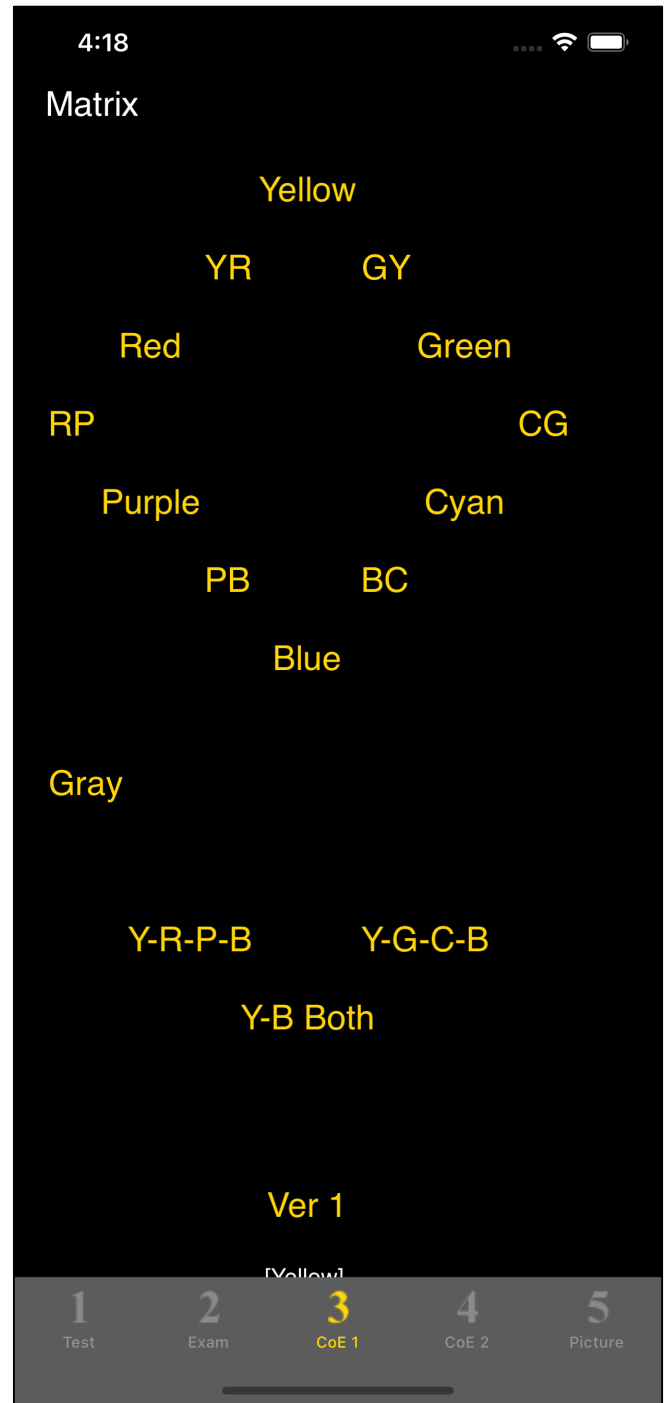
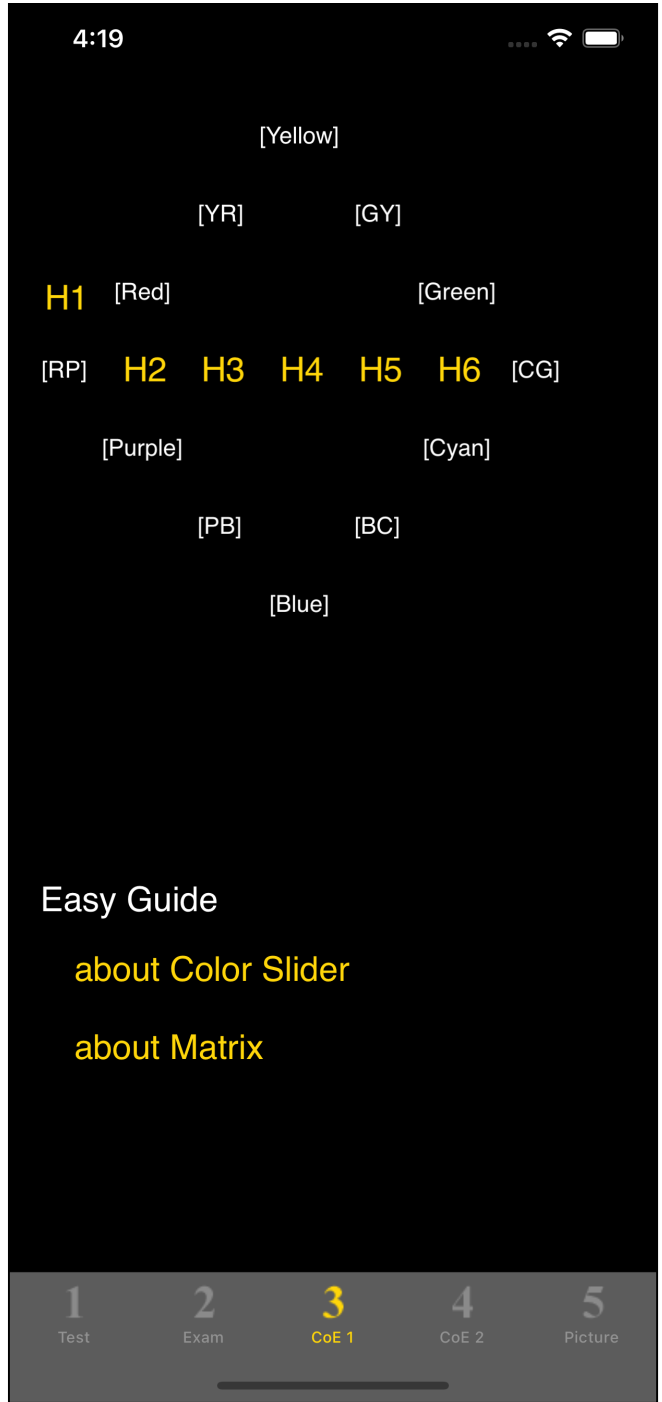
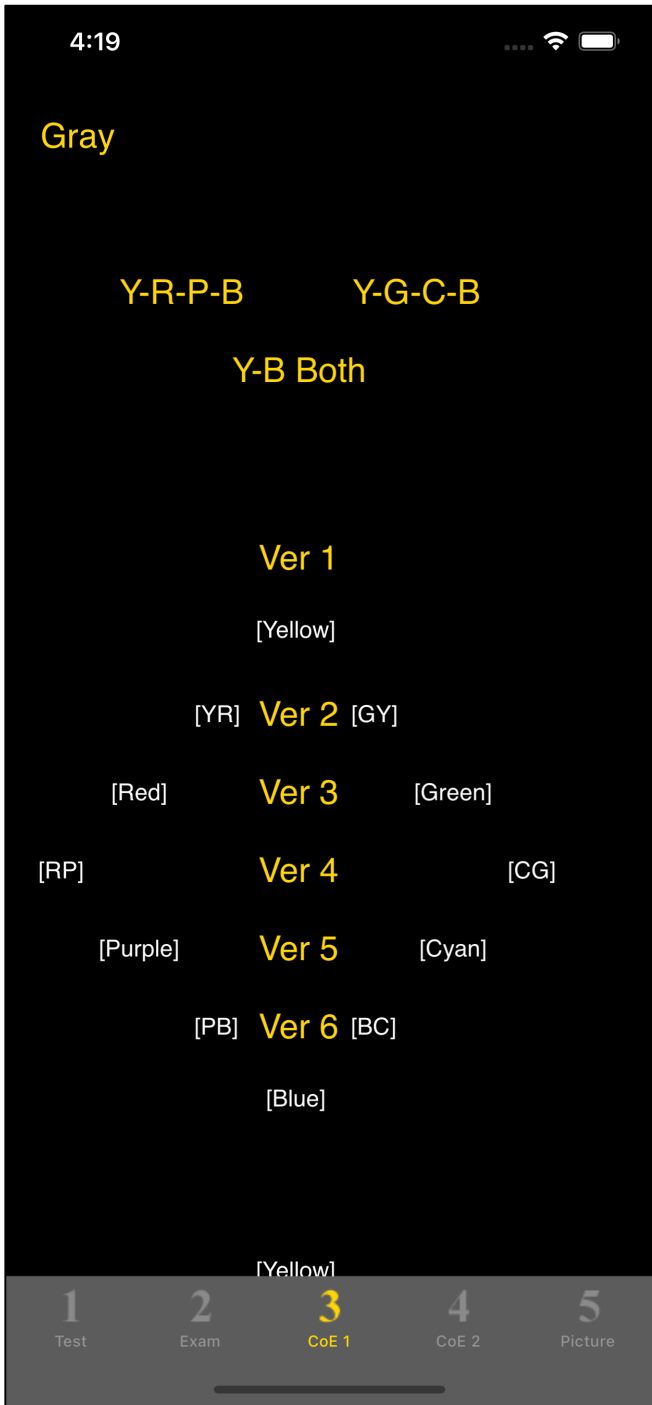
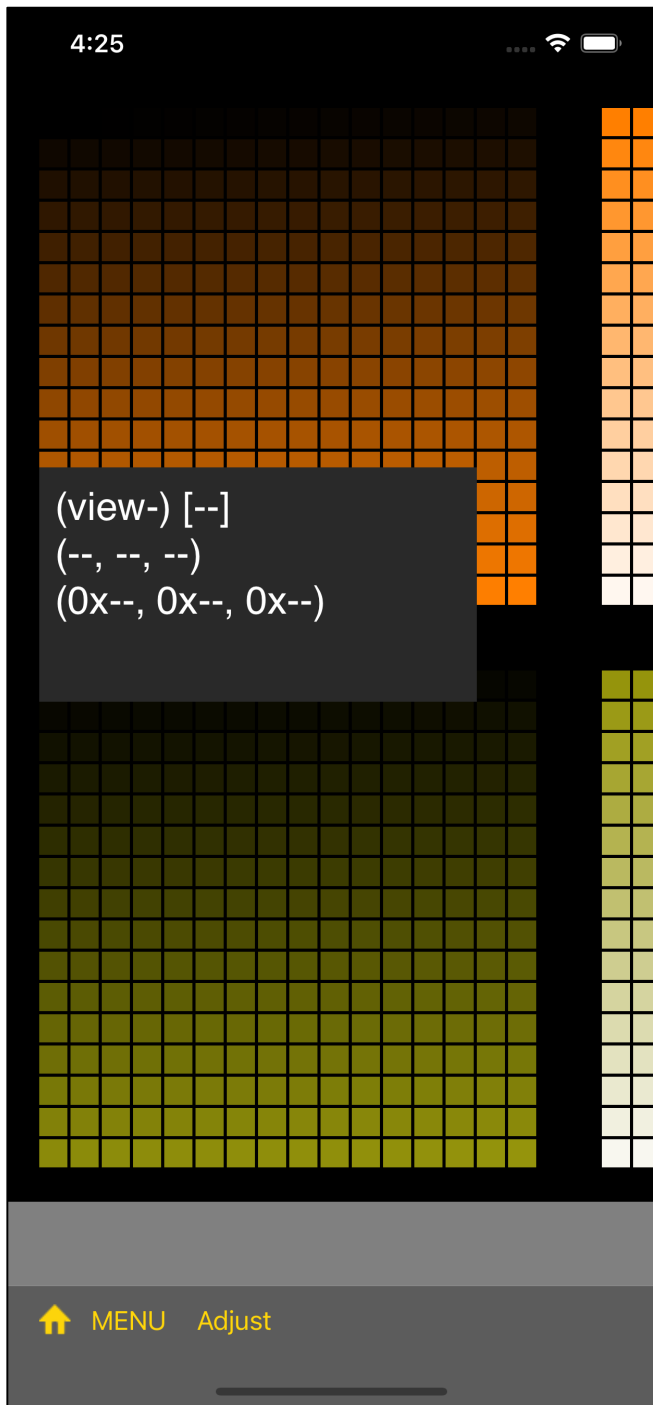


Matrix

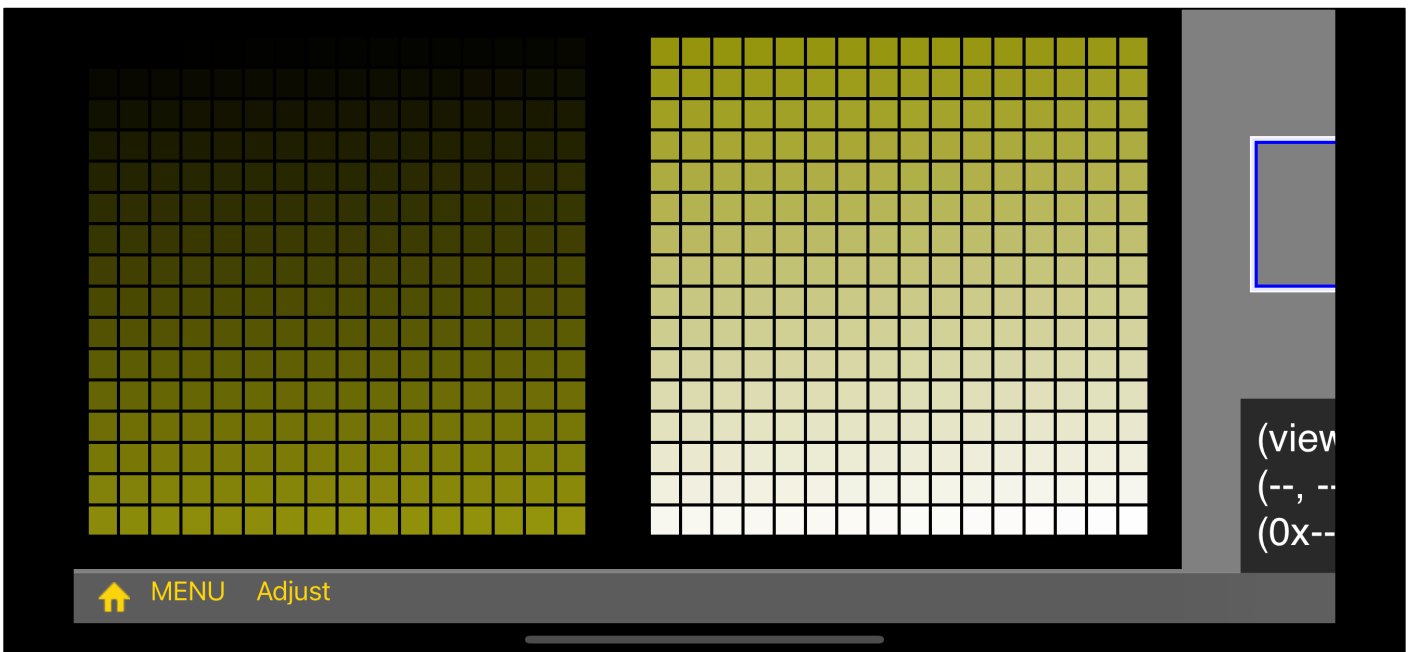
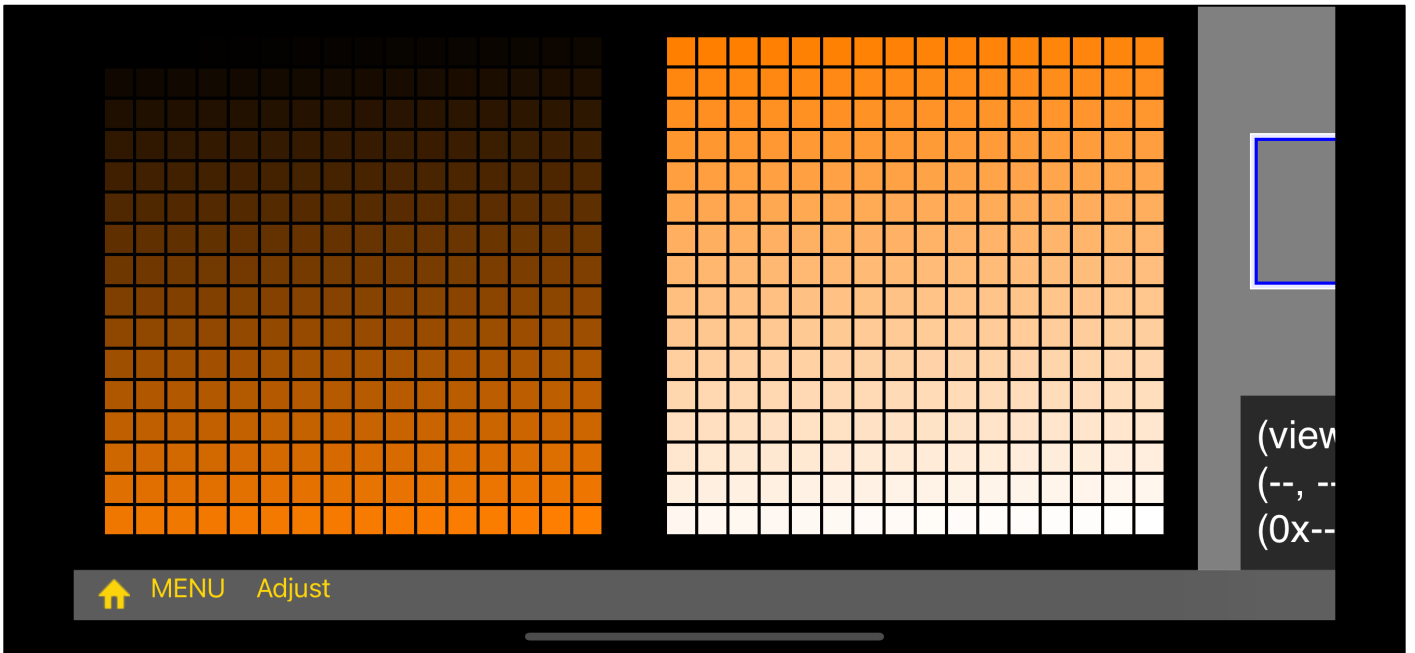


