



App13X

NS Color Calculator

User Guide



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CHAPTER 1

THE COLOR PANEL

NSColorCalculator has a custom Color Panel for working with colors that's designed to be easy to use, intuitive, yet very powerful with the features you need to get things done fast. In a nut, it's a revolutionary way to choose and compare colors.

For instance, any Cocoa or iOS developer is all too familiar with certain mind-numbingly tedious tasks that have to be repeated over and over again. One of these is the dreaded: Find a color in a graphics app using its color picker panel, and then manually typing in (or copy and pasting) the numbers for each of the 4 components of RGBA or HSBA colors. That's the least painful scenario. Some of these graphics apps only have color numbers in 0-255 format, which is useless in Cocoa/iOS, so you have to manually divide the color values by the appropriate amount. In short, this is a giant PITA sandwich.

NSColorCalculator feels your pain and is here to help. With one mouseClick or menuItem selection, you can copy any color in native NSColor or UIColor code, in RGBA or HSBA format, which you can then paste into Xcode.

Of course, this app isn't just for developers. Artists and graphic designers will love all the options for choosing and comparing colors including the Shade tech and Component Locking that are completely unique to this app. Plus you can grab the color under the mouse from any app or anywhere onscreen by holding down the Control key.

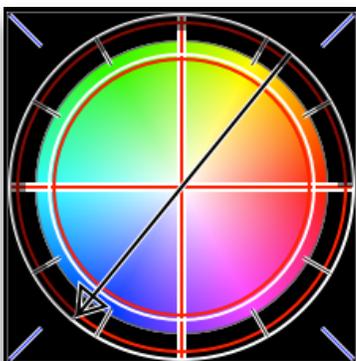
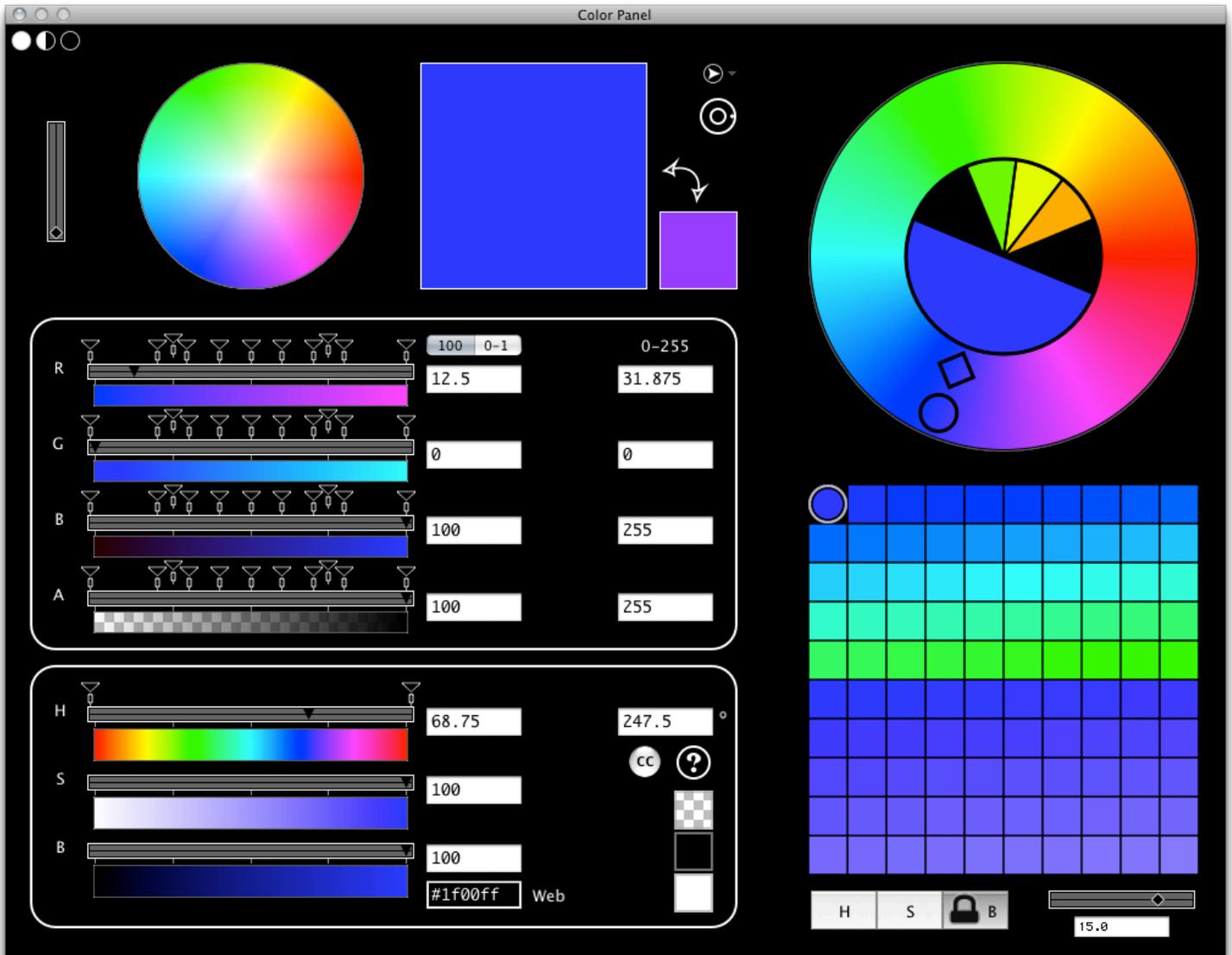
Color Panel Basics

