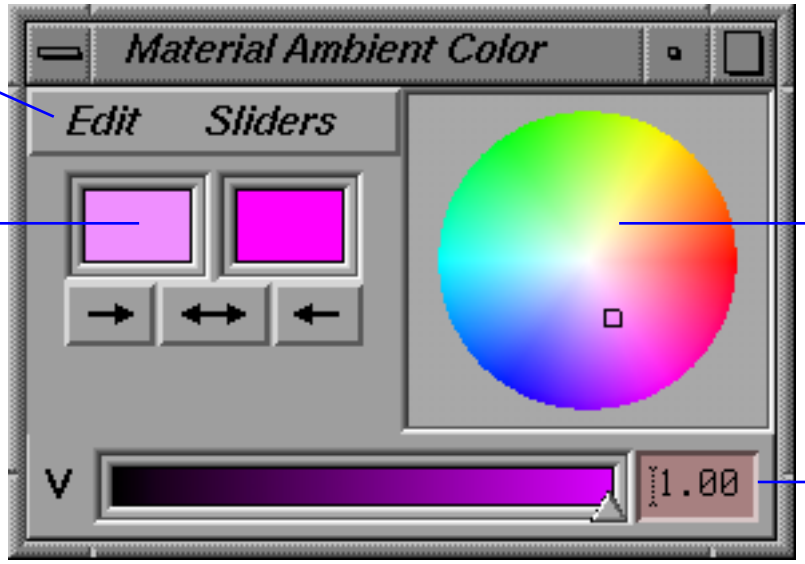
Color Editor

Description:

The Color Editor allows the user to edit colors. It can be used to edit the diffuse color of an object or can be included as a part of the Light and Material Editors. *Press the Menu icon to get more information about the Light and Material Editors.*

Edit and Sliders menu bar entries:
Explanation of menu entries in following pages.



Color Chips:
The chip on the left shows the currently selected color.. The chip on the right is the stored color. The arrow buttons can be used to switch which color is current or stored.

For example, pressing the arrow button on the left copies the left hand color chip to the stored color chip. The center double arrow reverses the color chips, and pressing the right arrow copies the stored color chip to the current color chip.

Color Wheel

Value Slider
With type−in field.

Using the Color Wheel and Value slider:
This is the simplest way to use the Color Editor, and is the default. Using the left mouse, simply click on the color you wish in the color wheel.

To change the value (the lightness or darkness of the selected color) move the pointer on the slider. At value 0.0, the color will be black, at value 1.0, the color will be at its full brightness.

Menu entries in the Color Editor

Description:

There are a number of options under the Edit and Sliders menu bar entries. The sliders allow the user to choose which color model with which to work.

Edit menu:

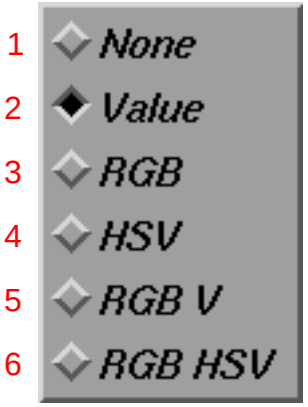
1 Changes made in the Color Editor are updated continuously in "Continuous" mode. "Continuous" mode is the default. In "Manual" mode, an "Accept" button appears under the color chips. Changes are updated only when this "Accept" button is pressed.

2 WYSIWYG stands for "What You See Is What You Get". The effects of this mode are seen in the color wheel and in the sliders. In this mode, what appears in the slider is what the user will get if (s)he moves the slider to that position. The colors in the sliders themselves change as they are being used. As a comparison, look at the RGB sliders when NOT in WYSIWYG mode−you will see a *fixed* range of colors from black to the full color−the changes appear only in the color chip *See next page for sample image.*

3 Colors may be copied and pasted between Color Editors.

4 Calls up these Help cards for the Color Editor.

Sliders menu:



1 No sliders are used. Choose colors from the color wheel.

2 Use the Value slider only. This is the default. Range 0.0 to 1.0.

3 Use RGB sliders (Red, Green, and Blue) Range from 0.0 (black) to 1.0 (full color) for each.

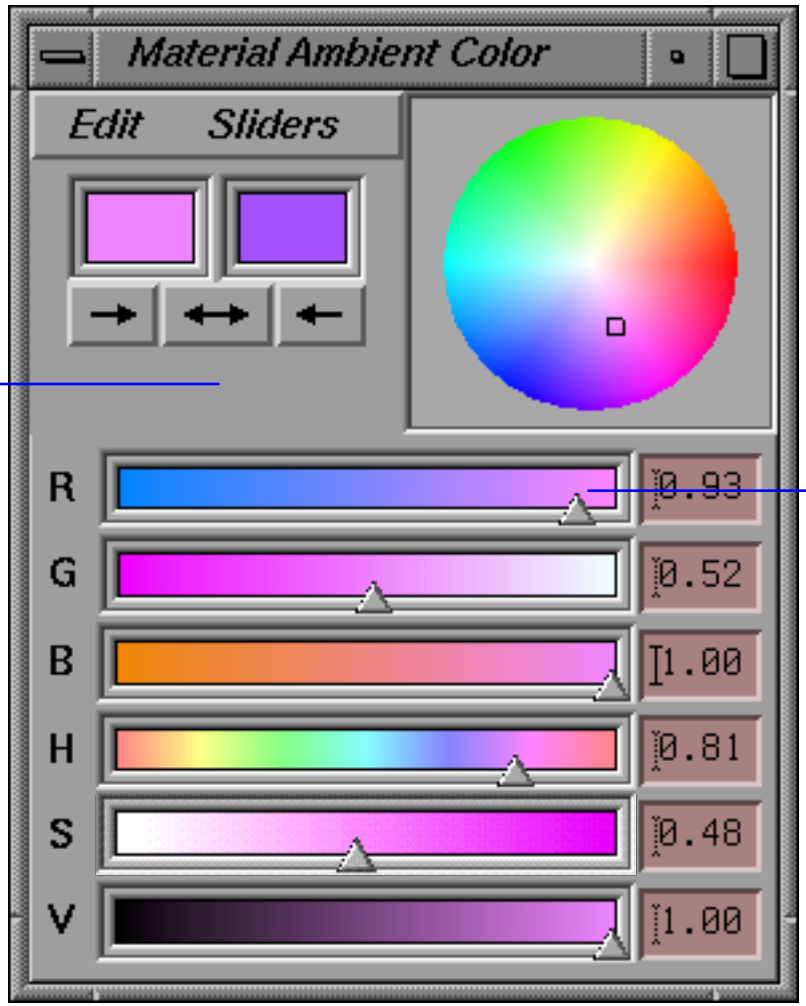
4 Use Hue, Saturation, and Value Sliders. Hue is the color, Saturation is the level of white added to the color, and Value is the lightness or darkness of the color. All range from 0.0 to 1.0.

5 Use RGB plus the Value sliders. Range from 0.0 to 1.0.

6 Use RGB plus HSV sliders. Range from 0.0 to 1.0.

Color Editor showing RGB HSV sliders and in WYSIWYG mode

In "Manual" mode (selected from Edit Menu), an Accept button wil appear here.



In WYSIWYG mode the user gets the color displayed at the slider pointer. The color above all 6 pointers are exactly the same at all times. A user can directly see the color (s)he will get when moving the slider pointer by looking at the color at that location.

All of the sliders will be moving interactively in response to user's changes.