The second and subsequent commands on the fourth tab are "Matrix".



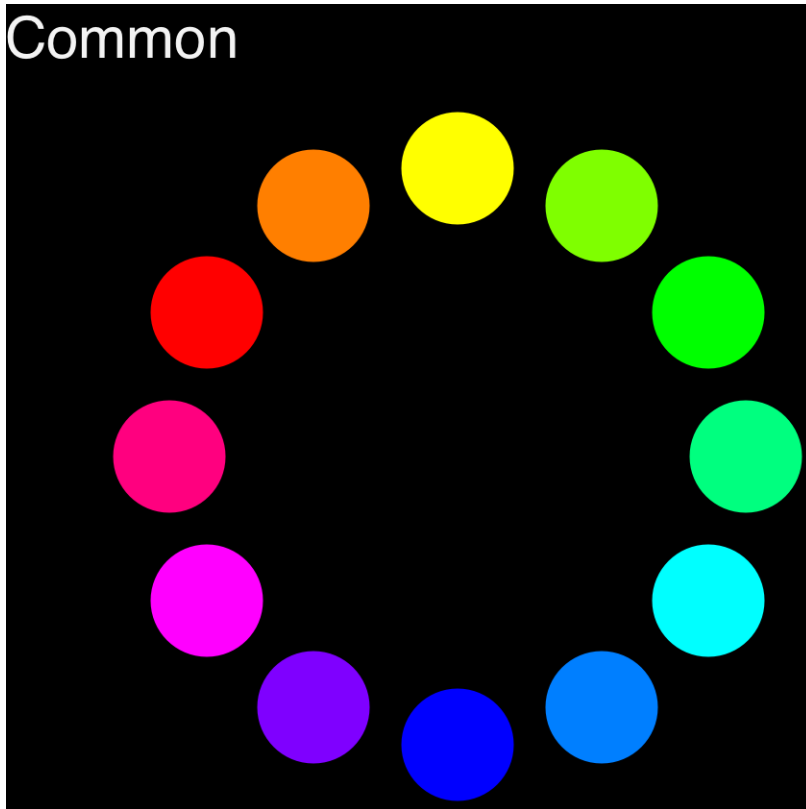


Immediately after pressing the YR button in the Matrix, this will happen.

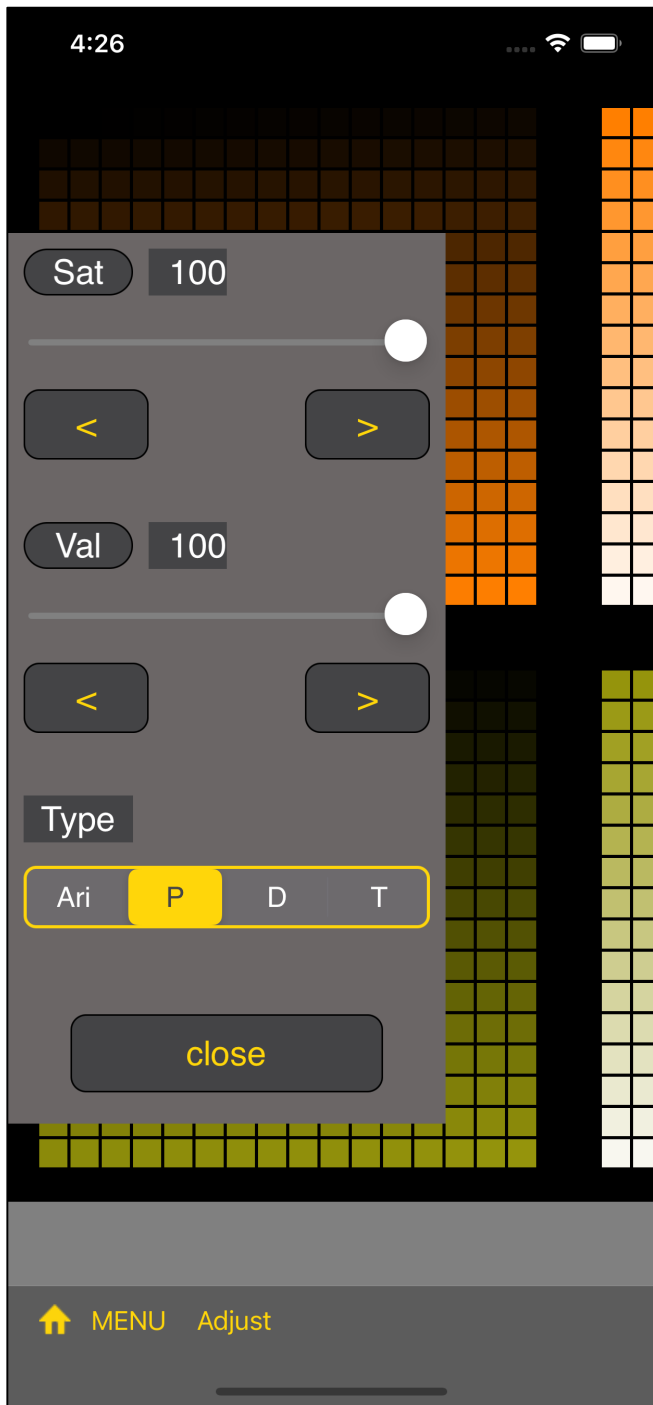


If you turn it landscape mode, it will look like this.

This Matrix command is used to indicate what the color looks like when the color is converted as Black the color White like Black YR White.



It is this color that is displayed by the color name.



If you press the "Adjust" button on the toolbar, you will see a slider view like this.

On this "Matrix" command,

Ari, P, D, T

is the selection for the type of color vision deficiency.

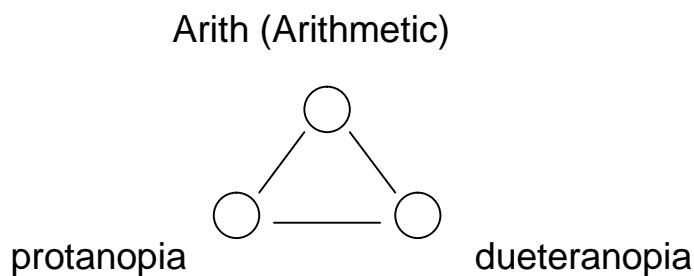
Arith (Arithmetic)

is not a formal type of color vision deficiency.

This uses only very simple arithmetic expressions (very simple ratios) on LMS converting for calculating a color value of red-green color vision deficiency.

In the LMS conversion to calculate the color values for protanopia and deuteranopia, a sort of non-linear distribution rule is applied to each value of R, G, and B according to the type of color vision deficiency.

In the calculation of color values in Arith (Arithmetic), the color values of red-green color vision deficiency are calculated using only a very simple arithmetic expression (a very simple ratio) without applying such rules at all.



If the colors of protanopia and dueteranopia are very different, this kind of three-point comparison may be helpful.

It is only introduced assuming that it will be used for such purposes.

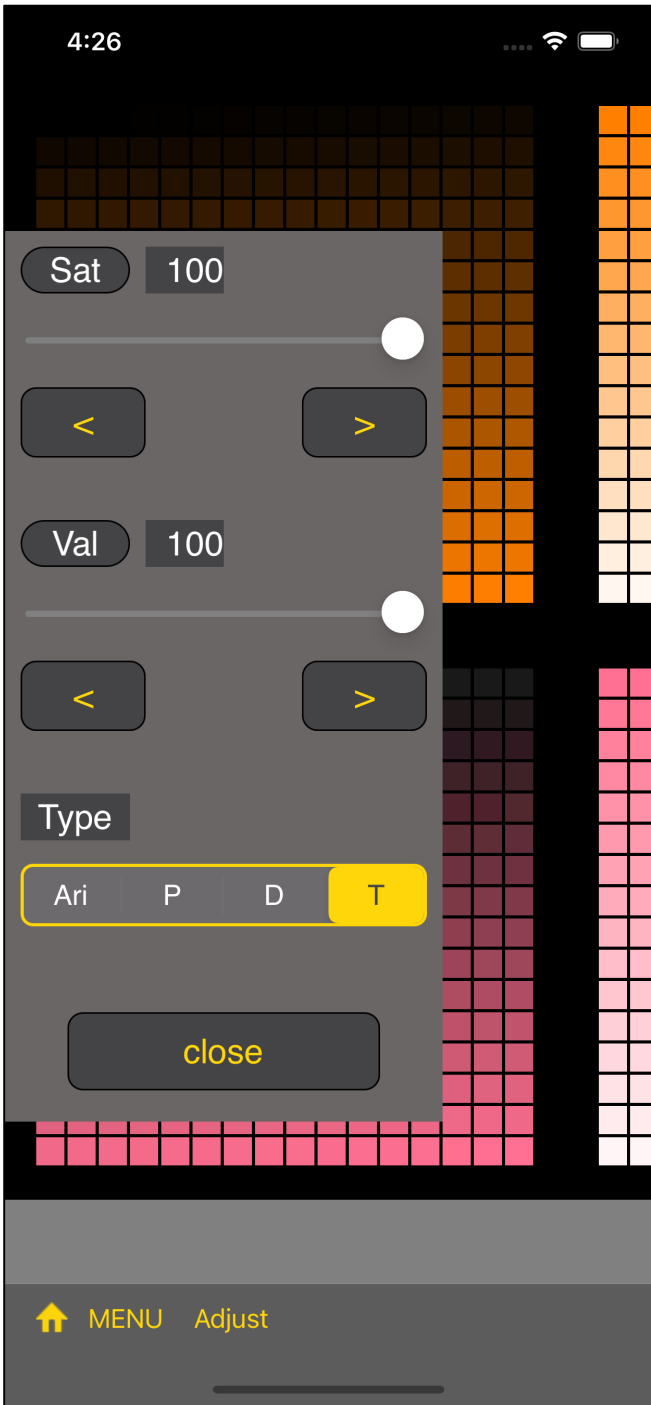
Calculating the color value for red-green color vision deficiency with the simplest way outputs the color something like this.

Anyway, Arith (Arithmetic) outputs such color.