When you launch the NSColorCalculator application, you will always see the Color Panel, which is command-central for working with colors.

The three buttons that look like Moon phases control how much of the panel is visible. The screenshot below shows the fully expanded view. Click on the Half-Moon button to hide the ColorRing. Click the New-Moon button to collapse the panel. The slider at the top left controls the background color from black to gray.

To conveniently switch modes, press

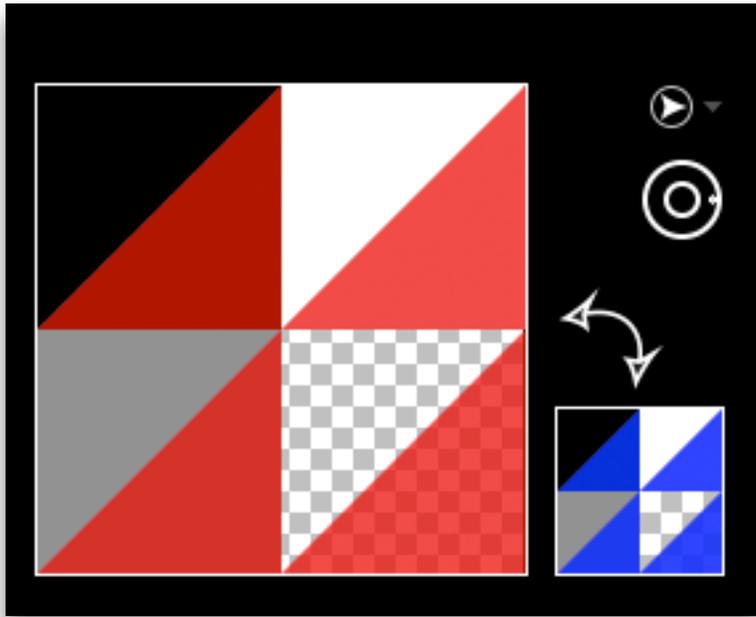
- ⌘ 1 for Full-Moon,
- ⌘ 2 for Half-Moon,
- ⌘ 3 for New-Moon.



The ColorWheel at the top-left is for display only, to show the angle when dragging the color sliders or gradient bars.

The arrow rotates counterclockwise as the angle increases.

The angle is displayed in the degrees textfield next to the rainbow gradient bar. The range is from 0 to 360 degrees.



The large color swatch to the right of the ColorWheel shows the current color. The smaller swatch to its right shows the previous color. The white curved double-arrow button swaps the current and previous colors.

In the screenshot to the left, the colors have an opacity less than 100%. This triggers the display to go from solid to quad. Each quarter shows the partially transparent color composited onto 4

different background colors in the bottom-right triangles. The top-left triangles show the actual background colors. In the top-left quad, the background color is black. The top-right quad uses white. The bottom-left quad uses 50% gray. The bottom-right quad uses the checkerboard.



