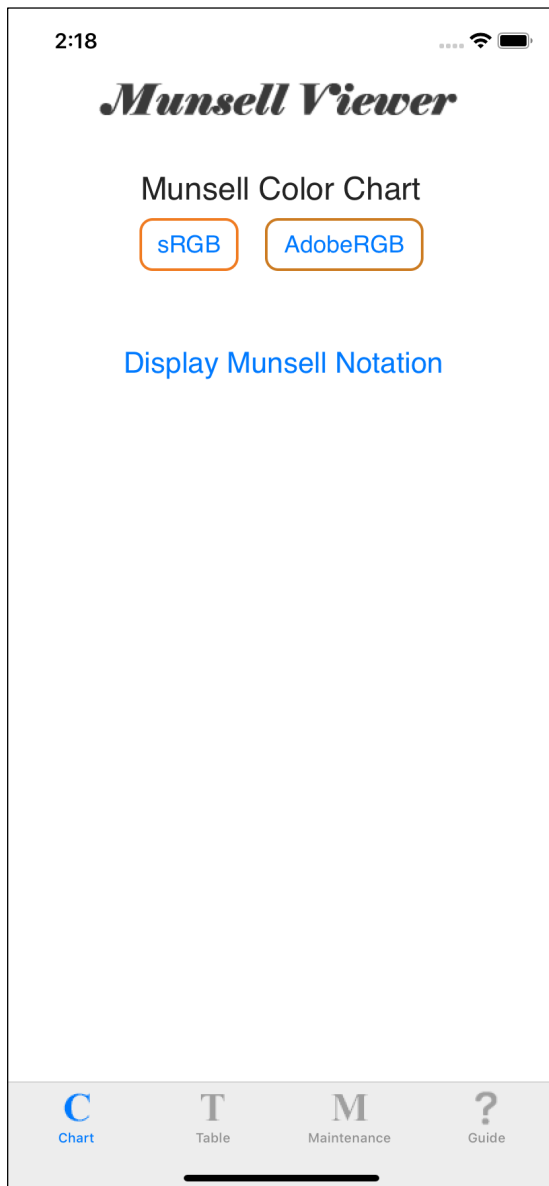


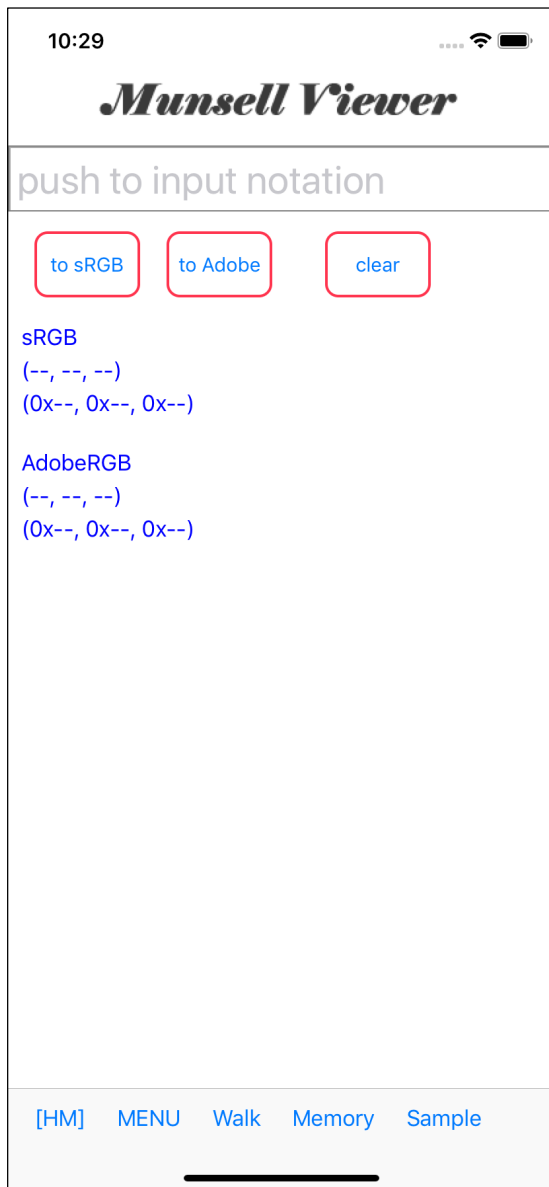
Displaying Munsell value



If you press the second tier button on the Home Screen

Display Munsell Notation button,
so the right view will appear.

This view is, as it were, a kind of reception like "Displaying Munsell value".

