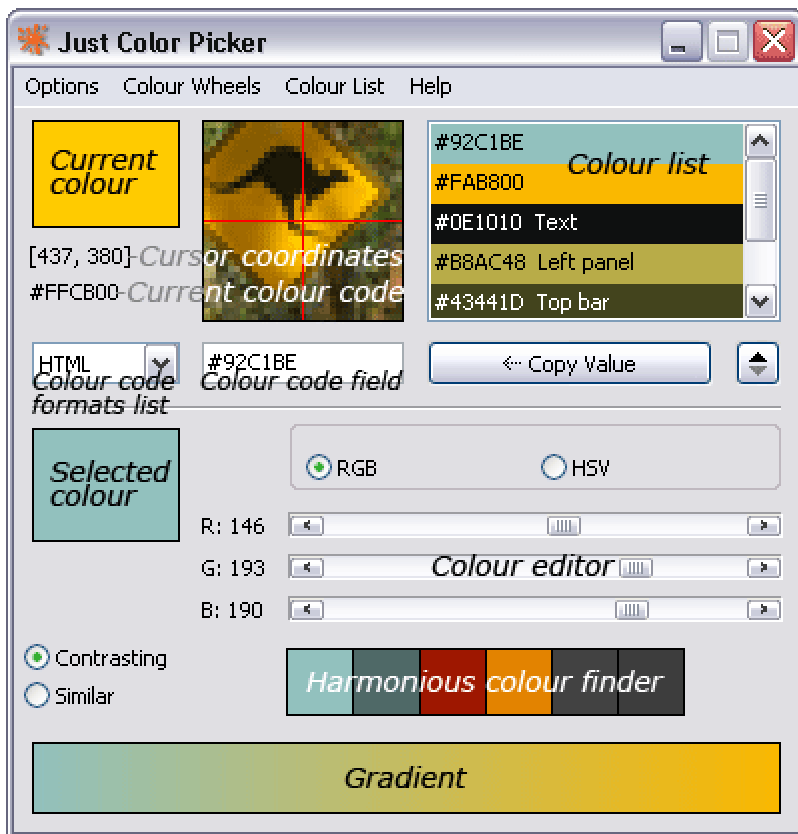


# Just Color Picker manual



## Main window

Just Color Picker is a tool that captures the colour of any pixel in any screen area and displays its code in a variety of formats: HTML, RGB, HEX, HSB/HSV and HSL.

To pick a colour and its code, choose the desired format in the color code formats list, then point the mouse cursor at the pixel/area and press the hotkey to capture this colour. The default hotkey combination is Alt+X.

To copy the code of the colour to the clipboard, click the *Copy Value* button. The *Copy Value* button copies the whole content of the colour code field or its selected part if you selected a part of the code with the mouse cursor beforehand.

## Colour list

All the colours you have picked since you launched the program are displayed in the colour list.

To select a colour from the list, simply left-click the colour line in the list and the colour will become active. A right-click on a colour line will allow you to copy the code of the colour to clipboard, add/edit a comment for the colour in the list, or delete the colour from the list. You can also delete a colour from the list by selecting it with a left-click and then pressing the Delete key.

## Main window extension

The button with up/down arrows expands the program window and opens the RGB/HSV colour editor, gradient and harmonious colour finder.

The RGB/HSV colour editor contains the latest picked colour or the selected colour, which you can modify and then pick the resulting colour for your further needs. Use the RGB mode to change red, green or blue components of the colour. Switch to HSV mode if you need to change the colour's hue, saturation or value.

Two harmonious colour finders (contrasting and similar) suggest six colours that may be a good combination with the picked, selected or edited colour. The colour finders are a suggestion, a guide, while the final choice of harmonious colours is up to you, your creativity and your taste.

The gradient feature provides you with a wide range of nuances and gradations between the two latest-picked or selected colours, in case if you need to pick something in-between.

## Code-to-Colour conversion

For the inverse process of conversion of colour codes into corresponding colours, enter the colour code into the colour code field and press Enter. The colour will appear in the colour list and its code will be shown in the colour code field, in exactly the same way as if you picked it with the mouse from your screen.

