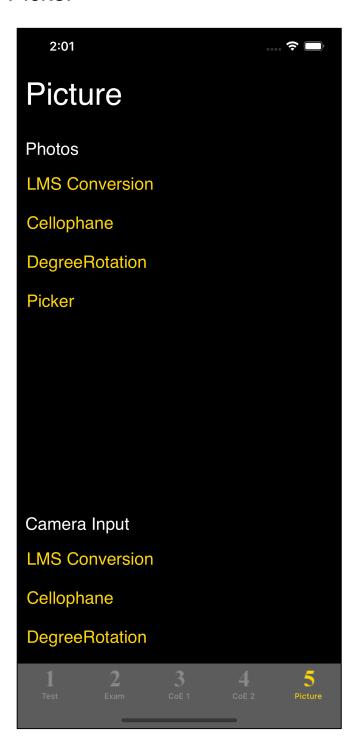
## **Picker**



The third command on the fifth tab is the picker.

It displays the pixel value of the image read from the Photos (Camera Roll).

The picker here is what is called by the main.

The movement is the same as the picker called from the slider.

The slider calls the picker. (Enter color value with picker)

The picker calls the slider. (Detailed display of pixel color)

And so on, the master-slave relationship is just reversed.

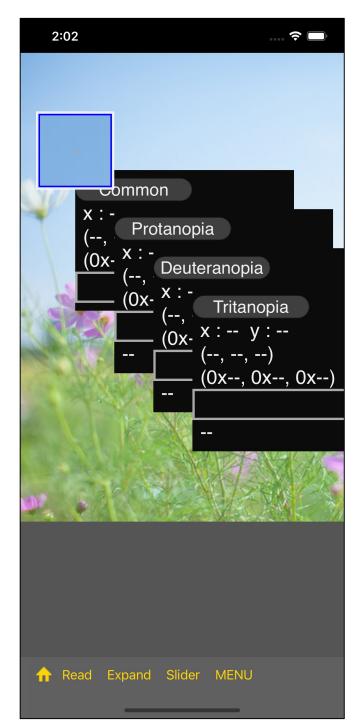


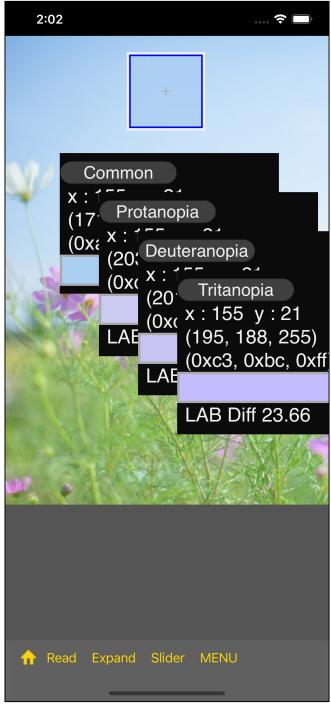


At first, you will see a black (blank) view.

When you press the "Read" button on the toolbar, you can select the Photos (Camera Roll) as shown on the right.

If you select the very first image, it will look like this.





At first, it looks like the one on the left.

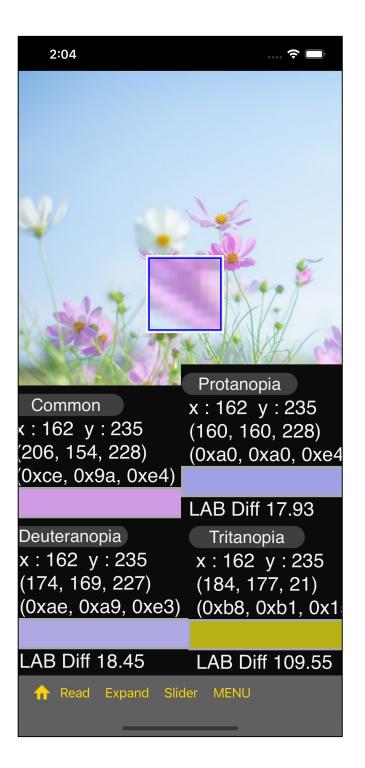
When you start moving the cursor view, the value is displayed in the value display view.

The upper left corner of the cursor view is like a mouse cursor pointer.

The cursor view here is a 10x magnifying glass (loupe).

The pixels of the original image pointed to by the upper left corner of the cursor view are displayed in the center (cross position) inside the cursor view.