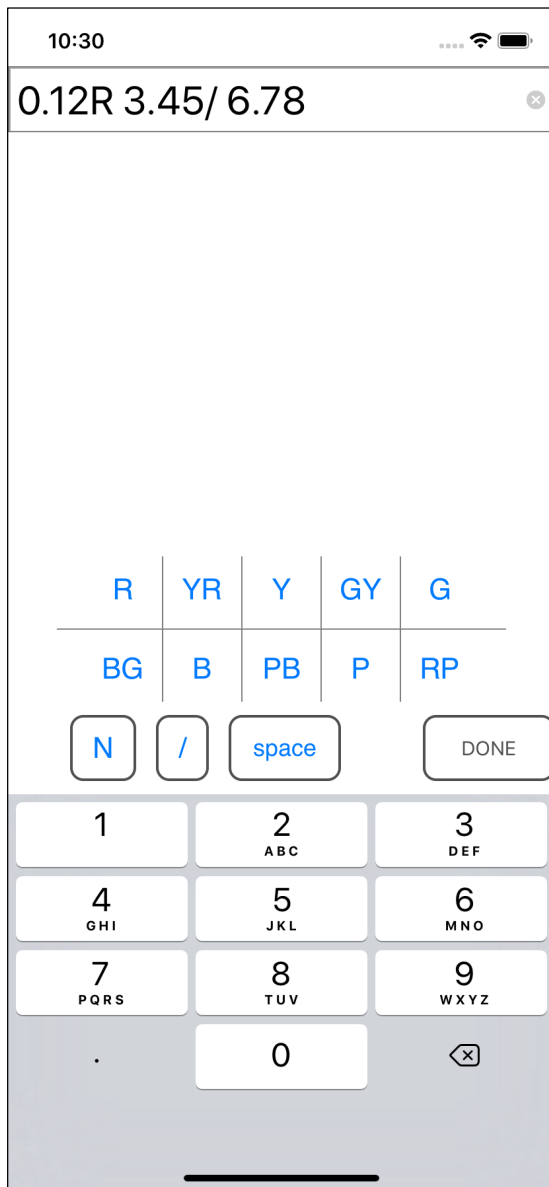


"Munsell value display" has a structure as "two step arrangement", so to speak.

There is no input in the first view.

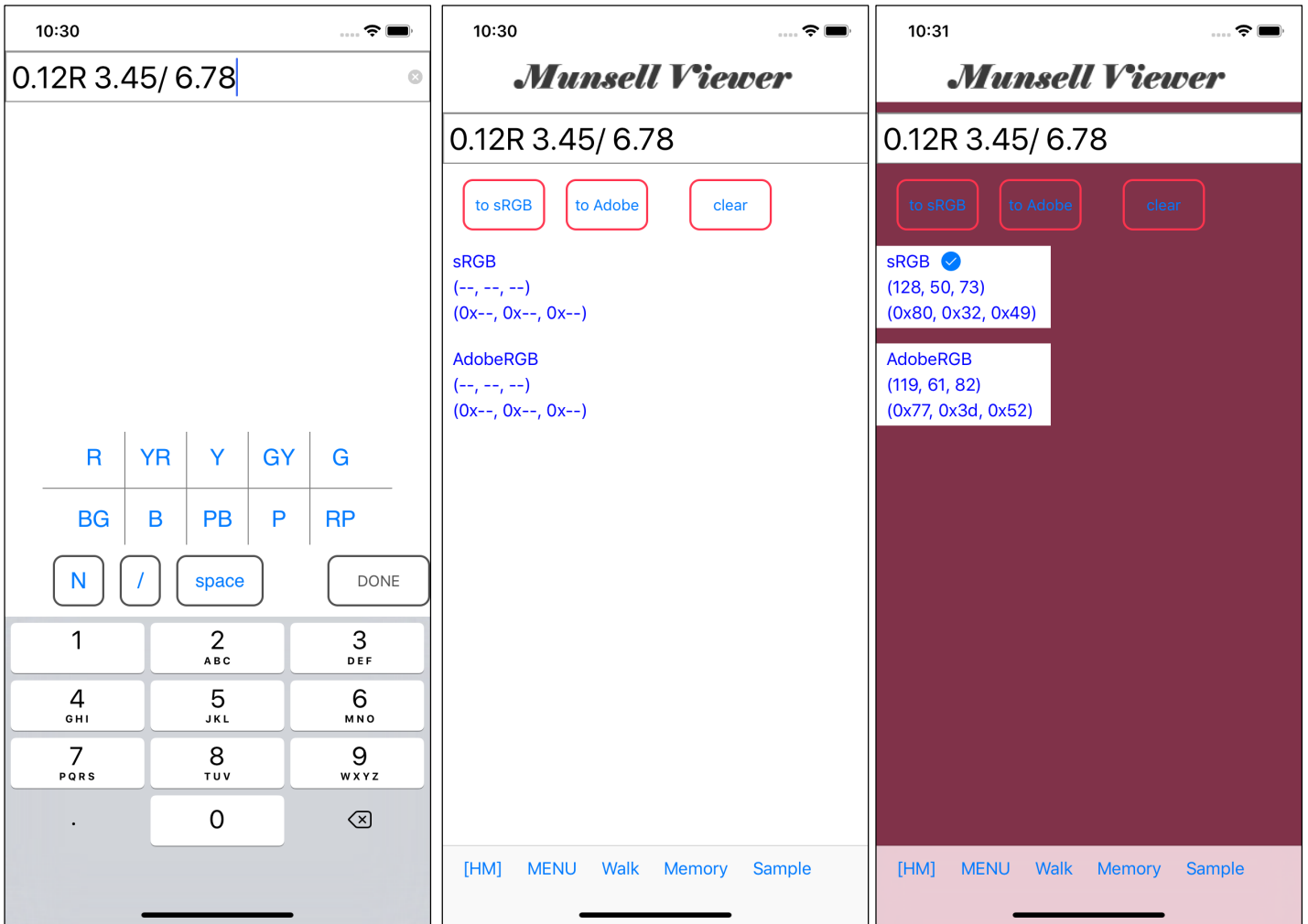
The TextField of the first (first) view is read-only.

