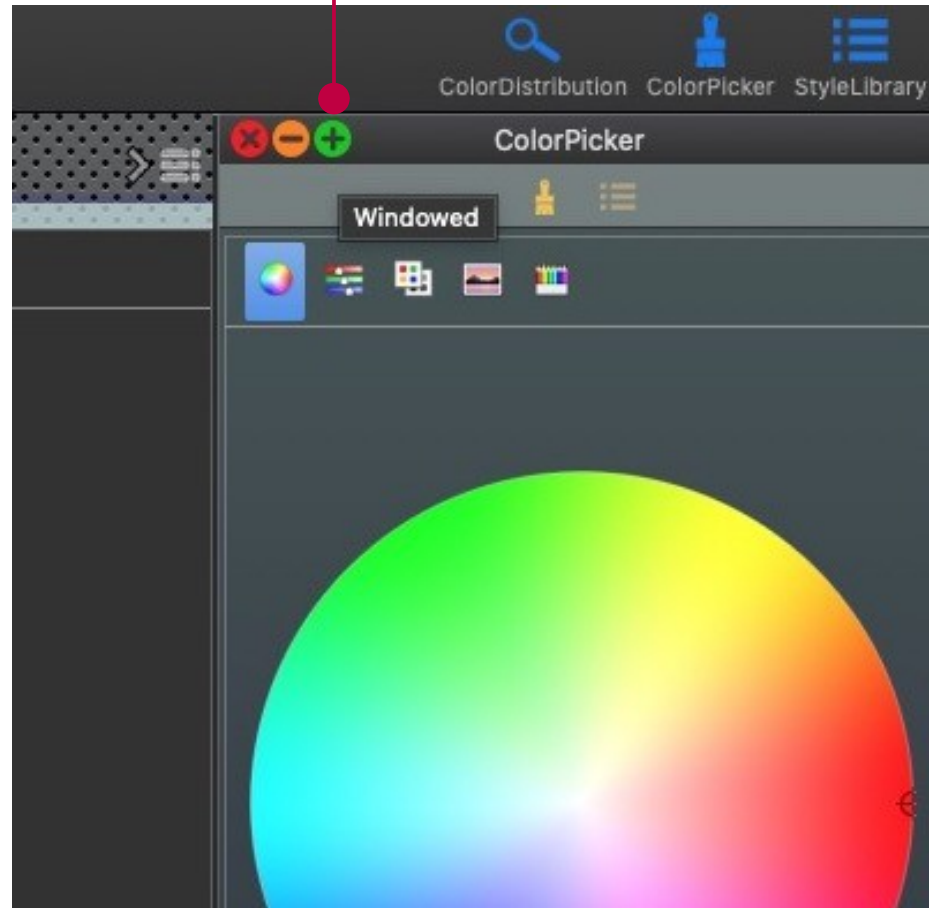


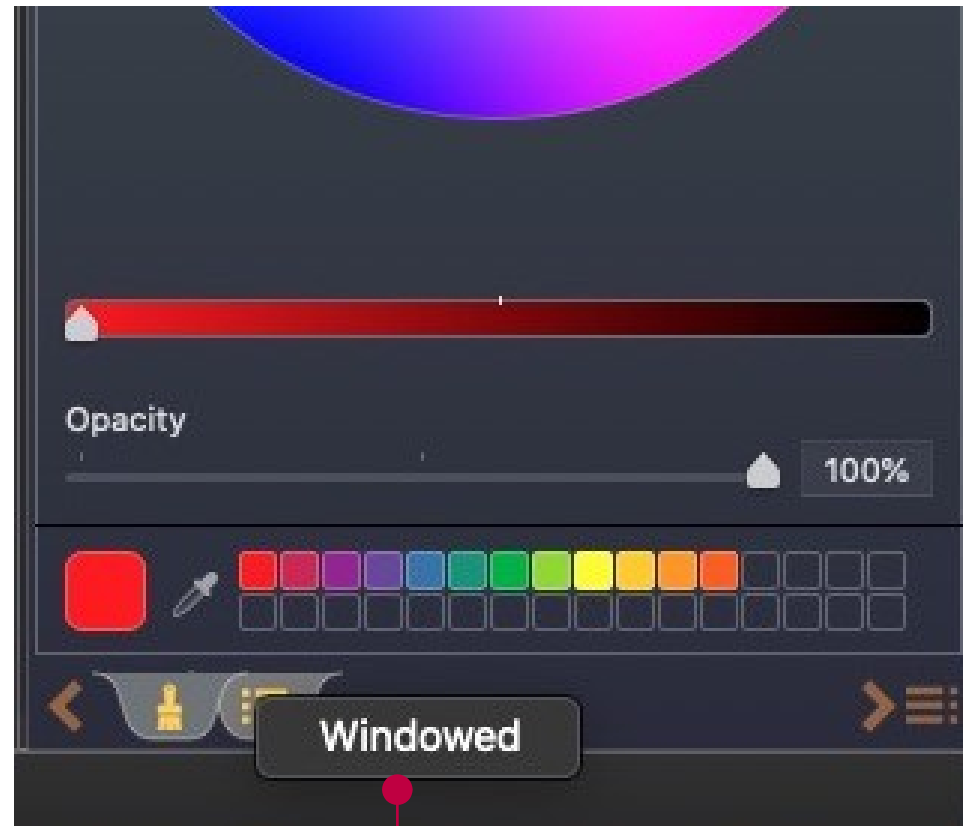
Merge pane supports tab mode (Support tab dragging tool pane)

Merge pane supports icon mode



Title bar buttons support windowed





Tab right-click menu supports windowed