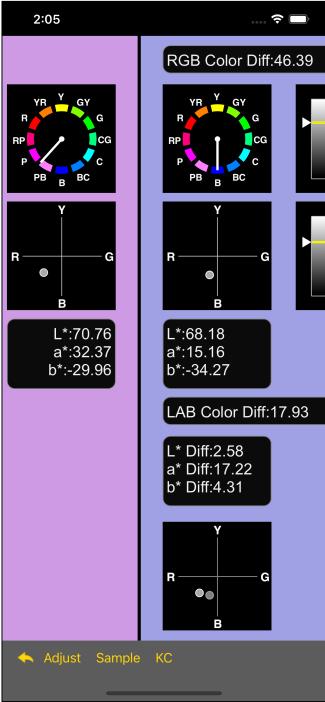
Δ

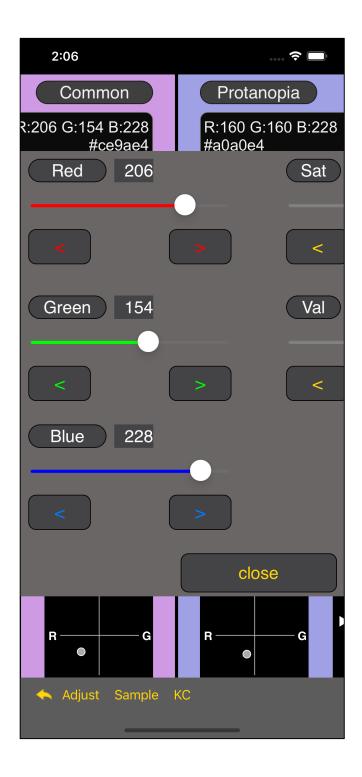


If you scatter the value display view, it looks like this.

If you press the "Slider" button here, the slider view will be displayed with the value displayed in "Common".



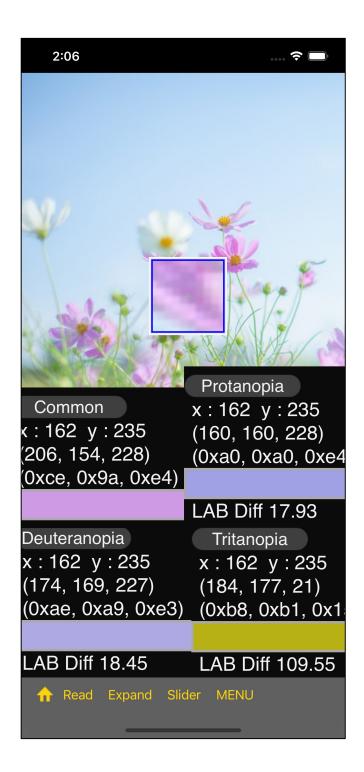




You can now press the "Adjust" button and look at the color values in the slider view.

Here, if you move the slider as you like, no problem will occur.

It does not affect the pixels loaded by the picker or the slider view displayed elsewhere.



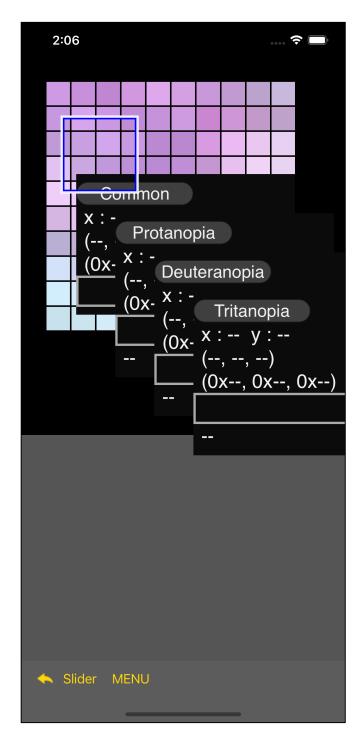
When you return from the slider view, you will see the original picker view.