Touching this read-only TextField, then the second view will come out.



When you press the button `N` in the second view, the number and symbol are displayed in the `TextField`.

It is also possible to paste a character string into `TextField`. However, multi-bytes characters can not be accepted.



The input procedure is as follows.

In the second view, enter the value and press the [Done] button to return to the first page.

On the first page you returned, press either the “to s RGB button” or “to Adobe button”, or touch the information view.

If the input Munsell value is a value that can be handled, colors will appear as shown on the right.

On the other hand If the input Munsell value is a value that can not be handled, do nothing.

Here, please be aware that "colors will not be displayed by simply returning to the first sheet".

As long as you do not press either “to sRGB button” or “to Adobe button”, or touch information view the color will not come out.

[HUE KIND] R, YR, Y, GY, G, BG, B, PB, P, RP, N (Uppercase only)

[VALUE VALUE] 1.00 <--> 10.00

[CHROMA NUMBER VALUE] Any. However, within the definition of RIT real.dat.

The possible values are these values.

Spaces between elements are not required. Also, you can add as many as you like.

However, it can not handle something like the following.

".5" ... There are no numbers before the decimal point.

"5." ... There are no numbers after the decimal point.

It have not made corrections on the fact that there are no numbers before and after the decimal point.

Also, multi-bytes characters can not be handled.

Please note that when pasting a Munsell value into the TextField.

Only ASCII characters can be handled here.

If the value entered is within the definition range of RIT real.dat, color and value can be output for any value.

Conversely, if the value entered is outside the definition range of RIT real.dat, do nothing, in principle.

No error messages etc are issued at all.