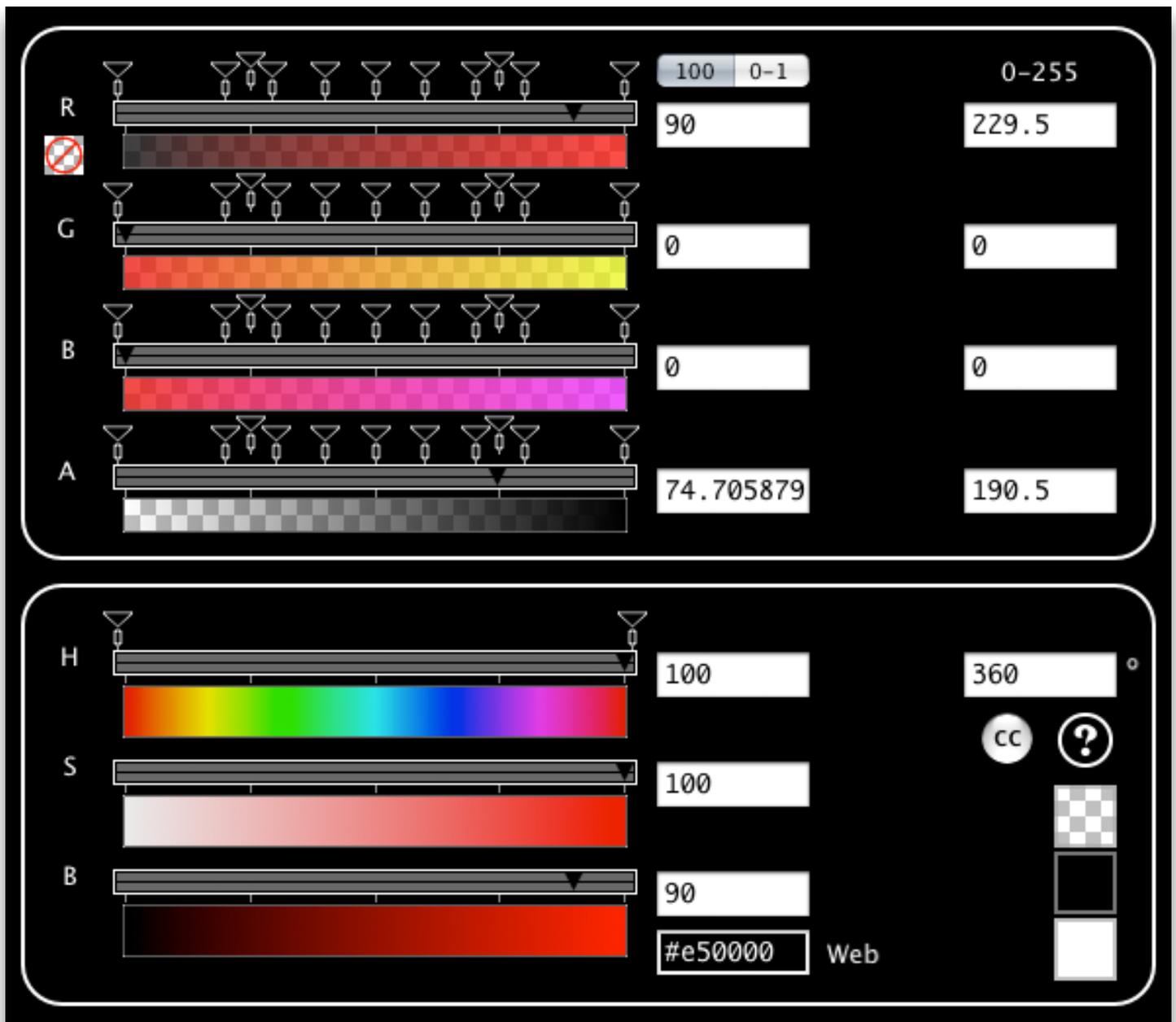
Use the Mode Toggle buttons to switch between Switch Mode and ColorRing Mode. (**⌘ M**)



Gradient Bars and Color Sliders

The Gradient Bars and their associated Color Sliders control individual components of a color. From top to bottom, they are: Red, Green, Blue, Alpha, Hue, Saturation, and Brightness. When a color has an alpha value less than 100%, the RGB Gradient Bars normally reflect this by displaying a checkerboard pattern beneath the gradient. You can toggle this behavior on and off using the button between the R and G labels at the top left of the screenshot below. (The button is hidden when the alpha is 100%.)