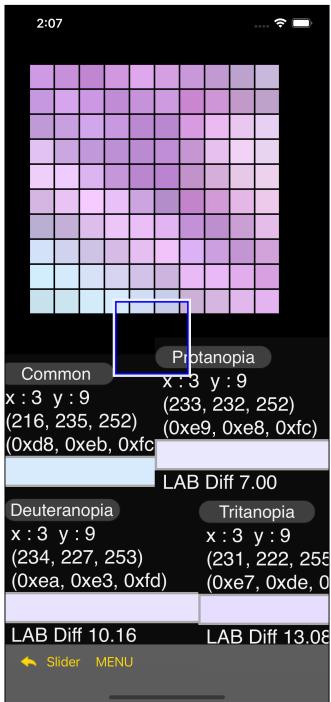
Pressing the third "Expand" button on the toolbar will bring up a Expand view of 10x10 pixel values around the upper left corner of the cursor view, as shown below.

(This is a maximum of 10x10.

For example, if the original image is smaller than this size, or if the upper left c orner of the cursor view is pointing to the edge of the original image, it will be  $5 \times 8$ .

Also, if the upper left corner of the cursor viewis outside the area of the original image, it will not transition to the Expand view.)





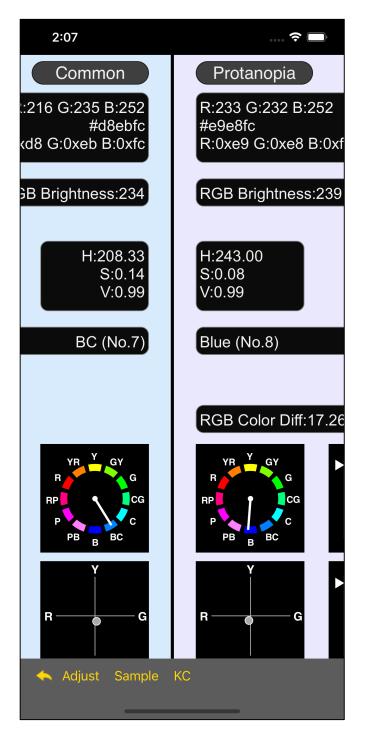
When you start moving the cursor view, the values are displayed.

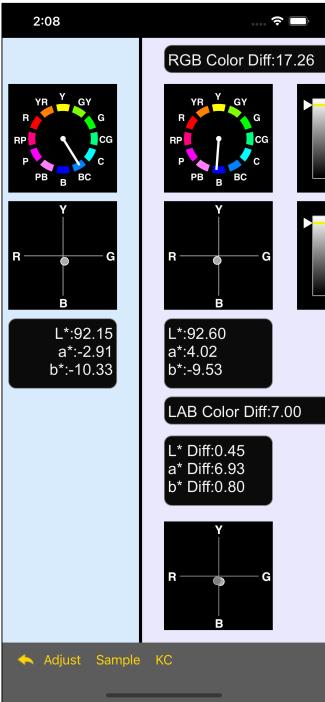
In the Expand view, the upper left corner of the cursor view is the mouse pointer.

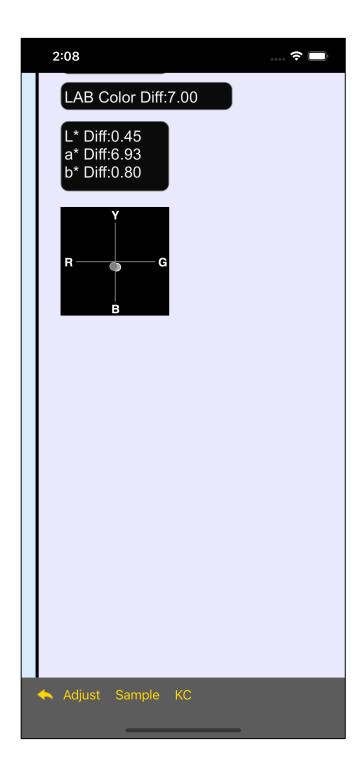
If you scatter the value display view, it looks like the one on the right.

10

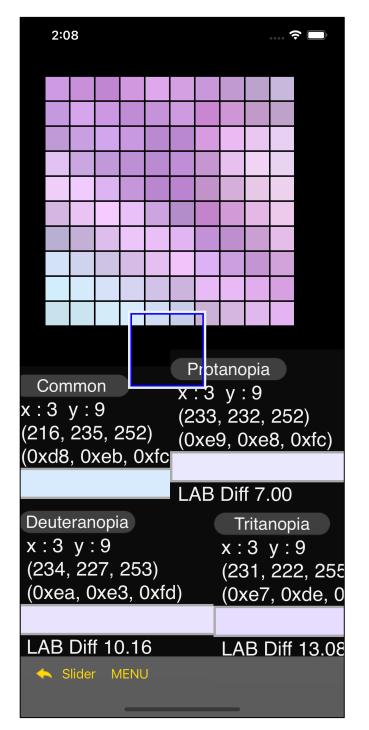
On the Expand view side, press the "Slider" button to bring up the slider view.