Value outside the range of RIT real.dat

For example,

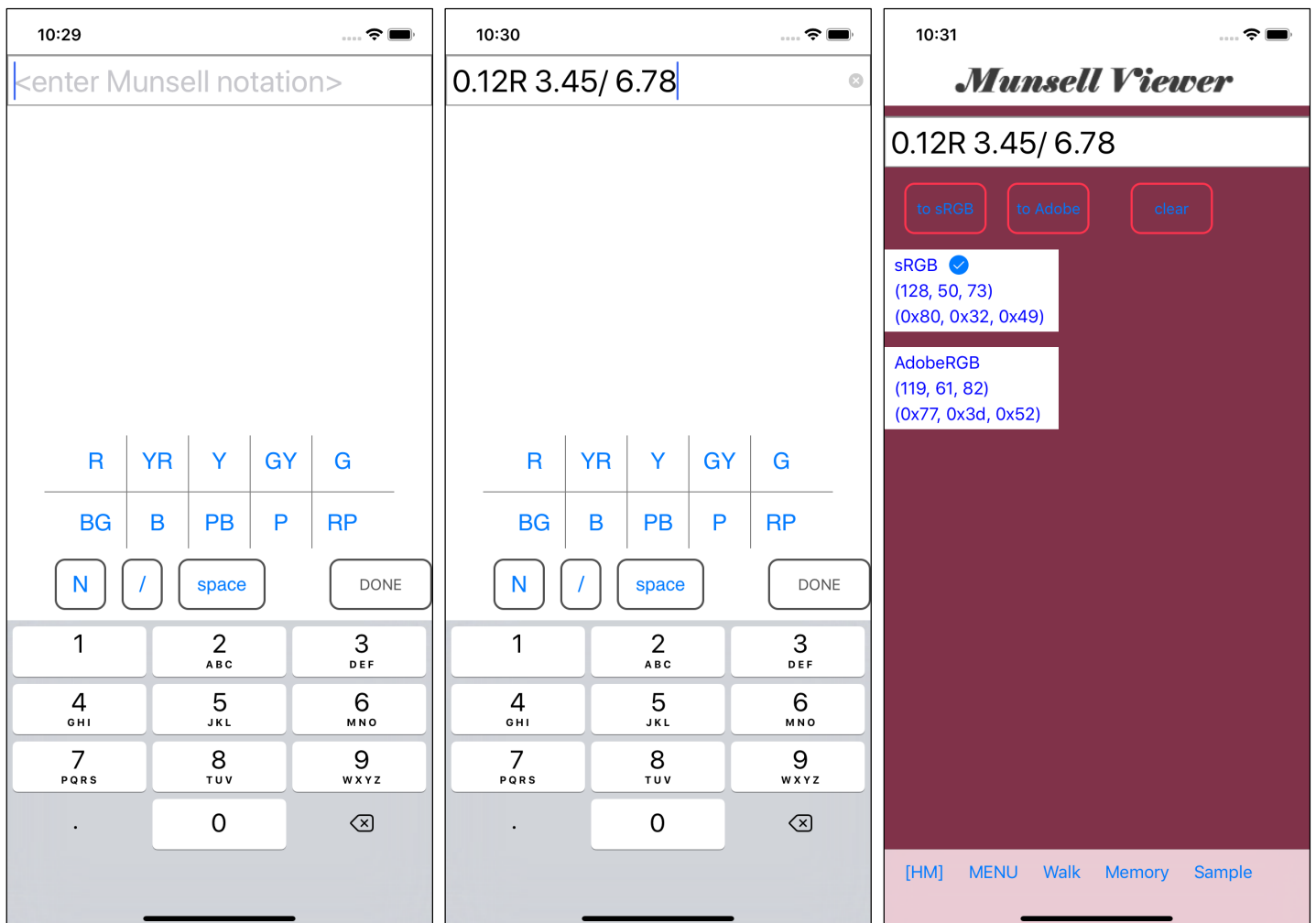
5.6R 7.6/10.1

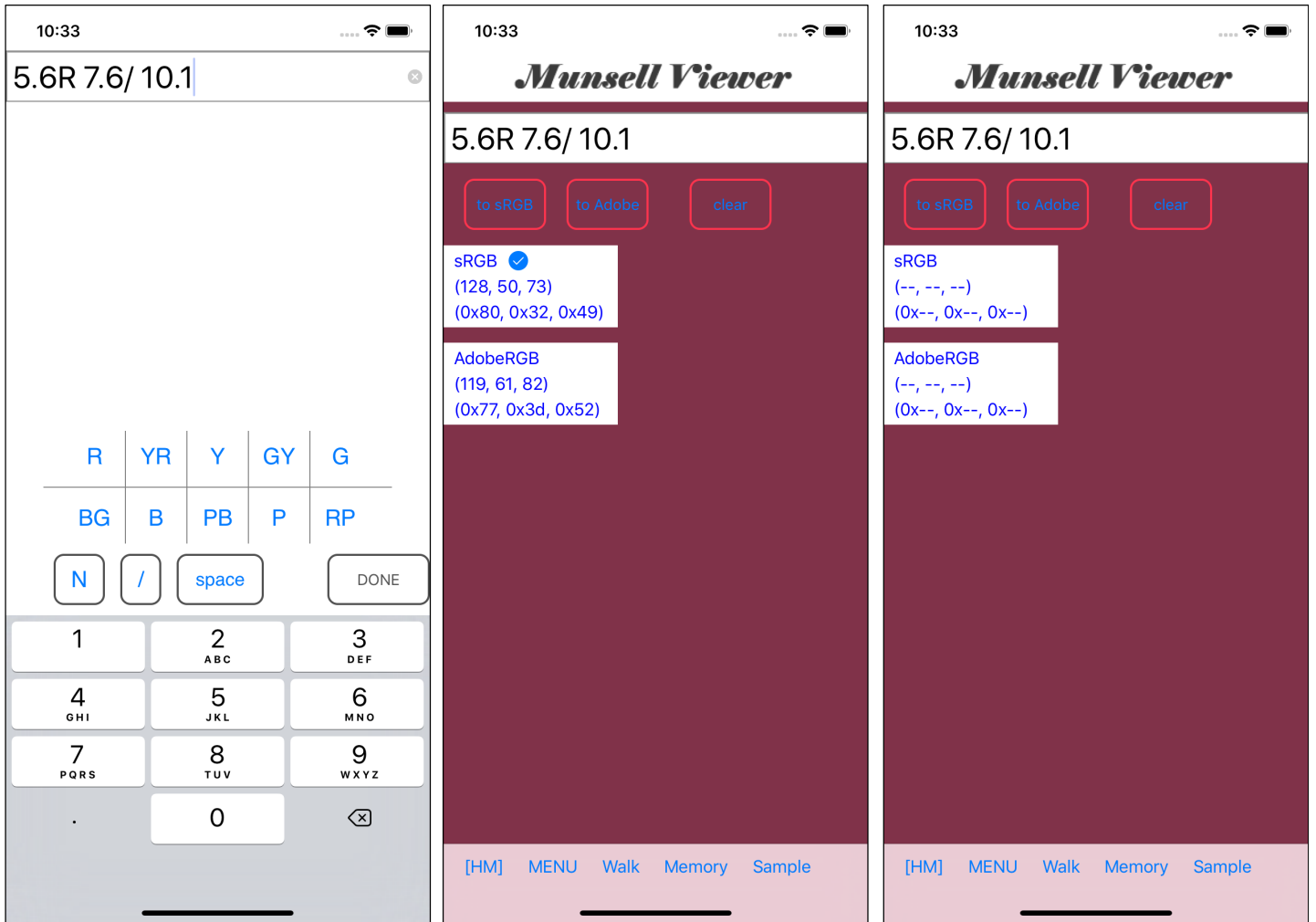
This Munsell value is outside the range of RIT real.dat.