Click or drag any gradient bar or slider to update the current and previous colors, and all of the readouts and controls in real-time.



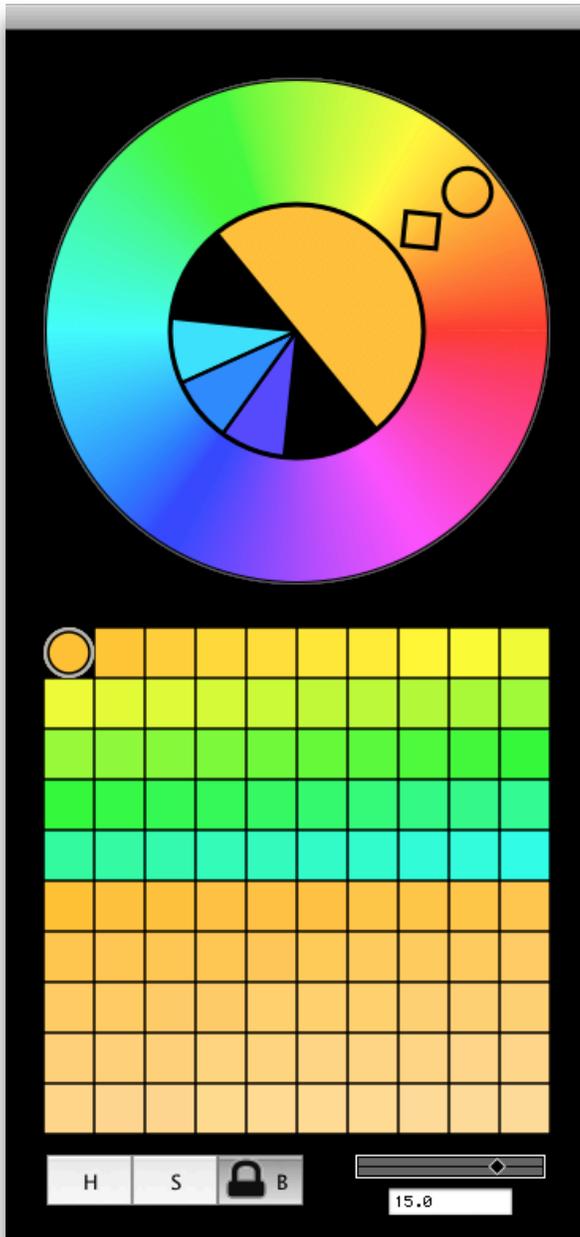


Use the Mode Toggle buttons to switch between



Swatch Mode and ColorRing Mode. (⌘ M)

ColorRing Mode



Shades, in general, are distinguished from standard Color Swatches, and we use them to facilitate the exploration of color gradations within a range. The current shade (diamond) is used to track the variation from the base shade (circle).

Click or Drag in the ColorRing to choose a new shade. The Circle Targeter shows the position of the base shade. The Diamond Targeter shows the position of the current shade. The semi-circle in the interior of the ring shows the current shade, as does the top-left shade in the Shade Grid. The three triangles in the interior of the ring show the Complimentary Colors of the current shade. Click one to make it the base shade for the Shades in the grid and update the shades accordingly, The Diamond Targeter will move to that position. Click the semi-circle to reinstate the original color as the base shade for the Shades in the grid.

The shade variation range is controlled by the slider at the bottom-right of the panel. Higher values increase the range and there is a larger variation between each shade.

The HSB buttons control which of Hue, Saturation or Brightness to lock, while varying the other two. If you lock the Brightness component, then the top 50 Shades in the grid vary with Hue, and the bottom 50 Shades vary with Saturation.

Swatch Mode

In Swatch Mode the Swatch Grid is shown on the right side of the Color Panel. This is where you store and load colors.

To store the current color, click the Add Color button (the white plus sign inside the white circle) at the bottom-right of the Color Panel. You can add a new row of blank swatches by clicking the New Row button that's to the left of the Add Color button.