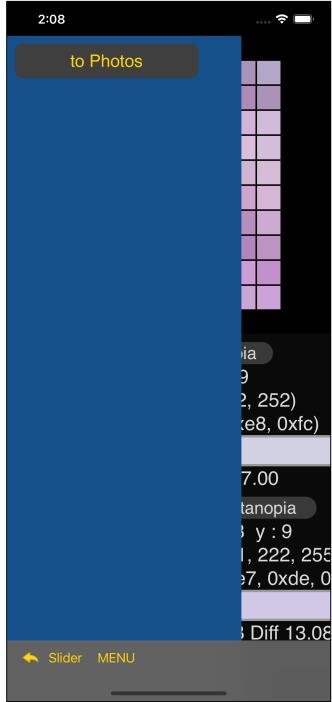






In the case of this color value, the two circles overlap, but again, they overlap at some distance.

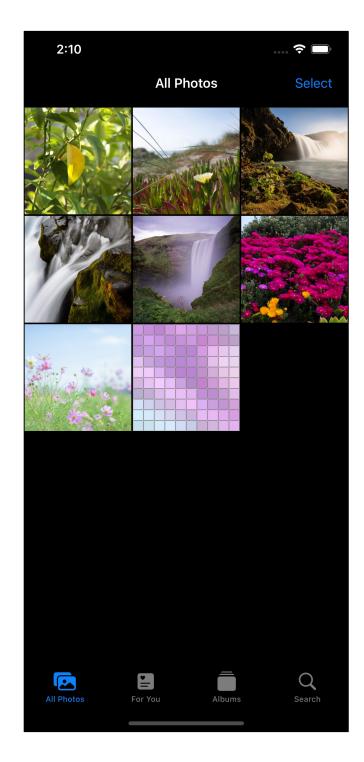


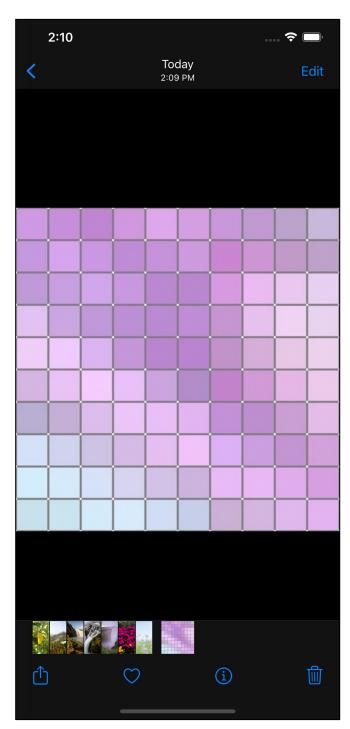


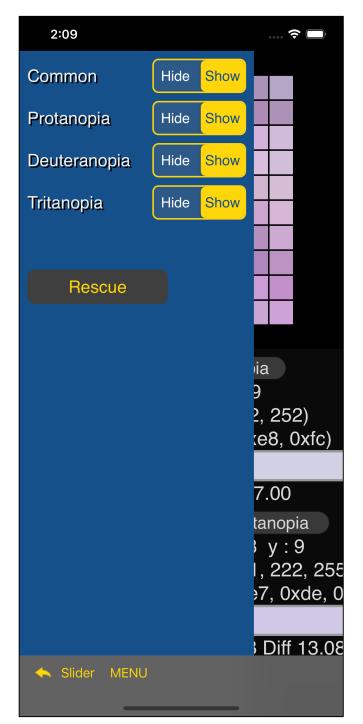
If you Long Touch the pattern part of the Expand view, a menu view like this will appear.

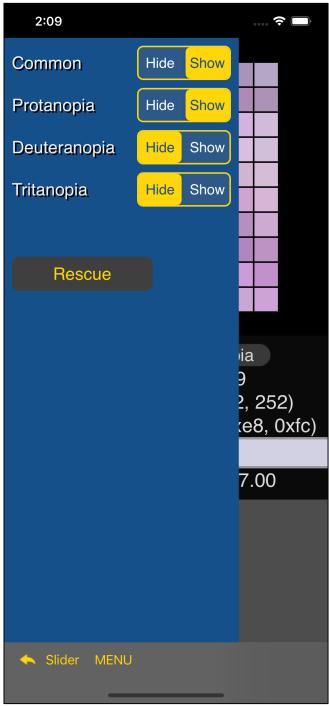
When you press the "to Photos" button, the displayed pattern itself will be transferred to the Photos (Camera Roll).