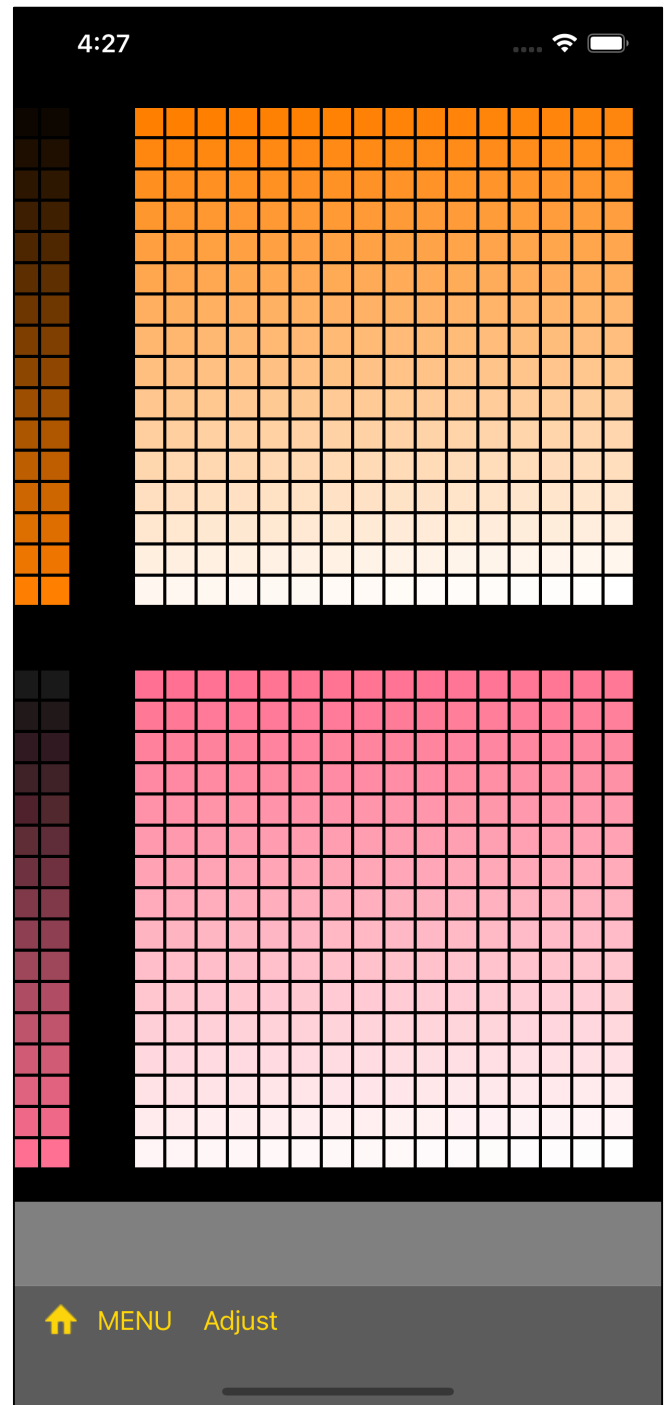
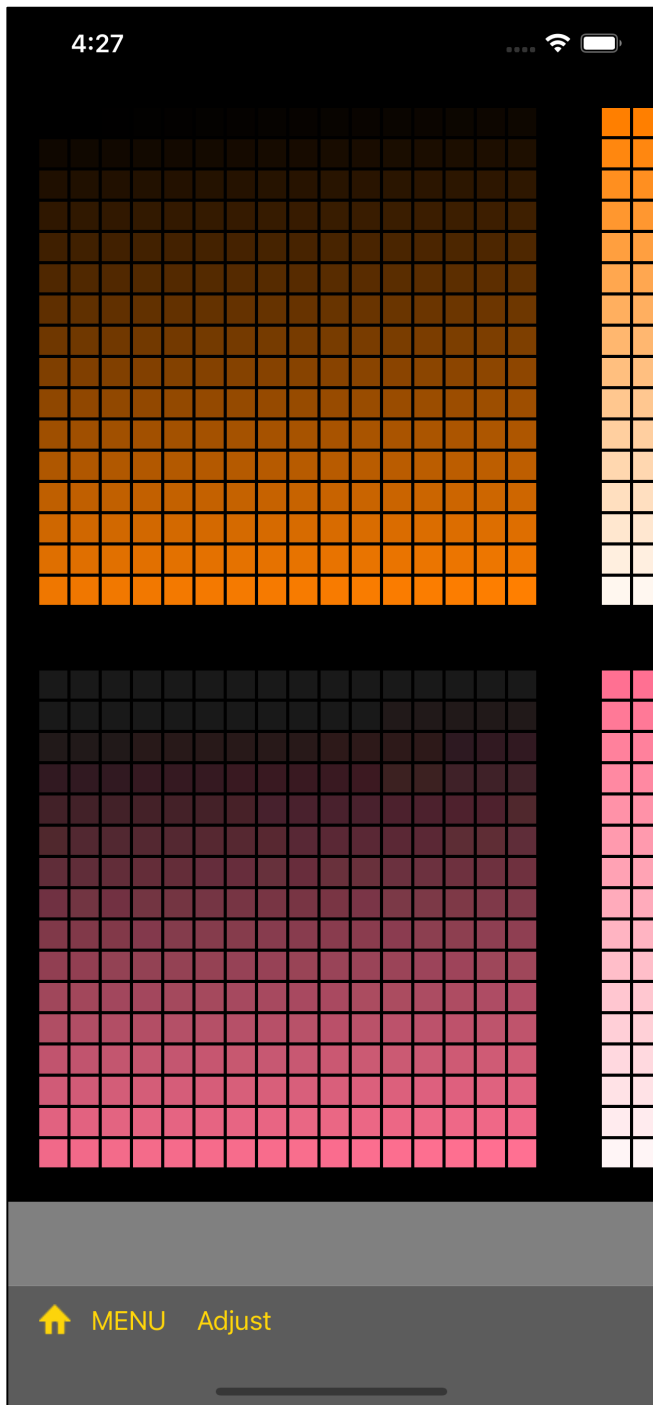
Though I don't know if this is a good way to say it,

Straight line	... Arith
Curved line	... Protanopia, Deuteranopia

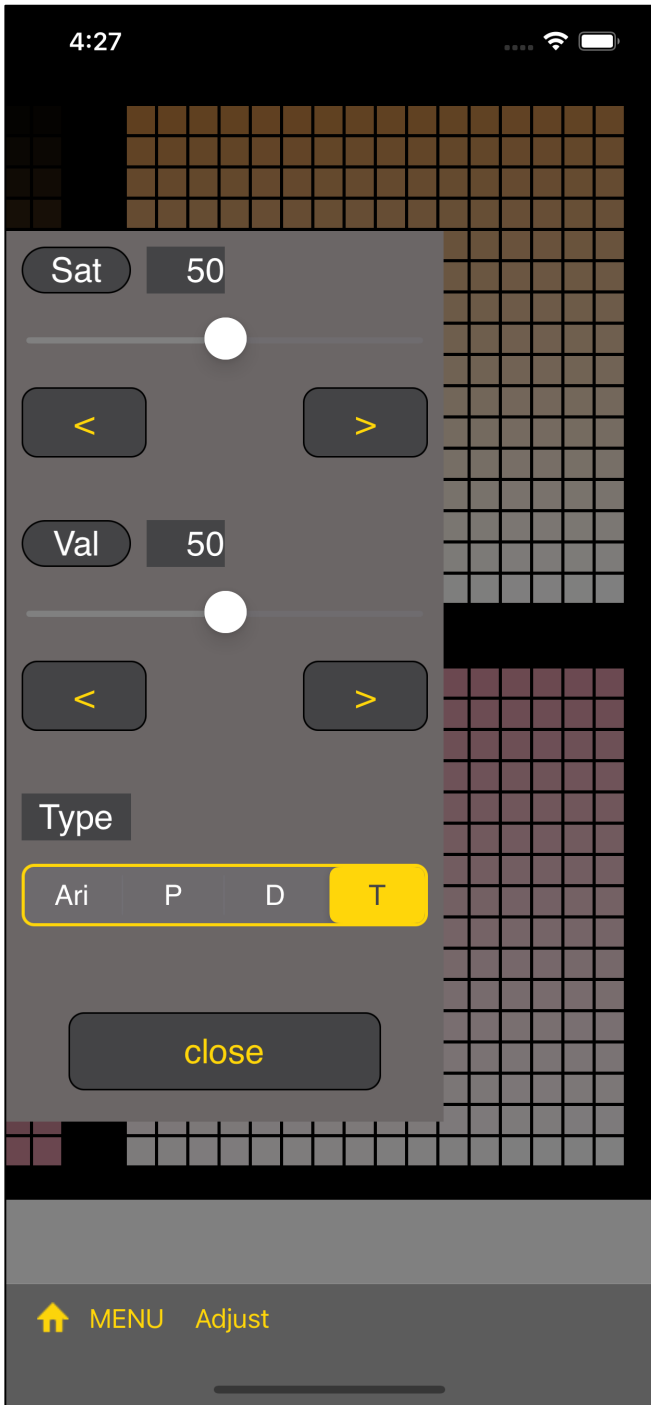
I think it will be something like this.



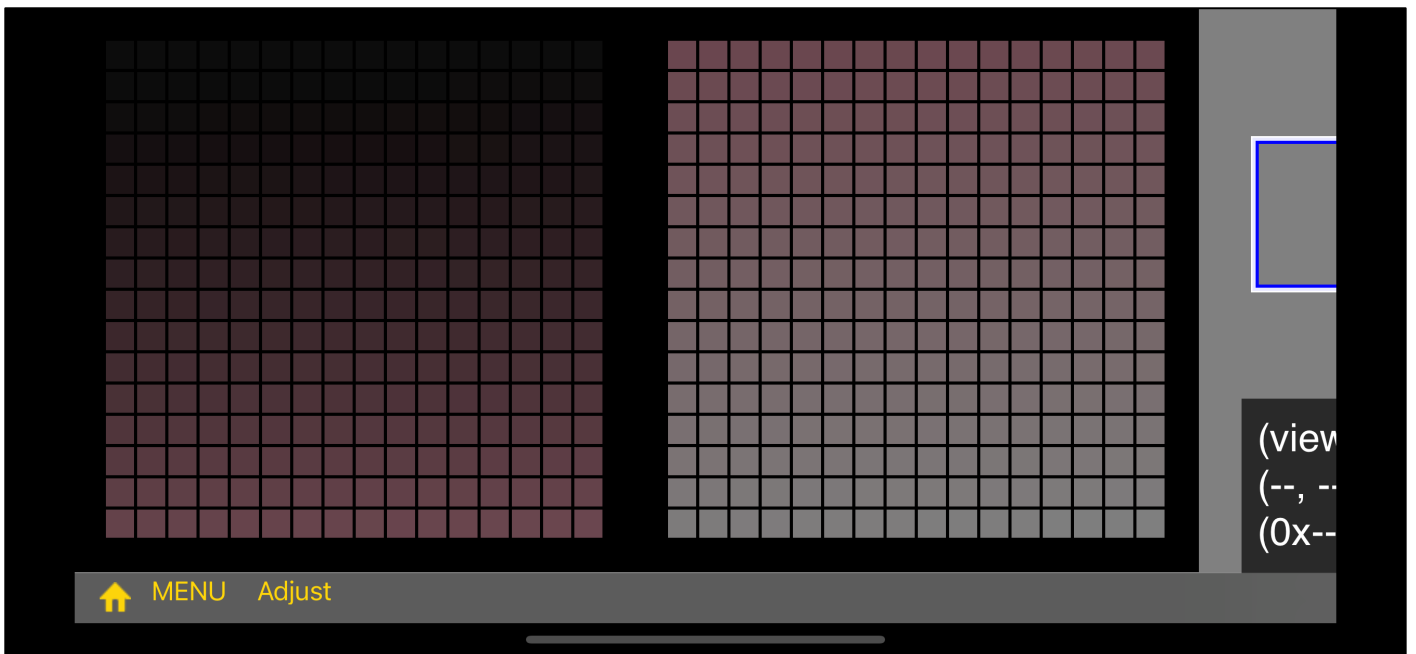
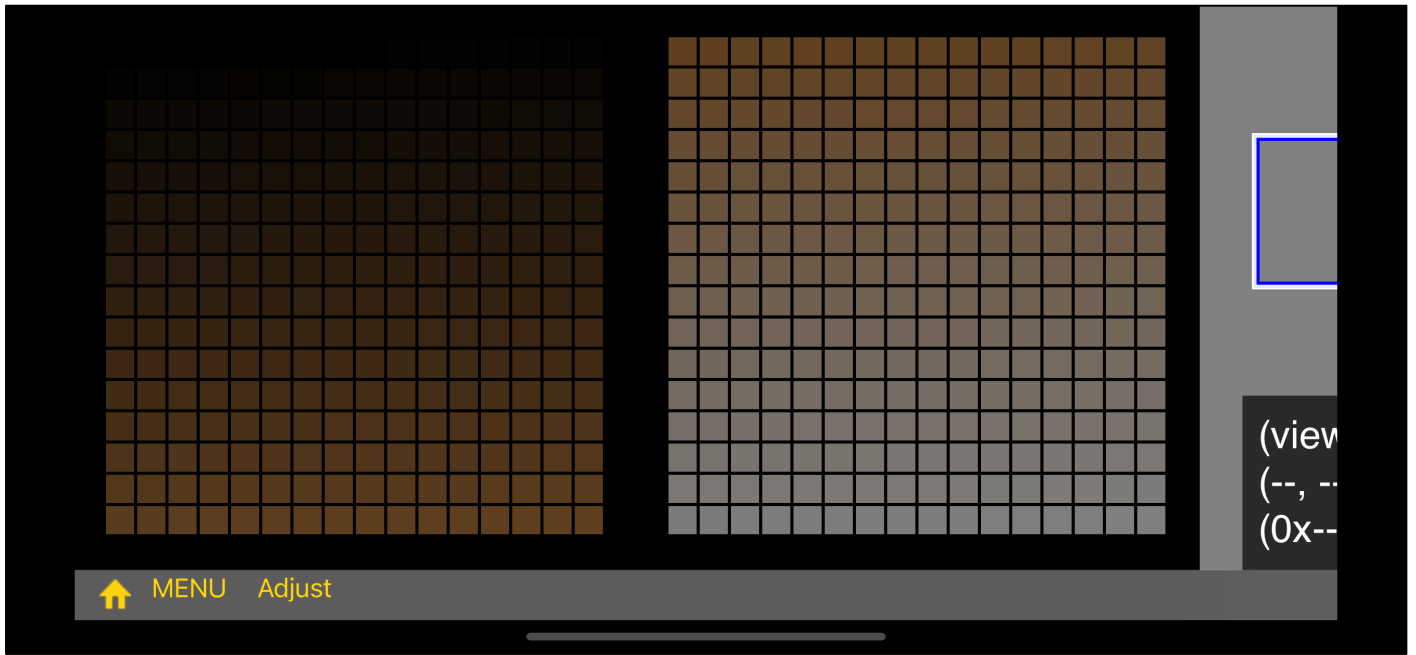
If you select T, it looks like this:

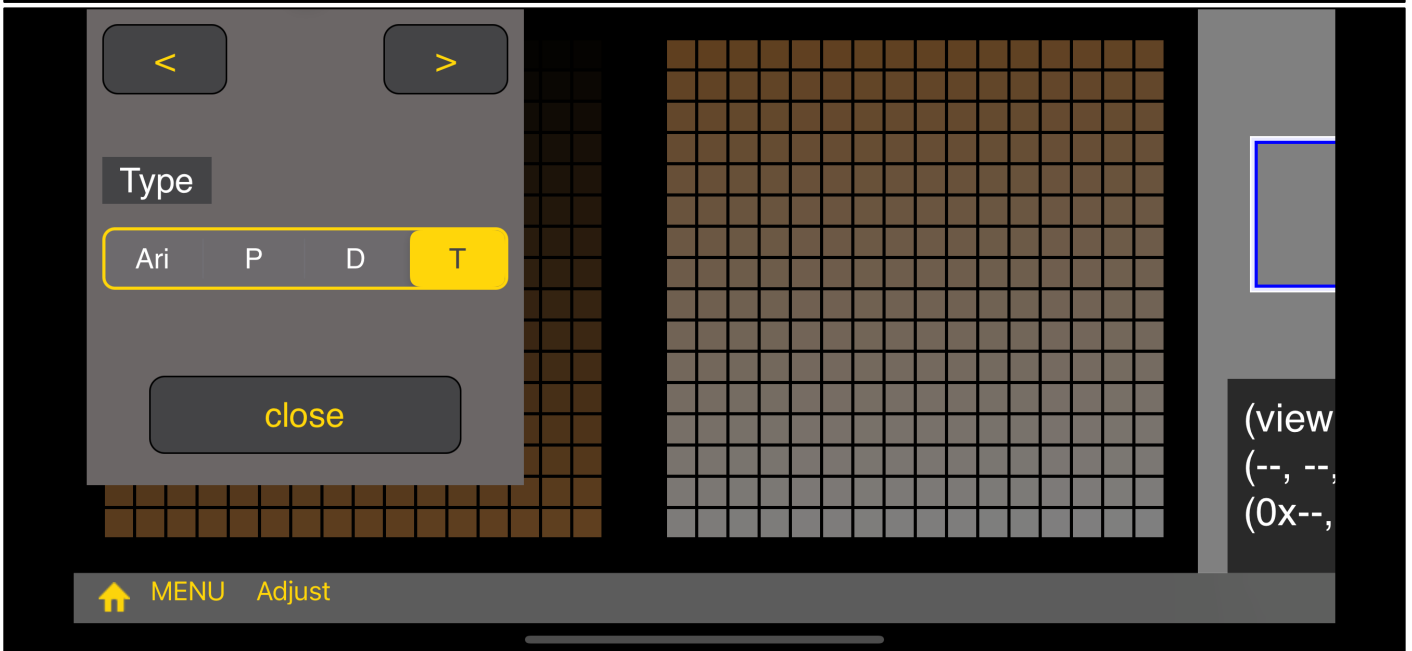
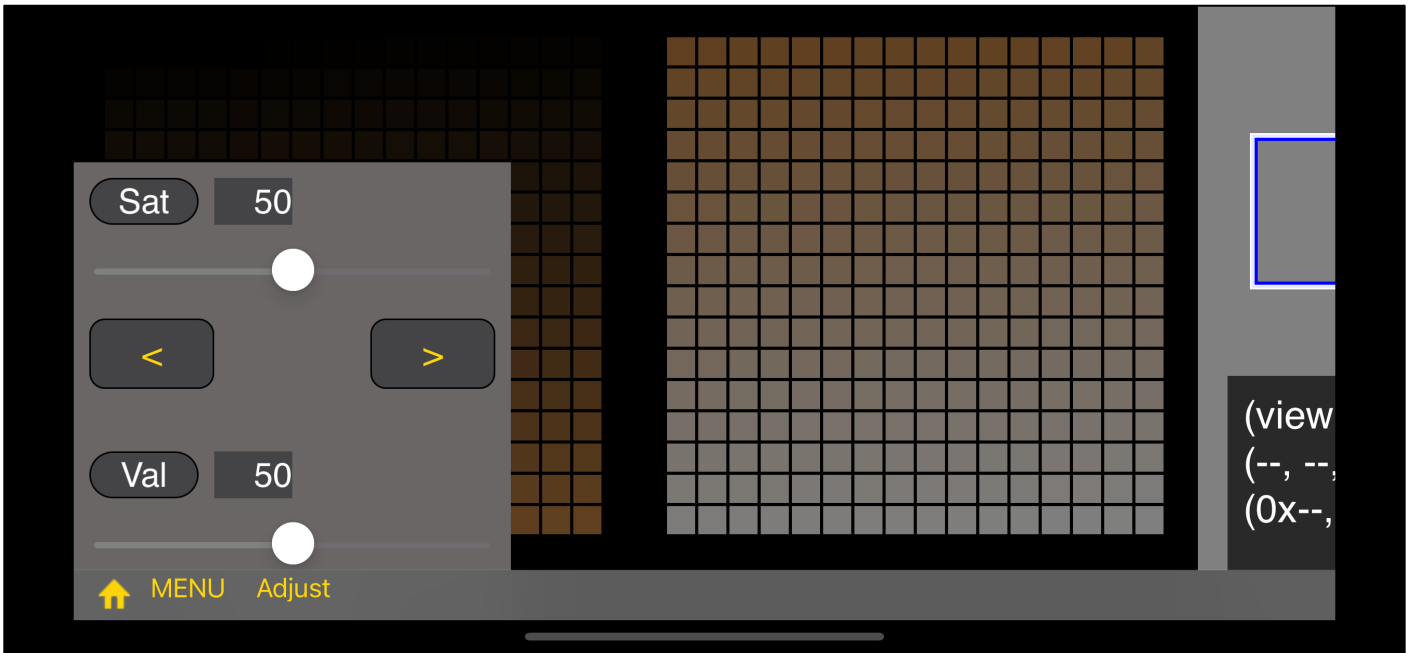


The lower side is the appearance of colors in T (Tritanopia).



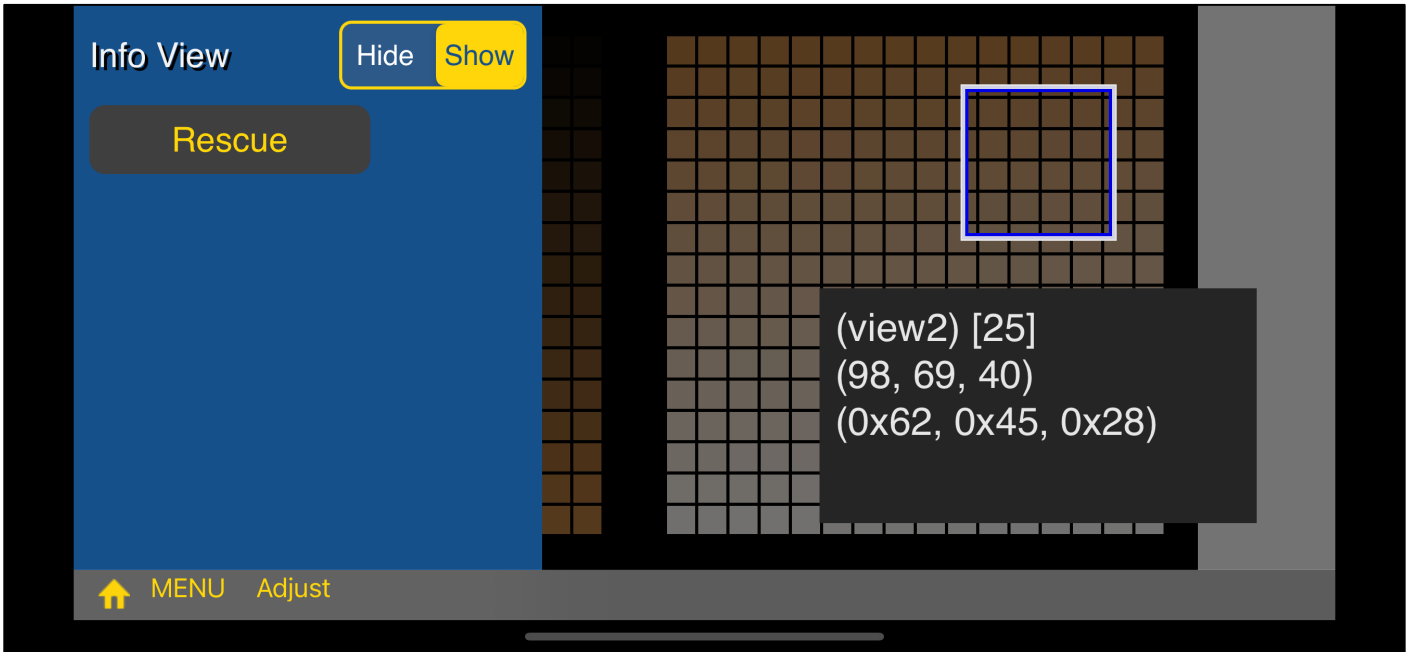
With Saturation 50 and Value 50, the result will be like this.



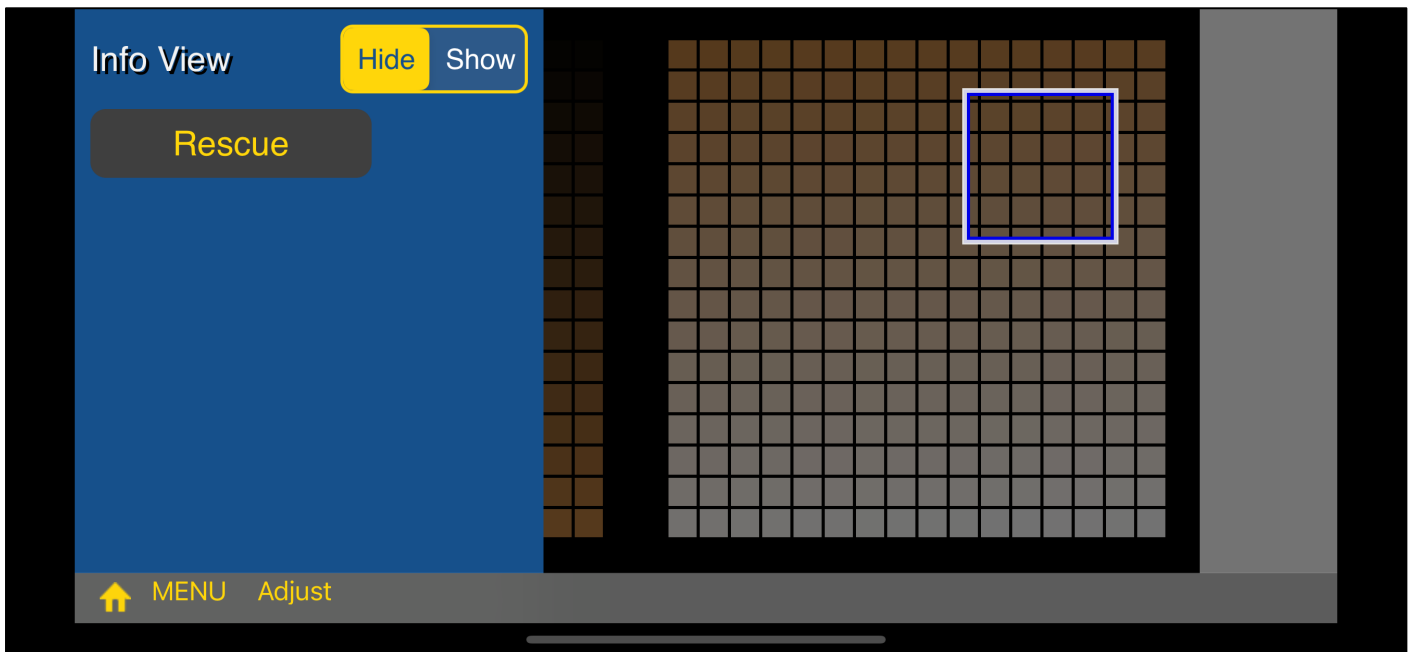


The "Adjust" slider view will disappear when you press the "Close" button at the bottom.

Also, in the case of the above figure, you can also close (disappear) by long touching somewhere on the base part (the foundation part).

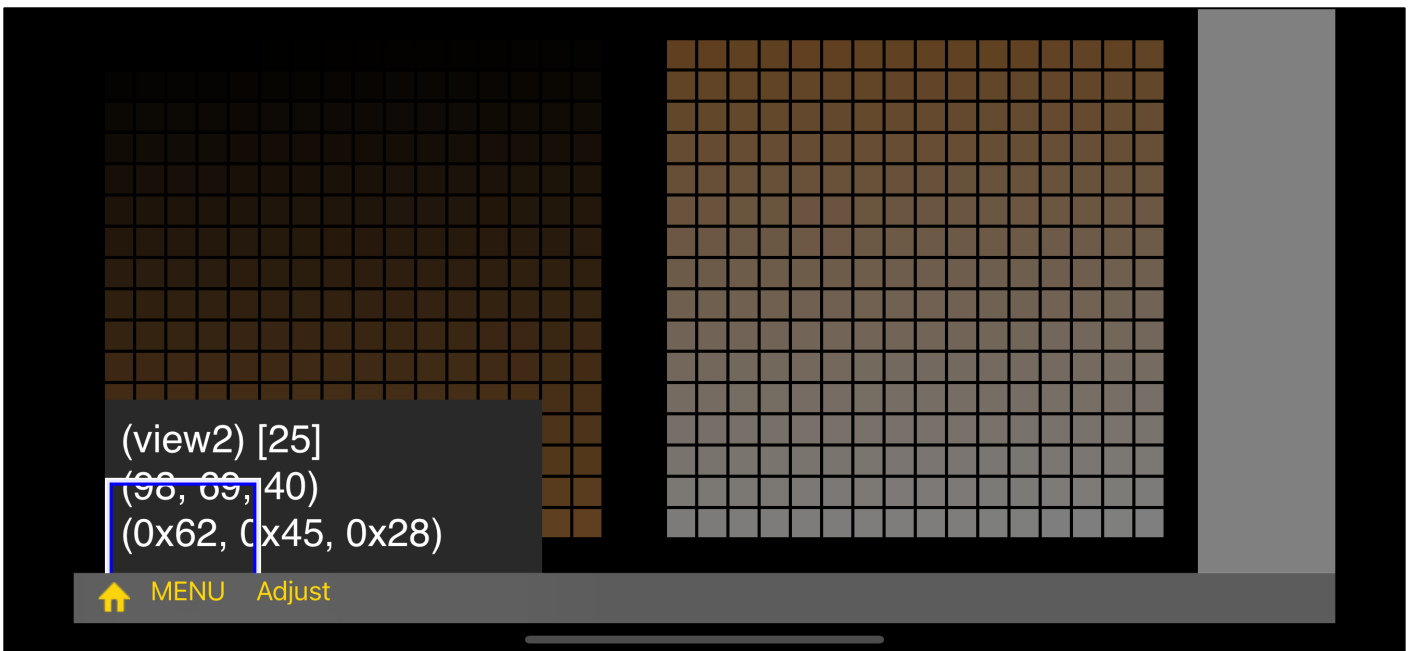
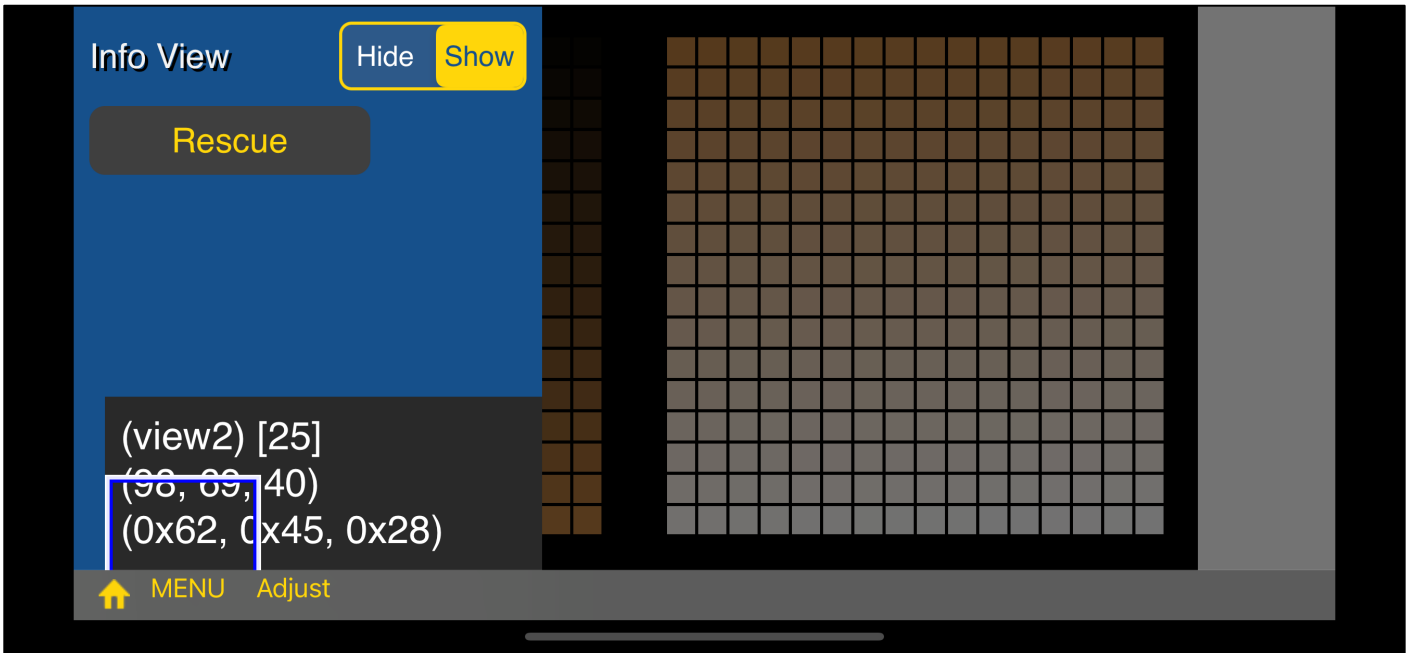


If you press the "MENU" button, which is the second from the left on the toolbar, a side menu like this will appear.