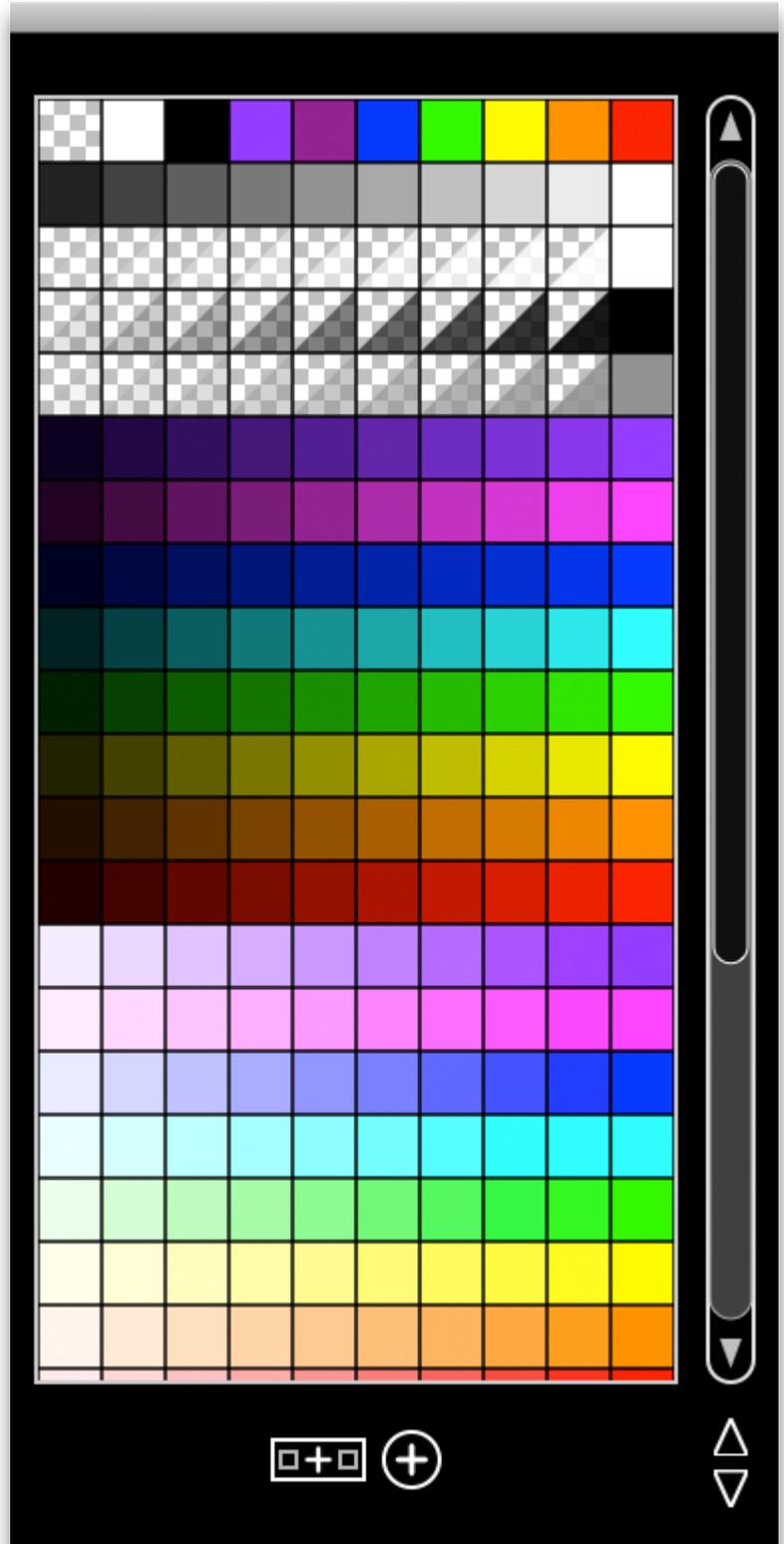
You also store the current color using drag-and-drop by dragging on the large Color View and dropping it into any swatch. Store the previous color by dragging the Previous Color View to any swatch.

Just click any swatch to make it the new current color. To copy a swatch to a different location in the Swatch Grid, just drag it to a different swatch.

Use the Up/Down arrows to move the Swatch Grid in 1 row increments. For convenience there are two of each. One set encloses the scroller. The other set is below the scroller.