When you actually send it, it will be as follows.



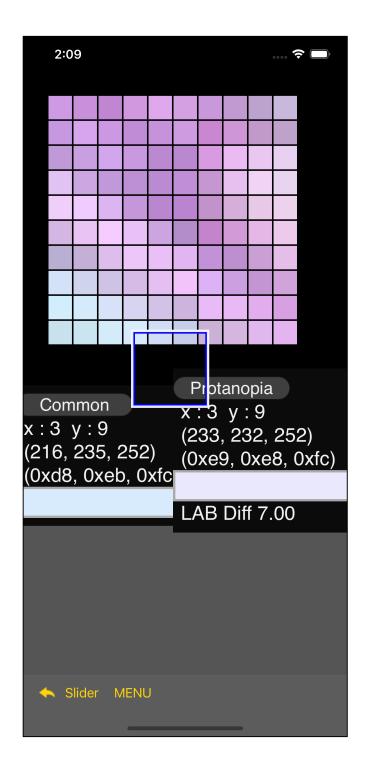


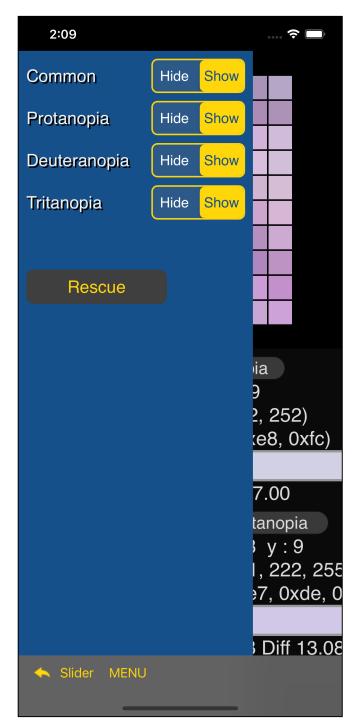


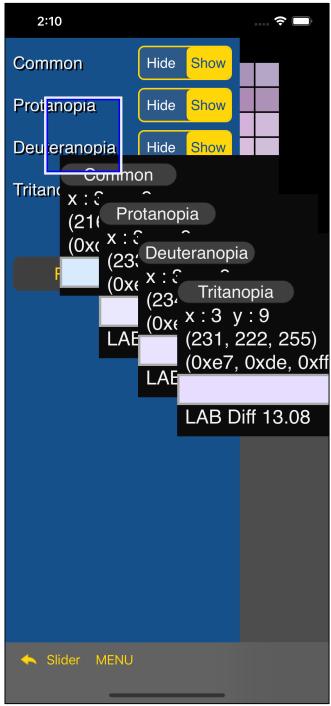


Pressing the "MENU" button on the toolbar will bring up the Show-Hide Settings menu about the value displaying view.

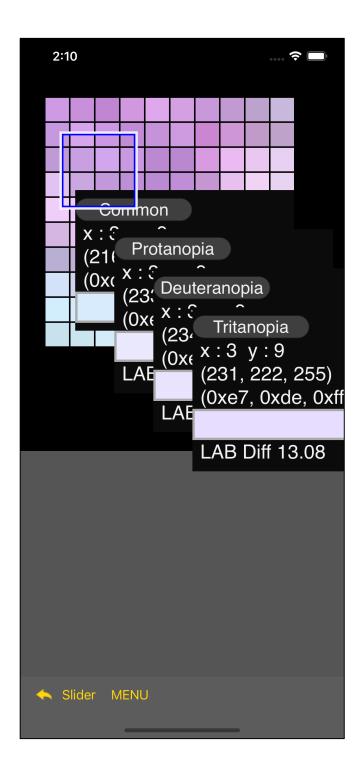
If you display only Common and Protanopia, it will be as follows.







If you press the "Rescue" button in the menu view, the cursor view and value display view will come to the specified position.



I will come to such a position.

Looking at the image used in this example with LMS Conversion Command, it looks like the following.