If you set "Value Display view" to "Hide", the view that displays the RGB values of the color values will not be displayed.

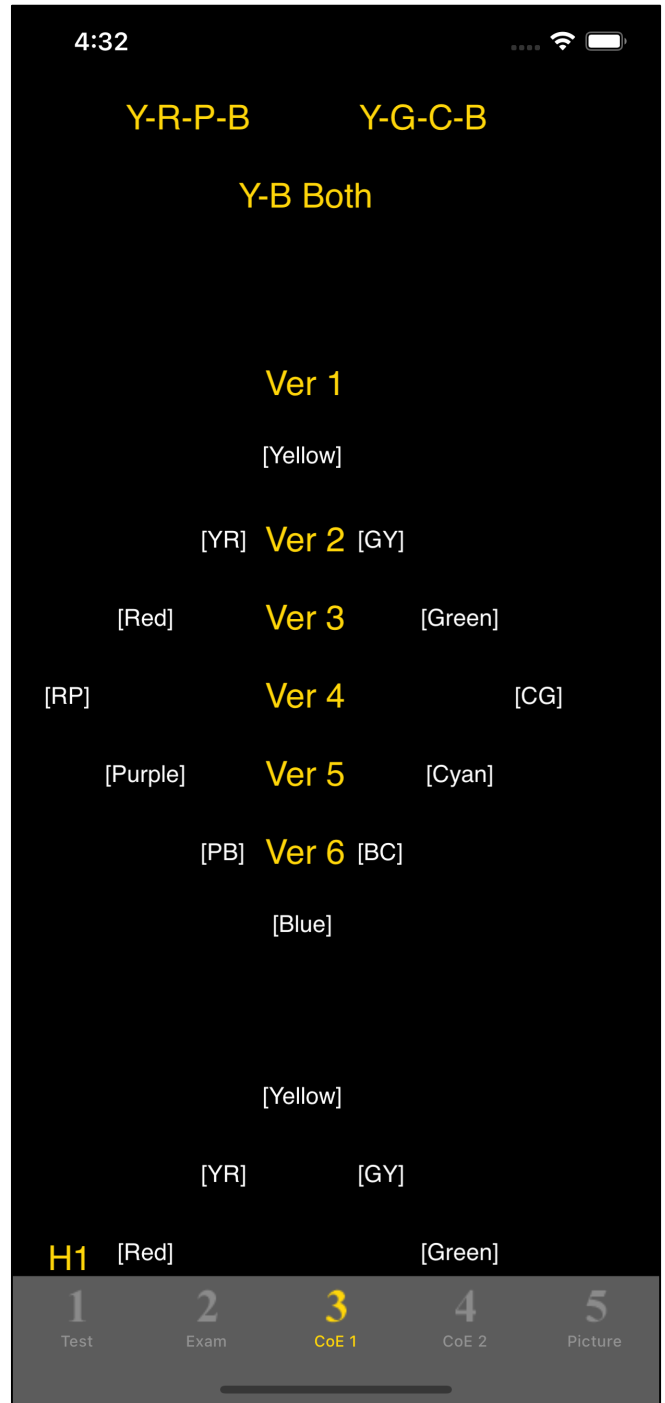
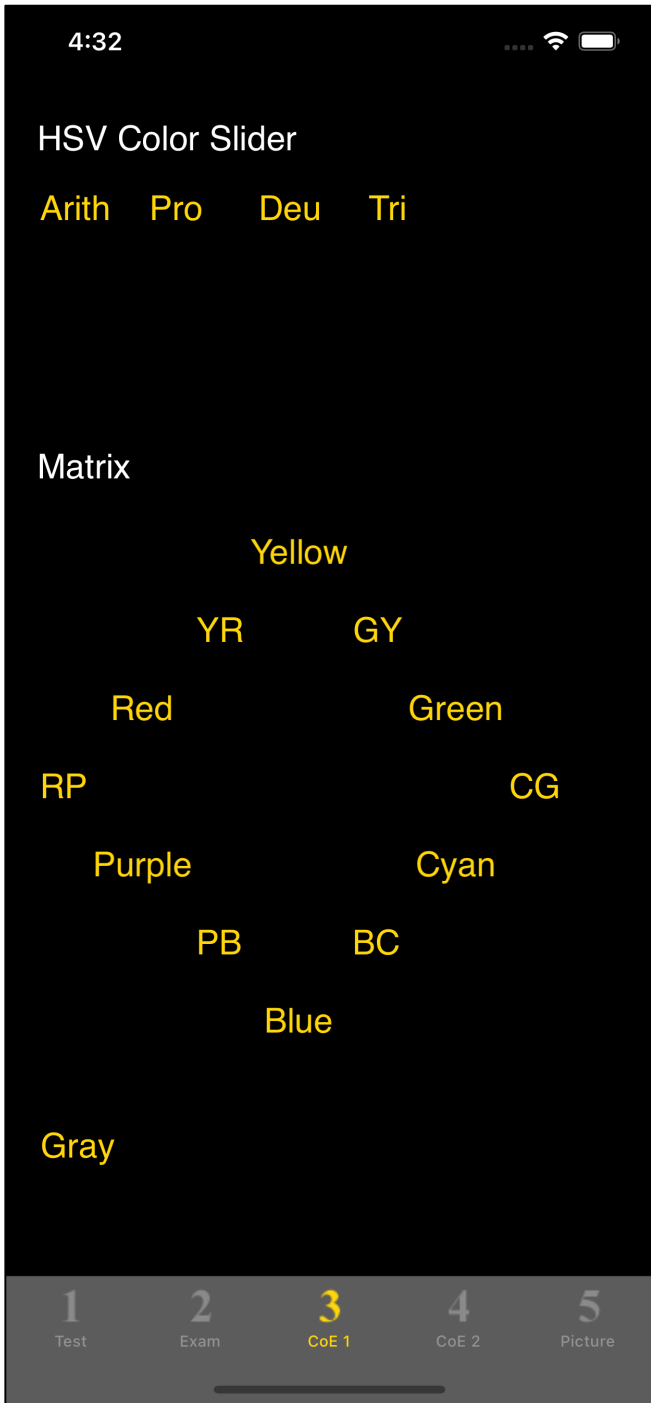
There is no setting to turn off the "cursor view".



When you press the "Standard position" button, the cursor view and value display view will come to the specified position.

If you have moved the cursor view or value display view to a position where it cannot be moved or is difficult to move, you can use this command to return it.

~ blank ~



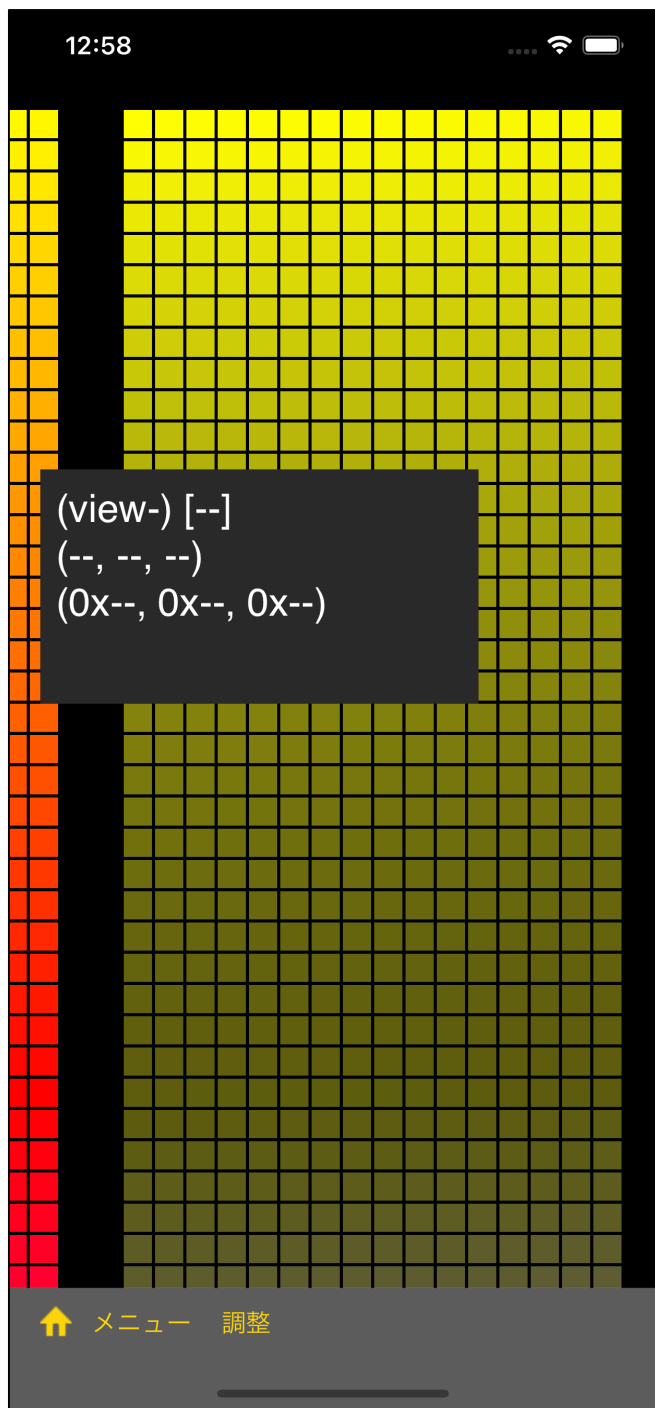
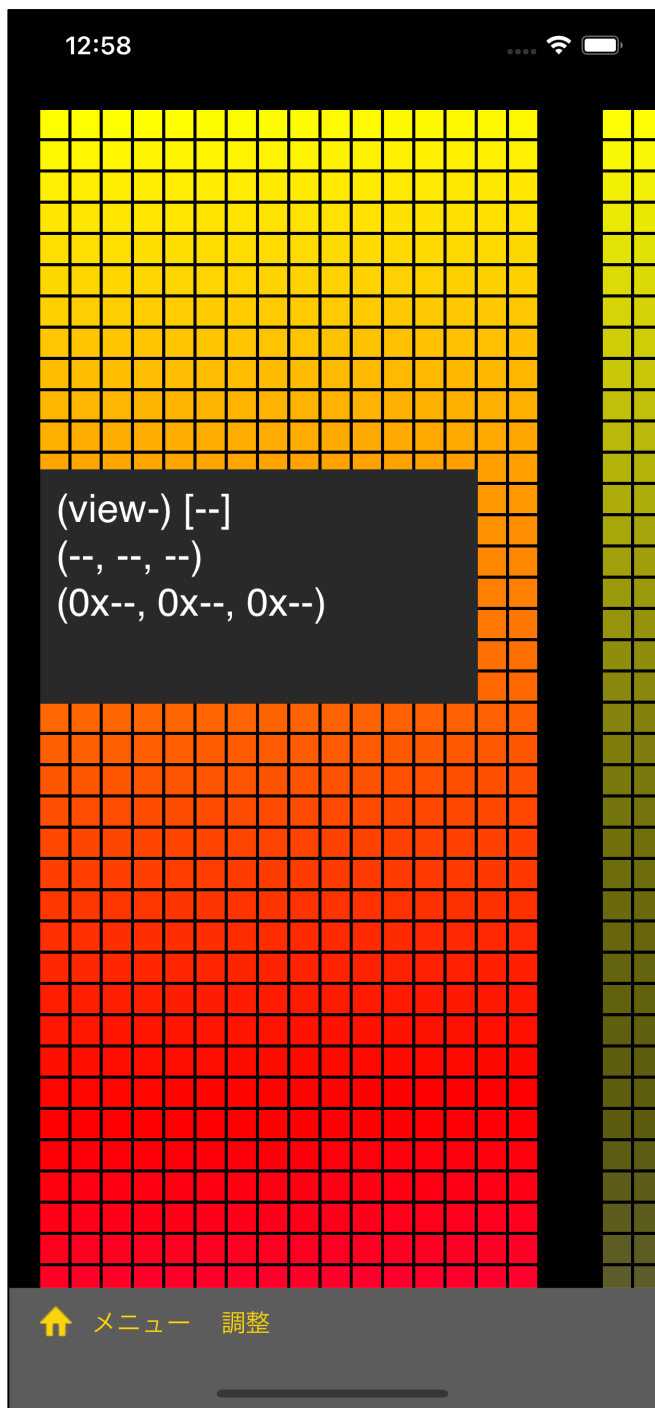
Till gray, the "Matrix" command changes as follows:

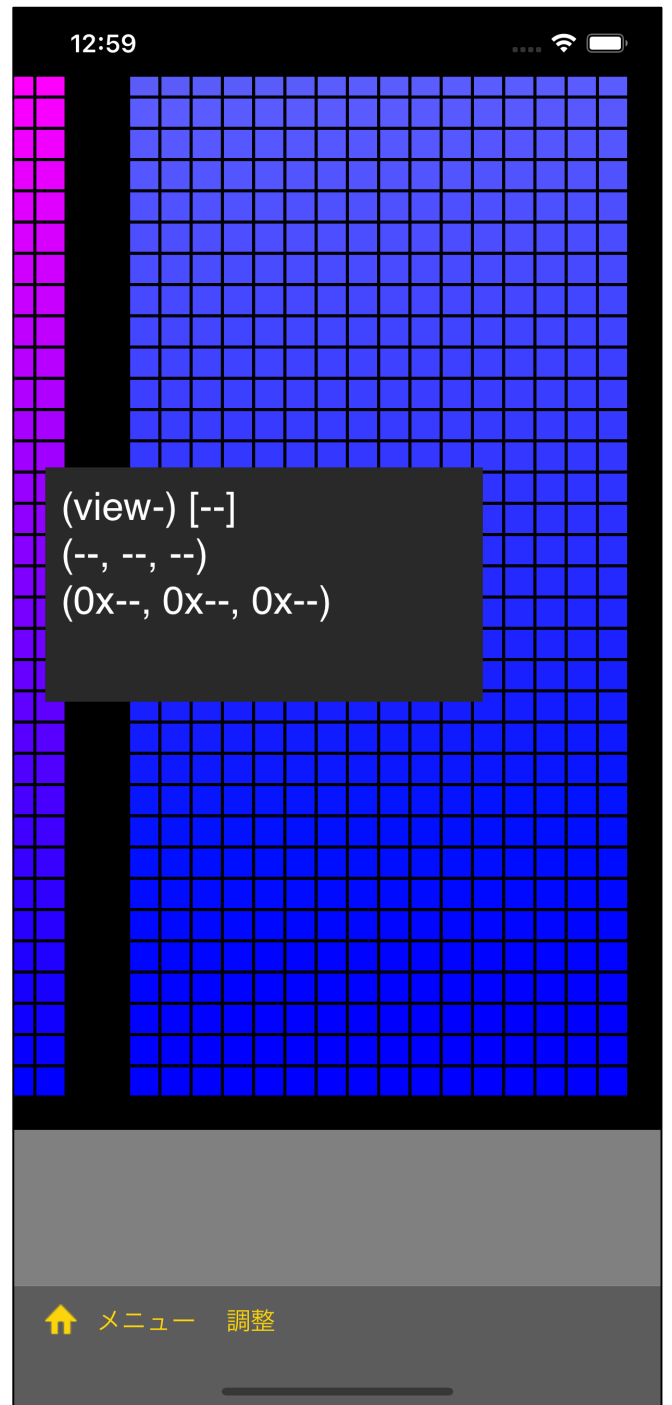
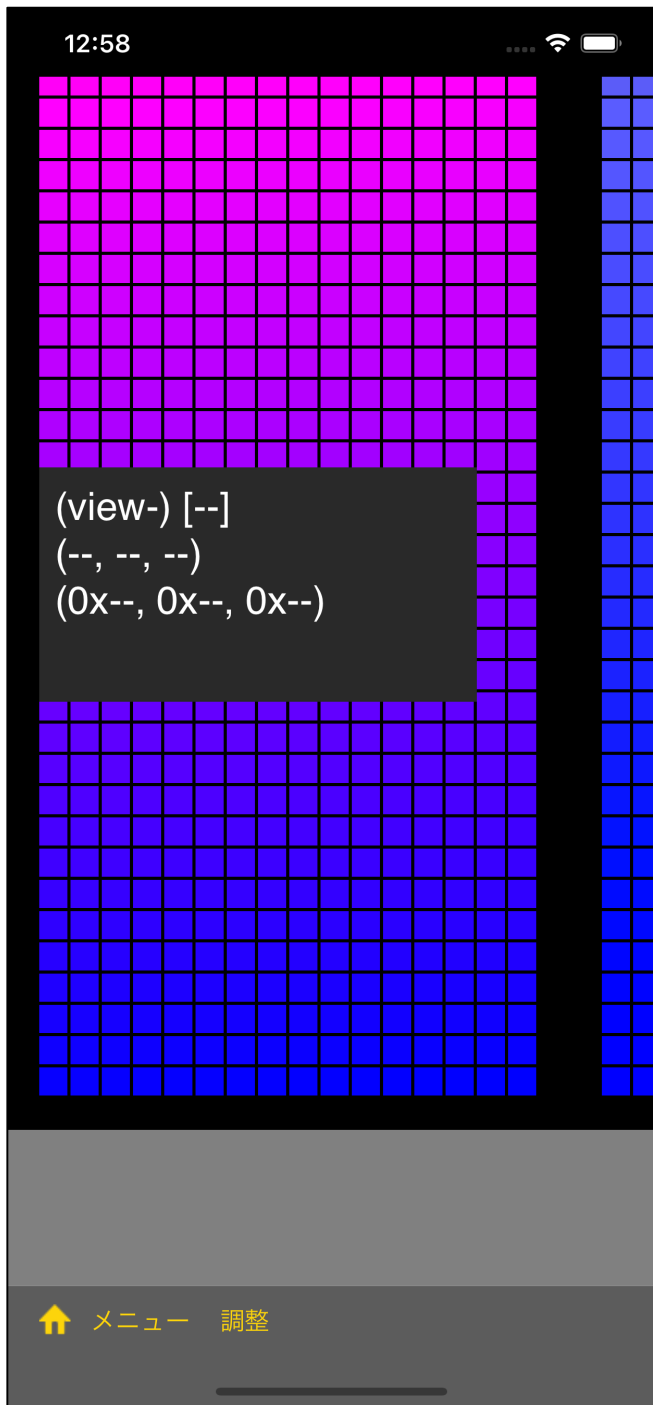
black the color white (Start Color the color End Color)

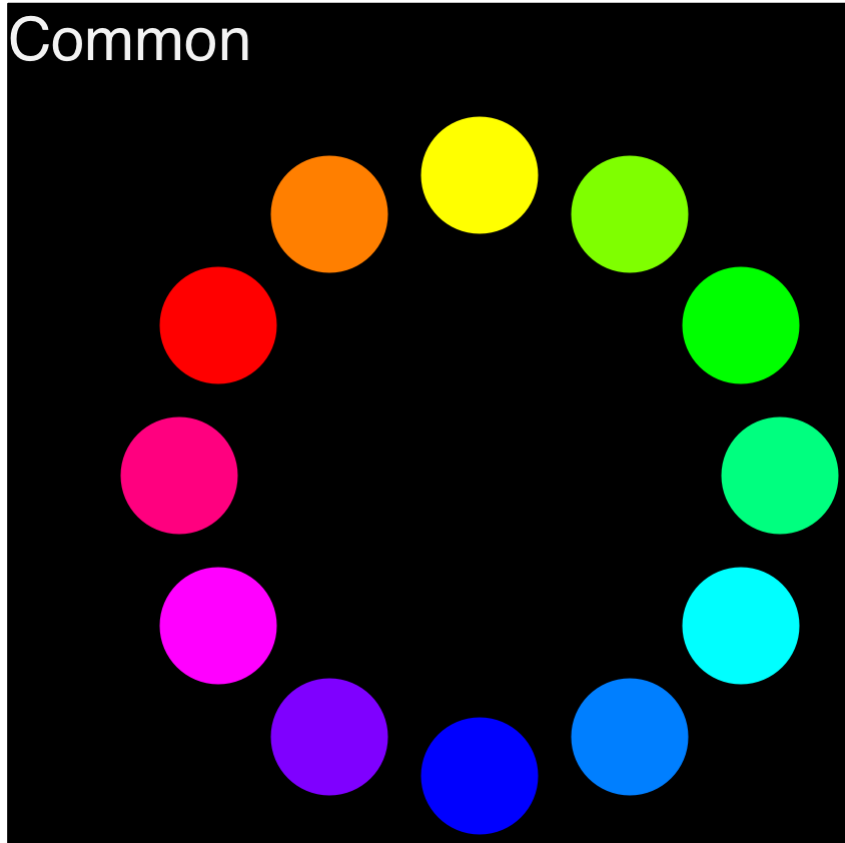
After "Y-R-P-B" and "Y-G-C-B" the color changes as follows:

Start Color End Color

"Y-R-P-B"







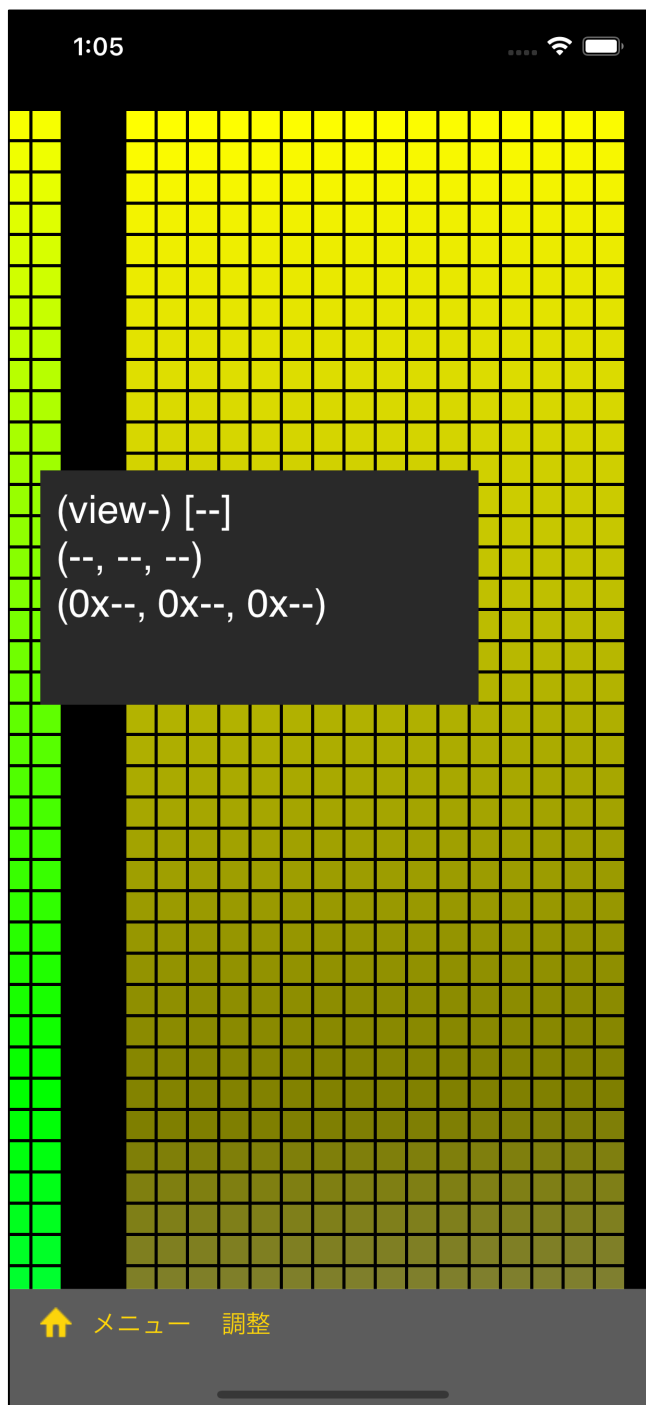
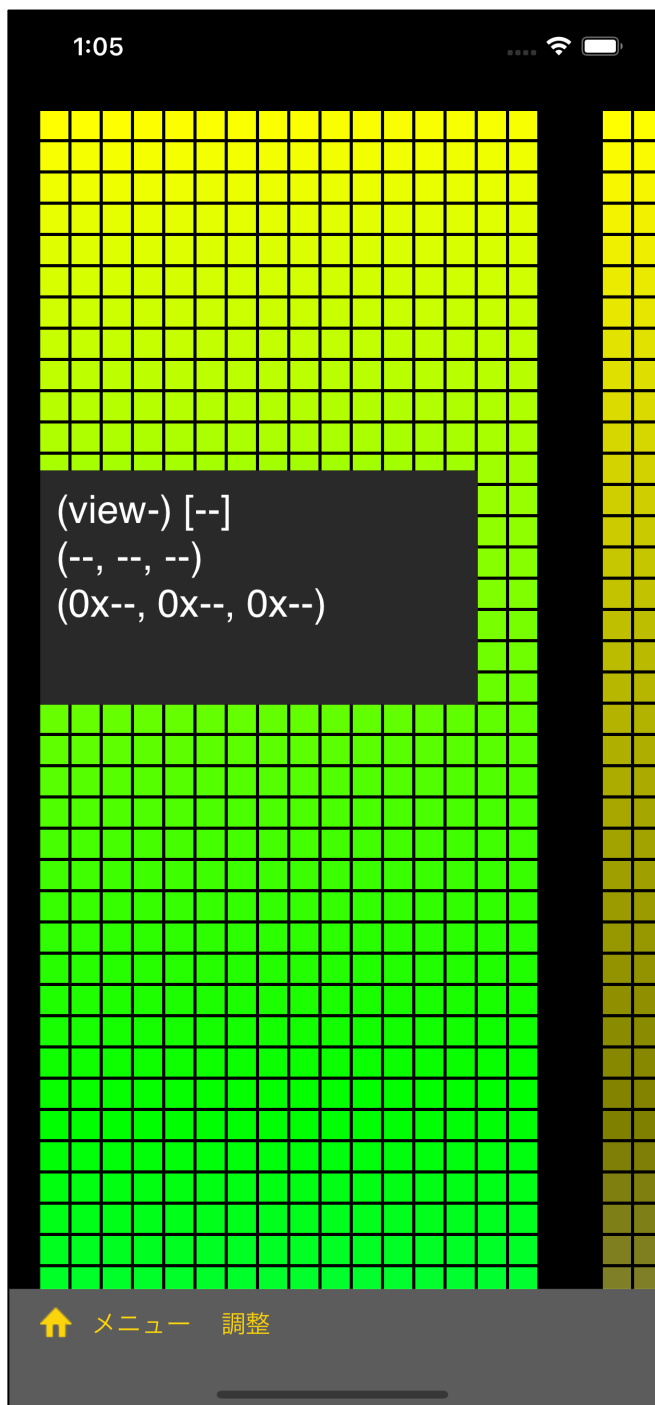
"Y-R-P-B" change the color in leftward rotation to this figure.