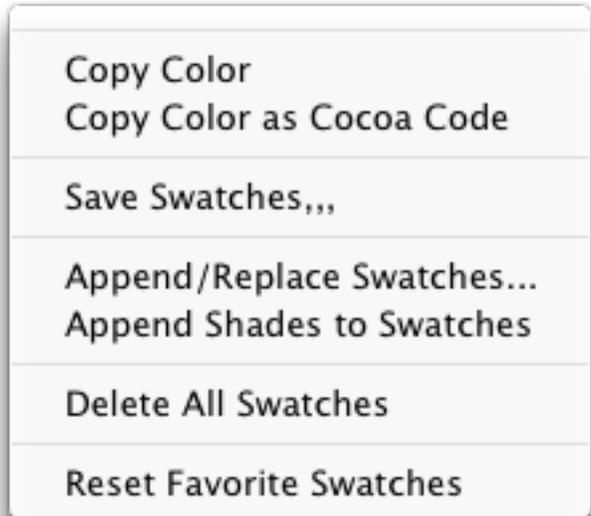
To delete a swatch, just COMMAND+SHIFT+Click it.

To delete a row of swatches, just COMMAND+OPTION+SHIFT+Click a swatch.



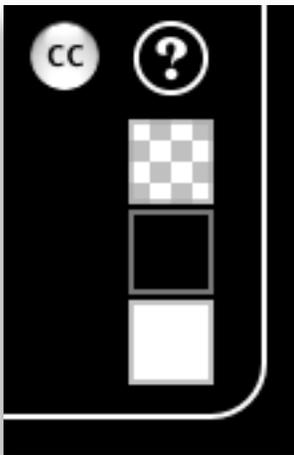
Swatch Batches

 In the top-middle of the Color Panel there is a popup button with a White Arrow pointing rightwards. Click it to access the commands for saving, loading, appending and replacing entire swatch batches. You can also delete all of the swatches in the Swatch Grid.



Saving Shades

 There is also a command for saving the current batch of 100 Shades to the Swatch Grid.



In the screenshot to the left, notice the three swatches with their default colors. These are called the Favorites Swatches. Use them to store your most frequently needed colors for quick access, since they are always visible, even when you aren't in Swatch Mode.

Just drag any Swatch or Shade color to any of them.

Reset Favorite Swatches

 In the popup, there is also a command to reset the Favorite Swatches to their default colors of Clear, Black and White, from top to bottom.

The Hints Sheet



Click the Hints button to open the Color Panel Hints Sheet.

Color Panel Hints

Swatch ⓪ == Left Mouse Click

⓪	Click a Swatch to set all selected graphics to that color
⌘ ⓪	Name the clicked Swatch
⌘ ⬆ ⓪	Delete the clicked Swatch
⌘ ⌘ ⬆ ⓪	Delete the row of the clicked Swatch
Drag Swatch	To another Swatch

Shade

⓪	Click a Shade to set all selected graphics to that color
⌘ ⓪	Update the ColorRing

Control Key

⌘	Press the Control Key to Grab the Color under the mouse from ANY onscreen location, including other apps.
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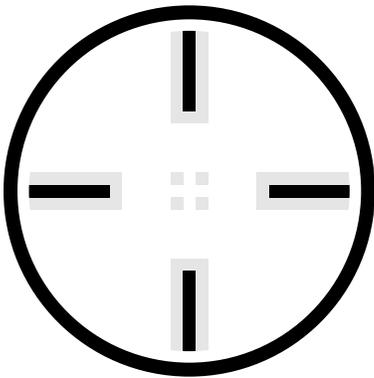
Close

