

040b73747265616d747970656481a203840163c48403737373810a0a810b0b8
15f5f84012584067f411b312d37OneVision-Image: Replace Colors (Extended
Panel)

Replace Colors (Extended Panel)

Clicking this control bar, extends the *Replace Colors* panel and gives access to further options.

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Helligkeit;↗Intensity ± Saturation/Hue

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The color wheels, as described in the previous chapter, support only hue and saturation. This extended panel offers additional controls for specifying the intensity for the original and replacement intervals. Each of the controls displays the selected colors with intensities ranging from 0% to 100%. Each of them also contains two slider knobs: the upper ones determine the intensity of the original colors, and the lower ones the intensity of the replacement colors. The knobs can be moved independently, but the upper ones cannot be moved farther to the right than the lower ones. The slider knobs can be used for constraining the interval with regard to intensity. If you narrow the space between the two knobs, the intensity of the color interval will also be narrowed. If you click between the knobs and move the mouse, you can move the interval in one piece without changing its width. The bounds of the intensity interval are shown numerically in the *<Display Intensity>* slider in the upper right of the panel.

Note: You cannot make any changes to the intervals themselves using the sliders in the color bars. They are only used to set the value of the third component that can't be displayed in the two-dimensional images of the color wheels.

From top to bottom in each color bar, the hue or saturation of the colors from the corresponding interval is displayed. The value of the component that is not displayed can be set with the vertical slider bar

in the *<Hue/Saturation>* section. In the example above, saturation is fixed, indicated by an aS° on the switch on top of the slider and the intervals for hue are shown in the color bars from top to bottom. The values on the left and right of the *<Hue/Saturation>* slider numerically displays the bounds of the corresponding component.

Unlike to the figure above, hue is fixed for the color bars of *<Intensity>* in the figure below. Therefore, saturation varies from top to bottom.
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Quelle;↵Ziel;↵**Source / Destination**

The lower portion of the extended panel shows a table that summarizes the setting for the replacement in a numerical way. The colors for the start and the end of the original and the replacement intervals are shown in color wells in the first row. The other three rows show the numerical values for aH° , aI° and aS° which build up the color in the first row. In these rows you can modify the intervals numerically. Clicking on one of the *<H>*, *<I>*, or *<S>* buttons sets the bounds of the two remaining components for the source interval to the minimum and maximum values of these components found in the image. The only pixels evaluated are those whose values are within the bounds of the selected component.

Note: When you transfer colors from the color selection panel to one of the color wells, only the value for hue will be accepted. Intensity and saturation won't be affected because they are defined by the settings in the *Replace Colors* panel.

St ndige  \nFarbkreis- \nanpassung ;↵Continuous Color Wheel Adjustment

If this option is not activated and you modify one of the color components using your mouse, the color wheels are only updated after you release the mouse button. If you activate the option, the color wheel is updated continuously while you are making changes. This is only valid for the color wheels in the standard panel. It doesn't apply to the color bars in the extended panel.

Eyedropper Matrix and Data Format

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From this pop-up list, you can select a matrix size for the eyedropper when reading colors. A 3x3 matrix collects the color from a sample of 9 pixels.

In the pop-up list below the matrix list you can choose whether the data format the values for the individual components should be displayed in percentages or as numbers from 0 to 255 (8 Bit).