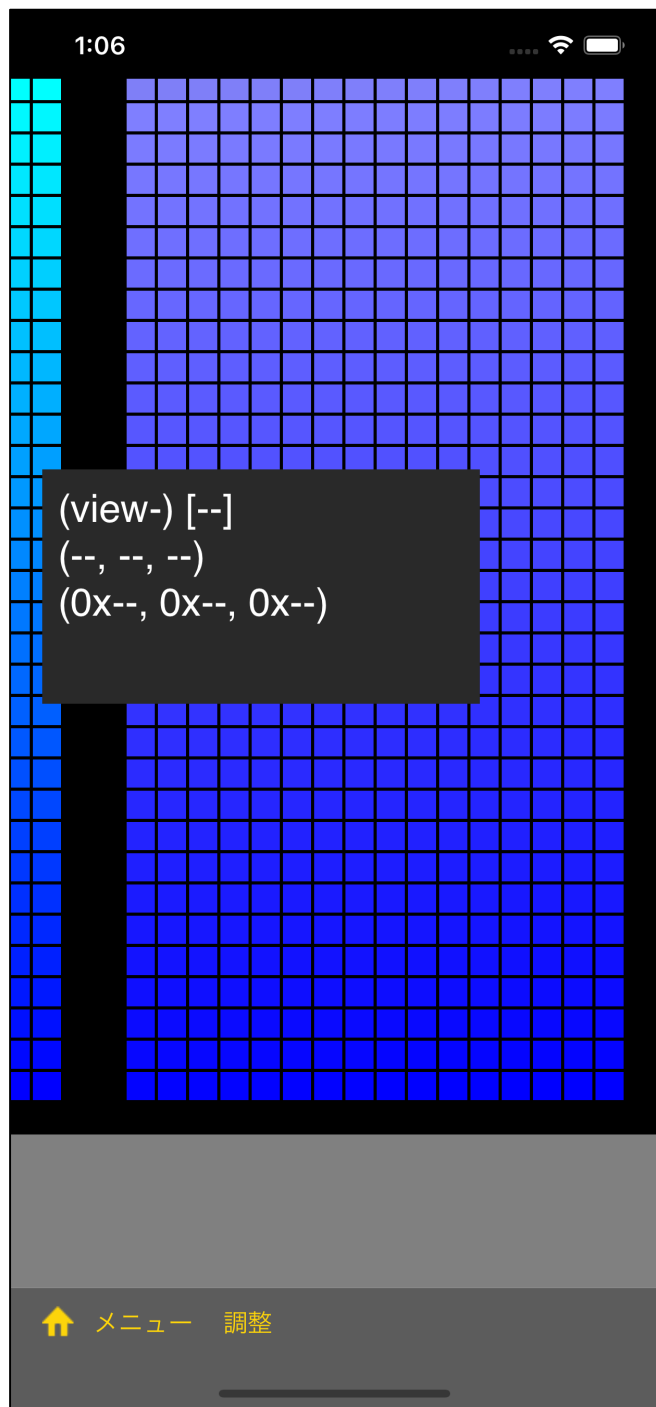
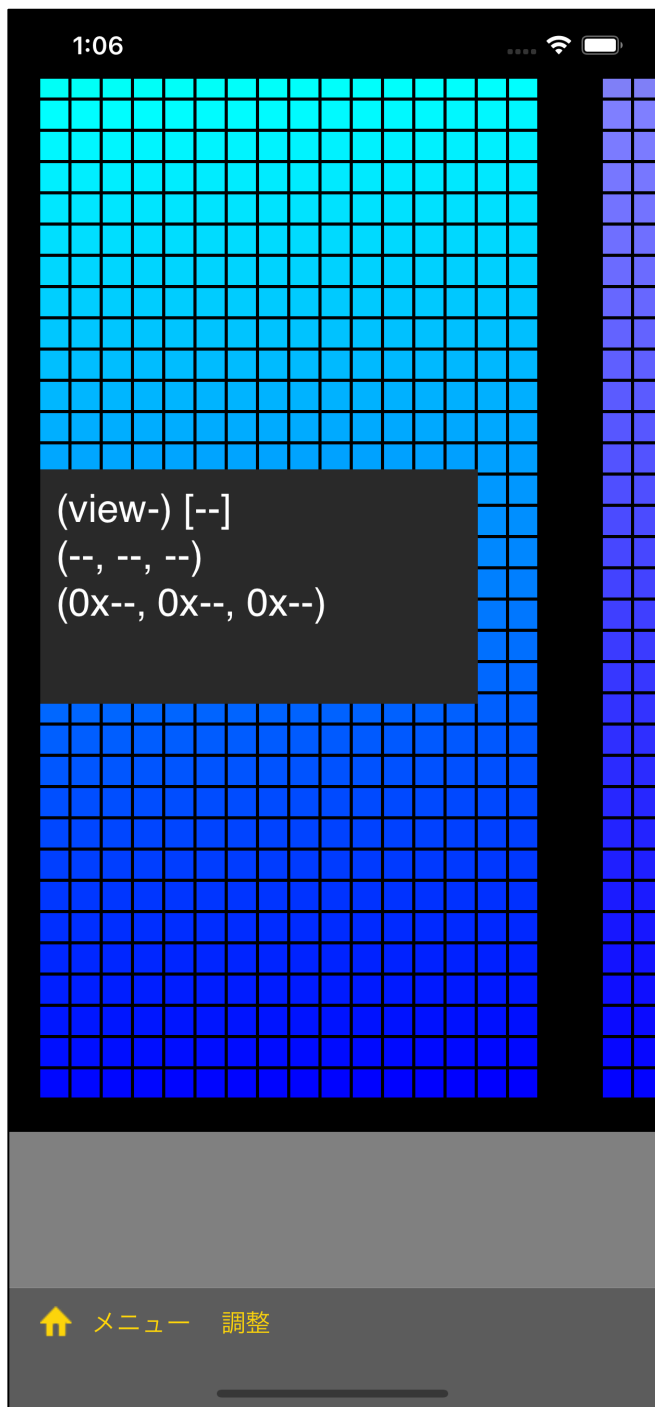
Matrixes are displayed as following:

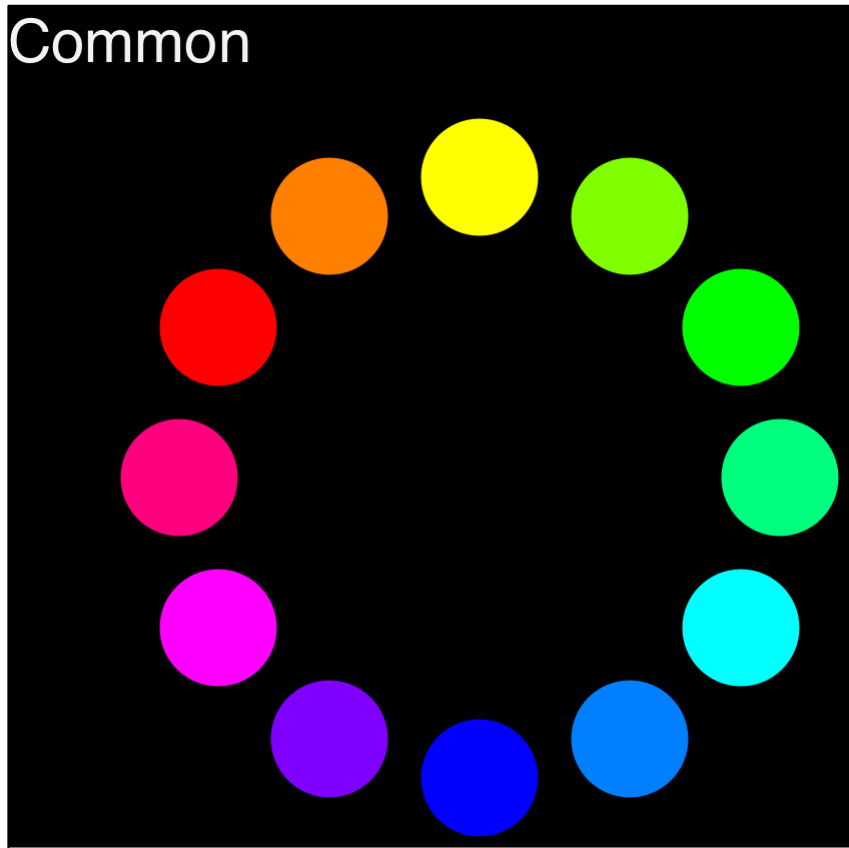
Left Matrix "Common"

Right Matrix "the type's color"

"Y-G-C-B" is in rightward rotation as below.



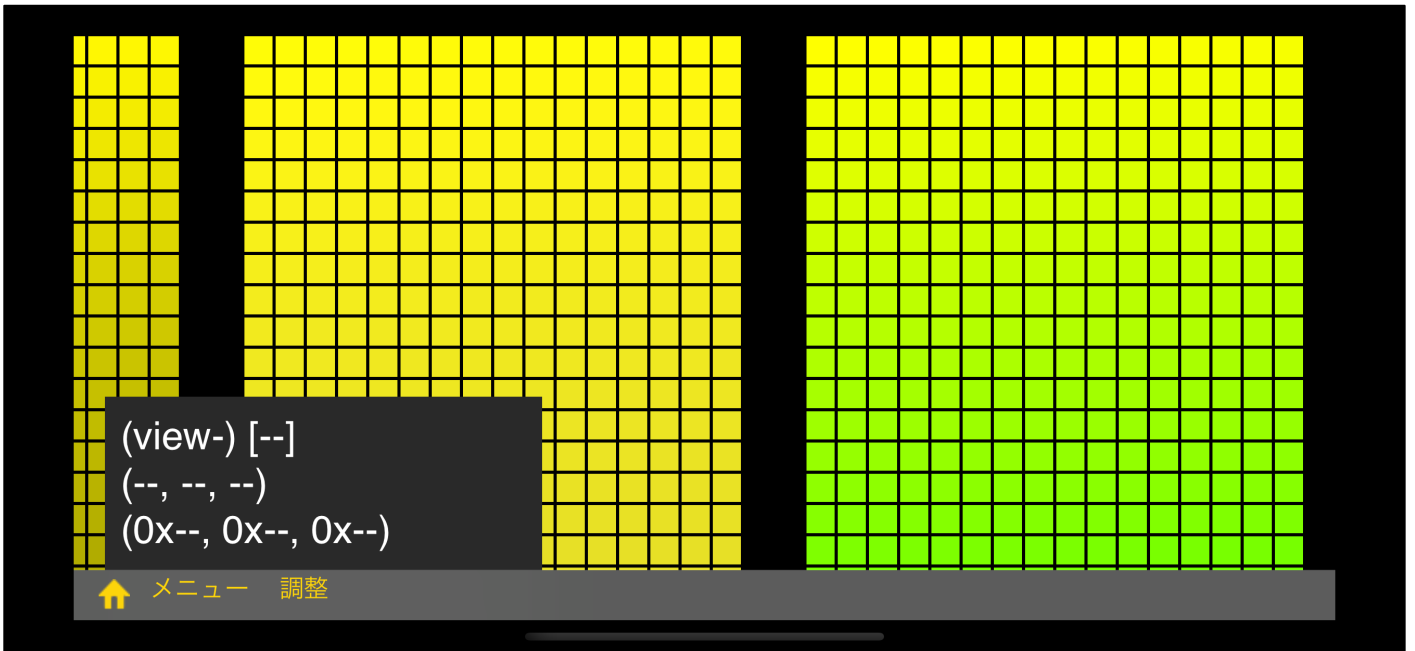
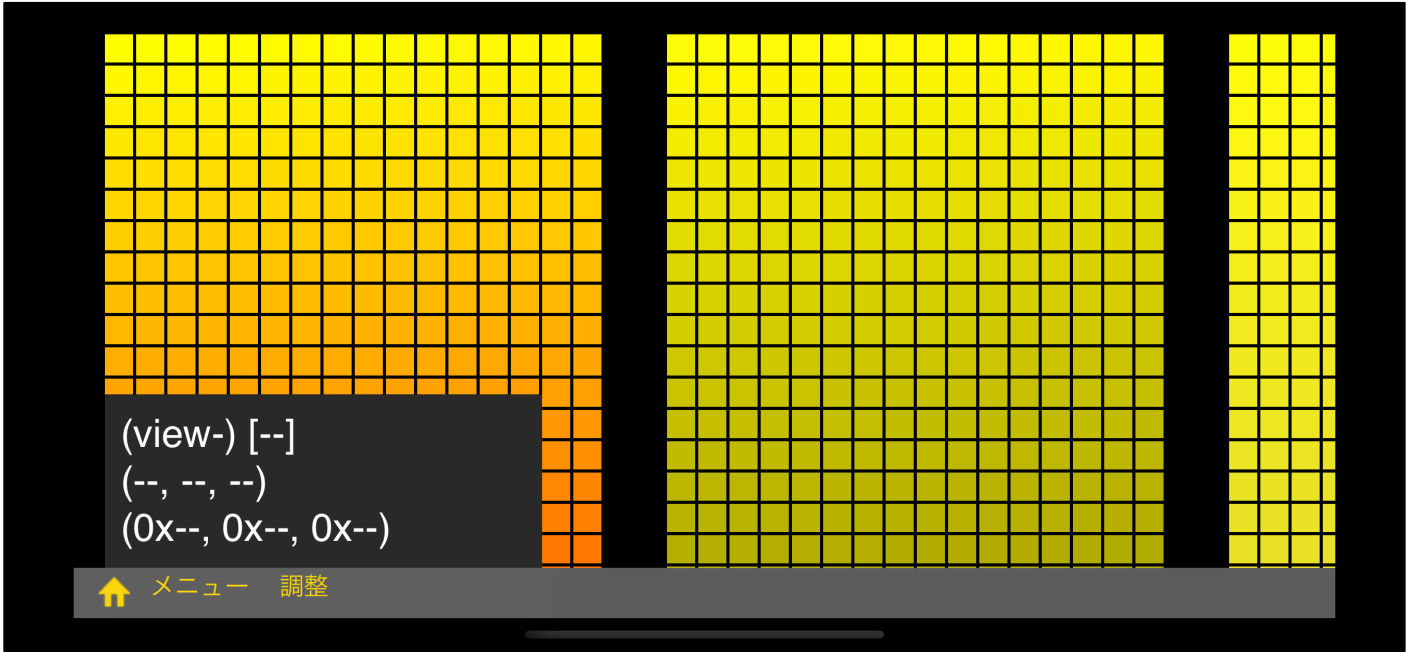


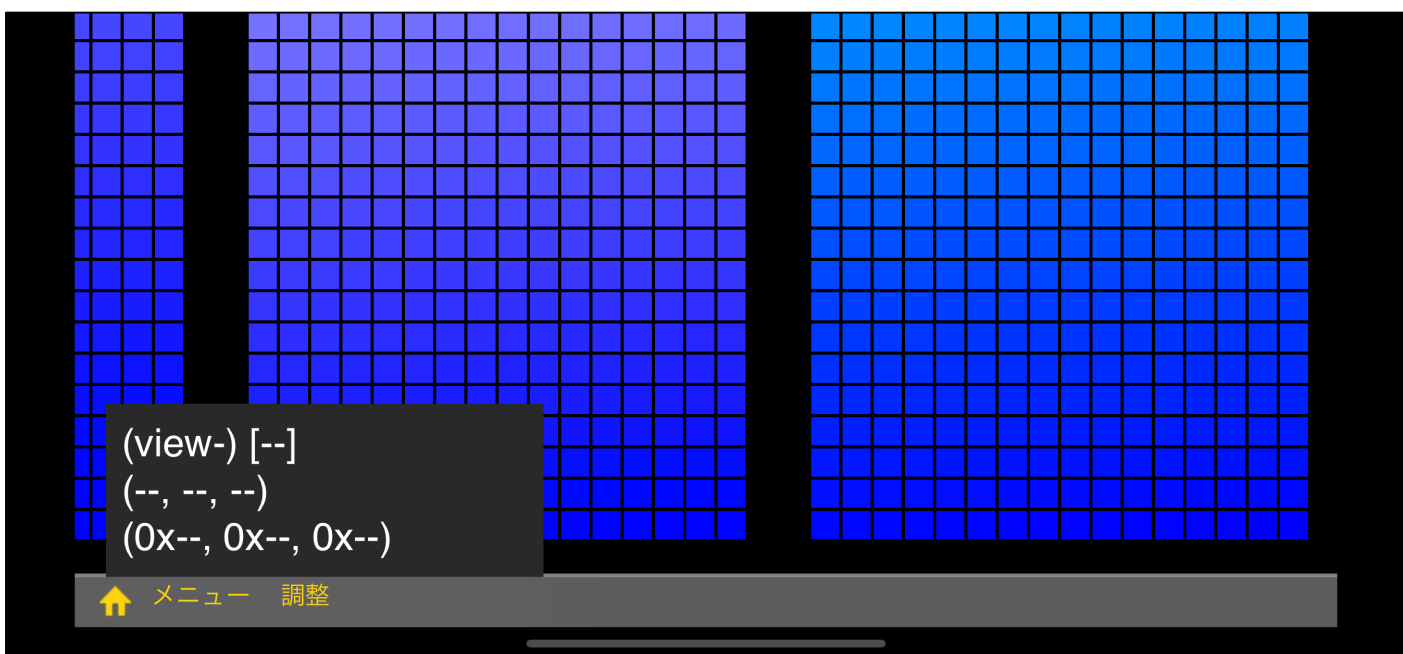
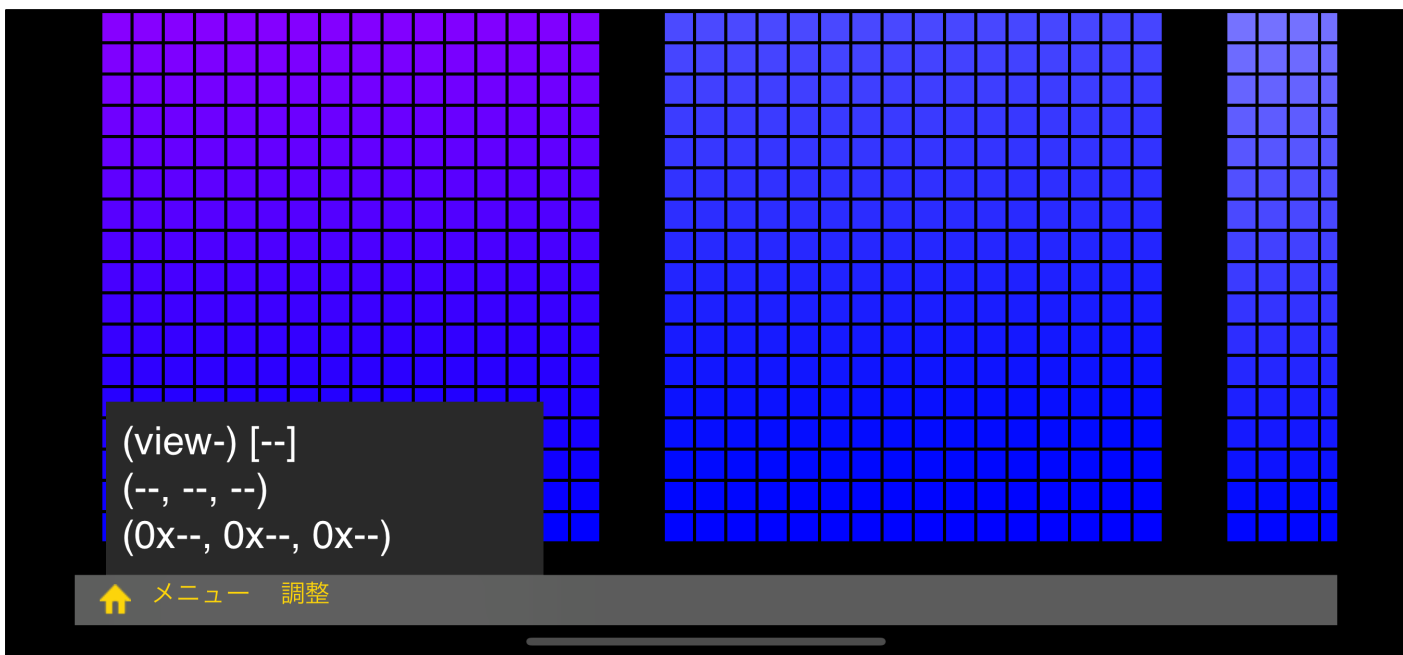