CHAPTER 2

GRAB COLORS

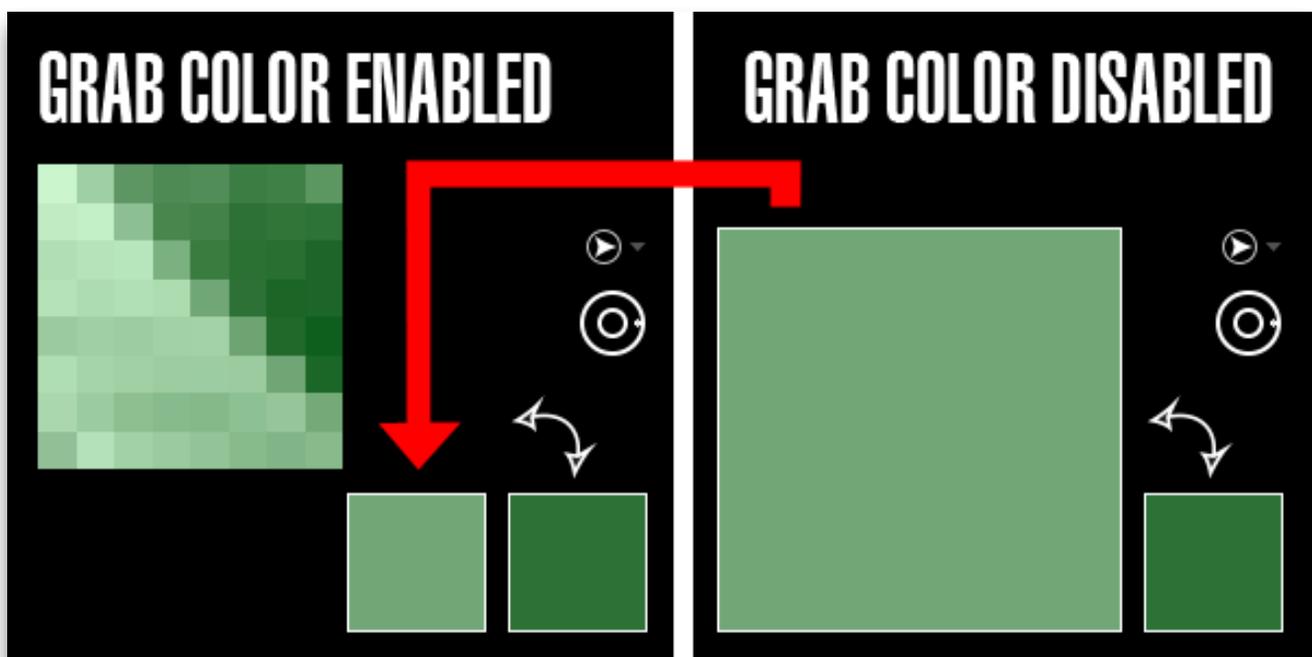
NSColorCalculator has the ability to grab the color under the mouse and load it into the Color Panel. It works no matter where the mouse is positioned, including images or graphics in any other app, any onscreen background location, and even the Dock.

To enable this behavior, press and hold the **Control** key. The cursor changes to the crosshairs cursor seen to the left. The cursor is mostly transparent and you can use the 4 pixels in the center to precisely position the mouse to get the exact color you want.



As seen below, when Grab Color is enabled, the large ColorView shrinks down to make room for the GrabColor Viewer, which displays a pixelated blowup of the colors surrounding the center of the mouse. This facilitates extremely precise positioning for selecting the color you want

to grab. Move the mouse until you have the color you want, and then release the Control key to keep that color as the new color in the Color Panel.



CHAPTER 3

COLOR CODE FOR DEVELOPERS

For developers, the glass **CC** (Copy Color) button allows you to copy the current color as code to the pasteboard, for an NSColor object in RGBA.

OPTION+Click for an HSBA color. Then just paste the string into Xcode.

```
[NSColor colorWithCalibratedRed:0.0f green:0.152941f blue:1.0f alpha:1.0f];
```

```
[NSColor colorWithCalibratedHue:0.641176f saturation:1.0f brightness:1.0f alpha:1.0f];
```

For more options, use the MenuItems in the Colors Menu in the Main Menubar.

Cocoa

- ⌘ 4 NSColor object in Calibrated RGBA
- ⌘ 5 NSColor object in Calibrated HSBA
- ⌘ 6 NSColor object in Device RGBA
- ⌘ 7 NSColor object in Device HSBA
- ⌘ 4 CIColor object in RGBA
- ⌘ 5 CIColor object in RGB

iOS

- ⌘ 8 UIColor object in RGBA
- ⌘ 9 UIColor object in HSBA

Quartz

- ⌘ 0 CGColor object in Generic RGBA

CHAPTER 4

FEEDBACK AND SUPPORT

If you have any questions, send them to

support@applenexus.com

Use the same email address if you have suggestions for new features, general feedback, or if you discover a bug in the app.

Feedback is both welcome and encouraged. It helps me make the app as awesome as possible.

Have fun,
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