Just Color Picker can convert HTML, HEX and RGB codes into colours:

- To convert an HTML code, enter the six-character colour code with or without the preceding # symbol and press Enter.
- To convert a HEX code, enter the six-character colour code with or without the preceding 0x symbols and press Enter.
- To convert an RGB code, enter the three digital parts of the colour code (from 0 to 255) separating the parts with commas and/or spaces and press Enter.

If Just Color Picker does not display the colour after you pressed Enter, it means the colour code has been entered incorrectly. Correct the input and press Enter again.

## Main menu

### Options

There is 3x, 9x and 15x zoom of the mouse cursor area. Use the *Zoom* menu item to change zoom magnification or to switch it off.

*Colour Picking Area* menu item offers an option for picking either the exact colour of a single pixel, or an average colour value of a 3 by 3 or 5 by 5 pixel area with the pointed pixel in the centre of the area. When the *3 by 3 Average* or *5 by 5 Average* option is chosen, a grey rectangle bounding the averaged area and a "3x3 Avg" or "5x5 Avg" label will appear in the zoom field.

Here you can also enable or disable the *Stay on Top* feature which keeps Just Color Picker window over all other programs until you close or minimize it.

To change the hotkey, go to the *Hotkey* menu item. Select a new hotkey combination by pressing the keys (will be displayed in the window), then click OK. Be careful: do not choose a combination that is already assigned to another program, as the combinations will clash and may not work correctly in either of the programs.

*Show # in HTML code* option shows or hides the hash symbol in HTML colour codes.

### Colour Wheels

The *Colour Wheels* menu displays triads and complementary colours for the latest picked or selected colour. Both RGB (Red, Green, Blue) and RYB (Red, Yellow, Blue) colour wheels are supported. You can open any number of wheel windows to compare the colours. Please note that white, black and shades of grey do not have saturation, and, therefore, they have no triads or complementary colours.

### Colour List

If you want to keep the list of picked colours after you close Just Color Picker or need the chosen colours for a future use, use the *Save As* menu item to save the colour list to a file, and the *Open* menu item to load it back later. The *Clear All* command clears the list.

### Colour code formats

*HTML*, *HEX* and *RGB* colour codes consist of three parts that define the combination of Red, Green and Blue colour values. The first two characters of HTML/HEX code (or the first number of RGB code) define the red component, the next two characters (or the second number) define the green component, and the last characters/number define blue. The value of each part of the colour code can vary from 00 to FF for HTML/HEX, from 0 to 255 for RGB, and from 0 to 1 for RGB [0,1].

*HSB/HSV*. The HSB (Hue, Saturation, Brightness) or HSV (Hue, Saturation, Value) colour code defines a colour in terms of three components:

- Hue (H) is the name by which colours are distinguished, such as red or yellow. Hue ranges from 0 to 360 degree, with red at 0 degree, green at 120 degree, blue at 240 degree and so on.

- Saturation (S) is the purity of a colour. The lower the saturation of a colour, the more grey, faded and dull the colour looks. The higher the saturation, the purer, brighter and more intense the colour appears. Saturation ranges from 0 to 100%.
- Brightness (B)/Value (V) of a colour refers to its lightness or darkness. As this component is called Brightness sometimes, it makes it a bit confusing with Saturation. Value ranges from 0 to 100%.

Some applications use different ranges of the components. For example, S and V/B can vary from 0 to 1, H may be normalized to 0–100%, or all three components can vary from 0 to 255. Just Color Picker uses the “degree, percent, percent” notation.

*HSL*. The Hue, Saturation, Lightness (Luminance) code is similar to HSB/HSV. The main difference is that L is a linear parameter while B/V is a non-linear one. Just Color Picker sets the value of every HSL parameter from 0 to 255, and from 0 to 240 for every parameter in *HSL(Win)*.

If your application requires a parameter in 0–1.0 range while Just Color Picker shows it in the 0–100% range, you can easily convert one to another: e.g. 73% = 0.73.

**Visit <http://annystudio.com/software/colorpicker/> to download the latest version of Just Color Picker.**