Displaying four Matrix, "Y-B Both" changes the color in both ward rotation to this figure.

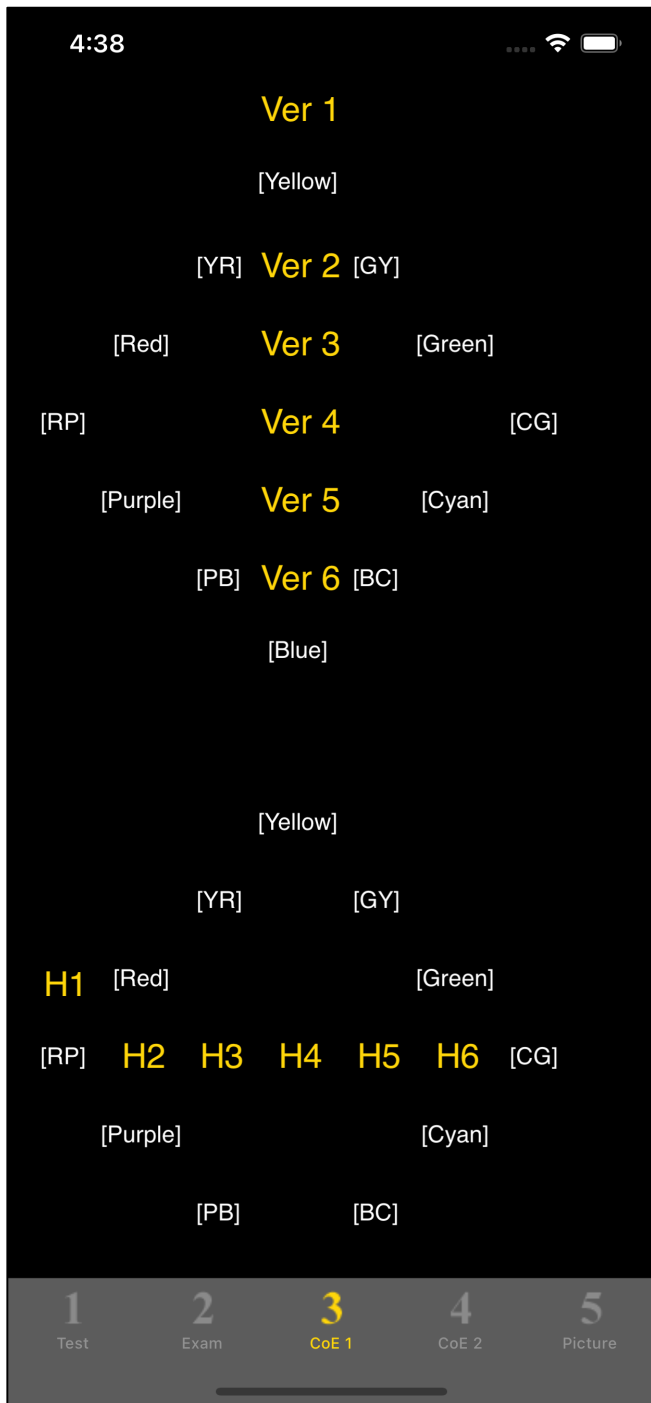
Matrix Location is as below from the left.

"Common"	"The Type Color"	"The Type Color"	"Common"
	Y R P B	Y G C B	



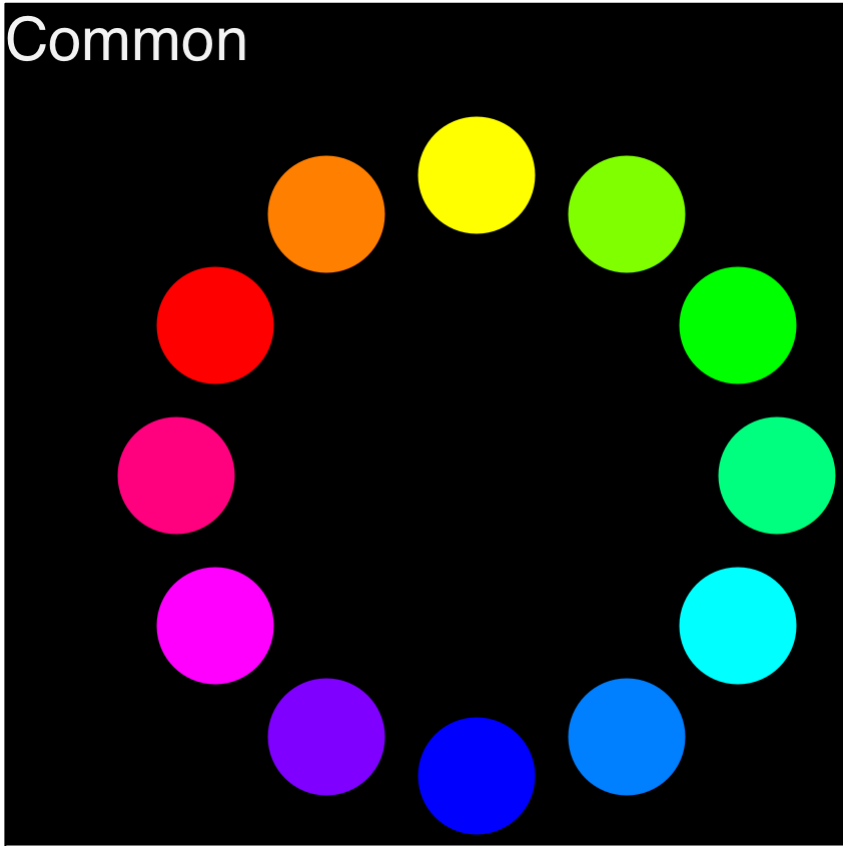


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After "Ver 1", the colors facing each other in the following color circle are the start point and end point.

Common



Ver 1 ~ Ver 6 mean the colors facing each other with the vertical direction as an index.

Vertical 2 means "[YR] [GY]", which is vertical, second from the top, and faces horizontally.

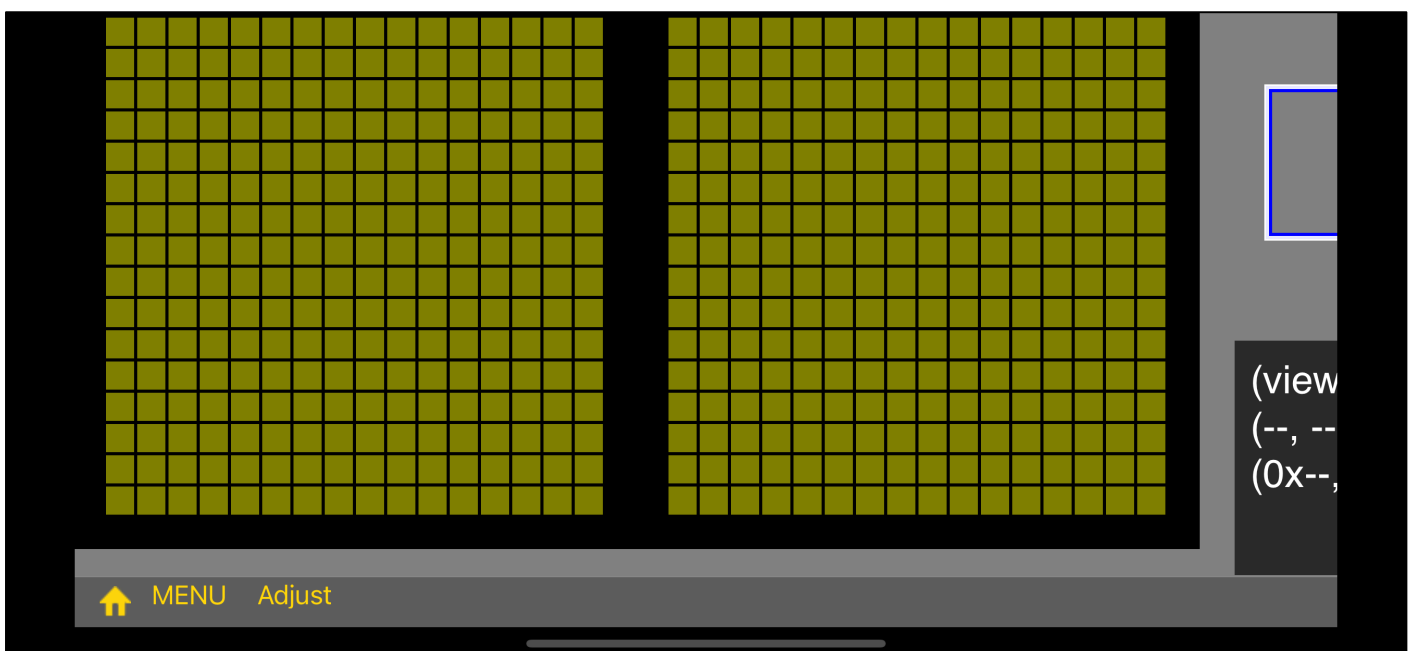
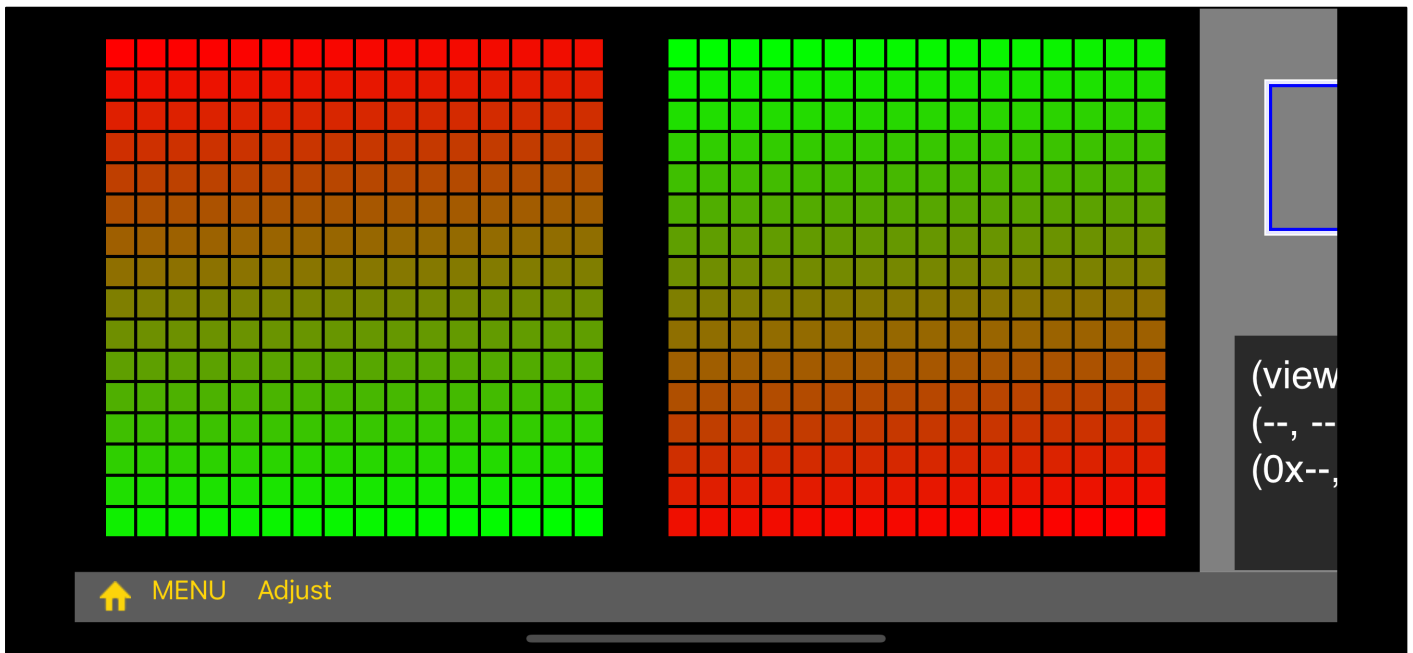
H 1 ~ H 6 mean the colors facing each other with the horizontal direction as an index.

H 2 means $\begin{matrix} [\text{Red}] \\ [\text{Purple}] \end{matrix}$, which is horizontal, second from the left, and facing vertically.

Ver 3 [Red] [Green] (Protanopia)

above [Common]

below [The color of specified type] (Protanopia here)



H3 [YR] (Protanopia)
[PB]

above [Common]

below [The color of specified type] (Protanopia here)