In Munsell Viewer, this Munsell value can not be displayed.

"What happens when you enter a value that can not be displayed?"

It is shown below.





This is the result of performing the operation shown below.

Going to the second view with 0.12 R 3.45 / 6.78 being displayed.

Enter 5.6R 7.6 / 10.1 and return to the first view.

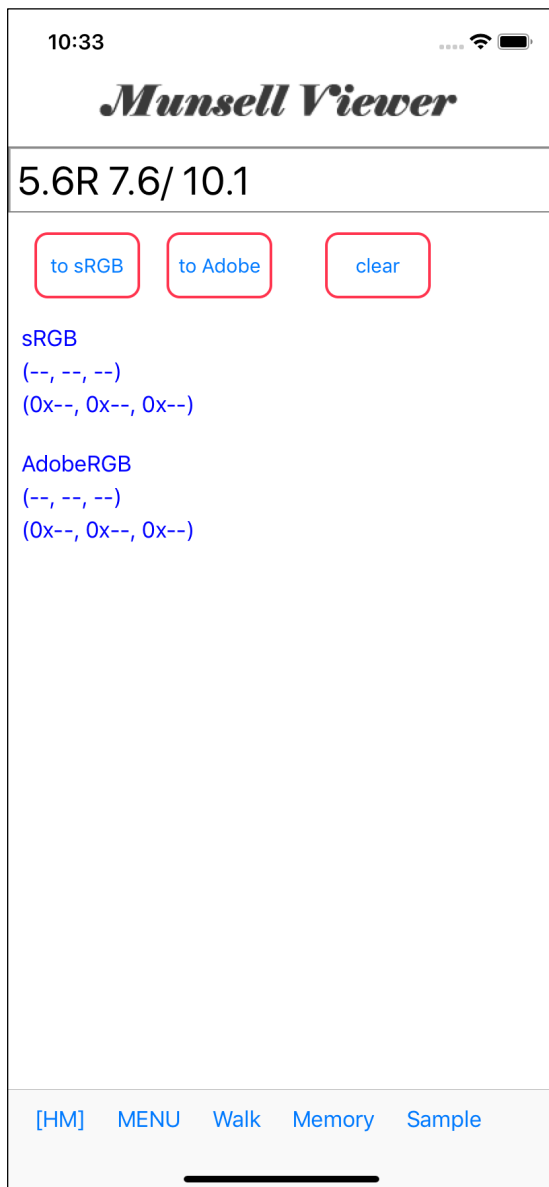
On the first view, press the [AdobeRGB] button.

The character string displayed in the information view has changed to "character string indicating invalid", but the color remains as it was before.

Every time you make a mistake, if making view white, it flickers too much and you can not see it.

For such a "flicker prevention", this behavior is taken.

Please press the [Clear] button to confirm whether it is Munsell value which is not accepted.



When you press the [Clear] button, the screen will be white like this.

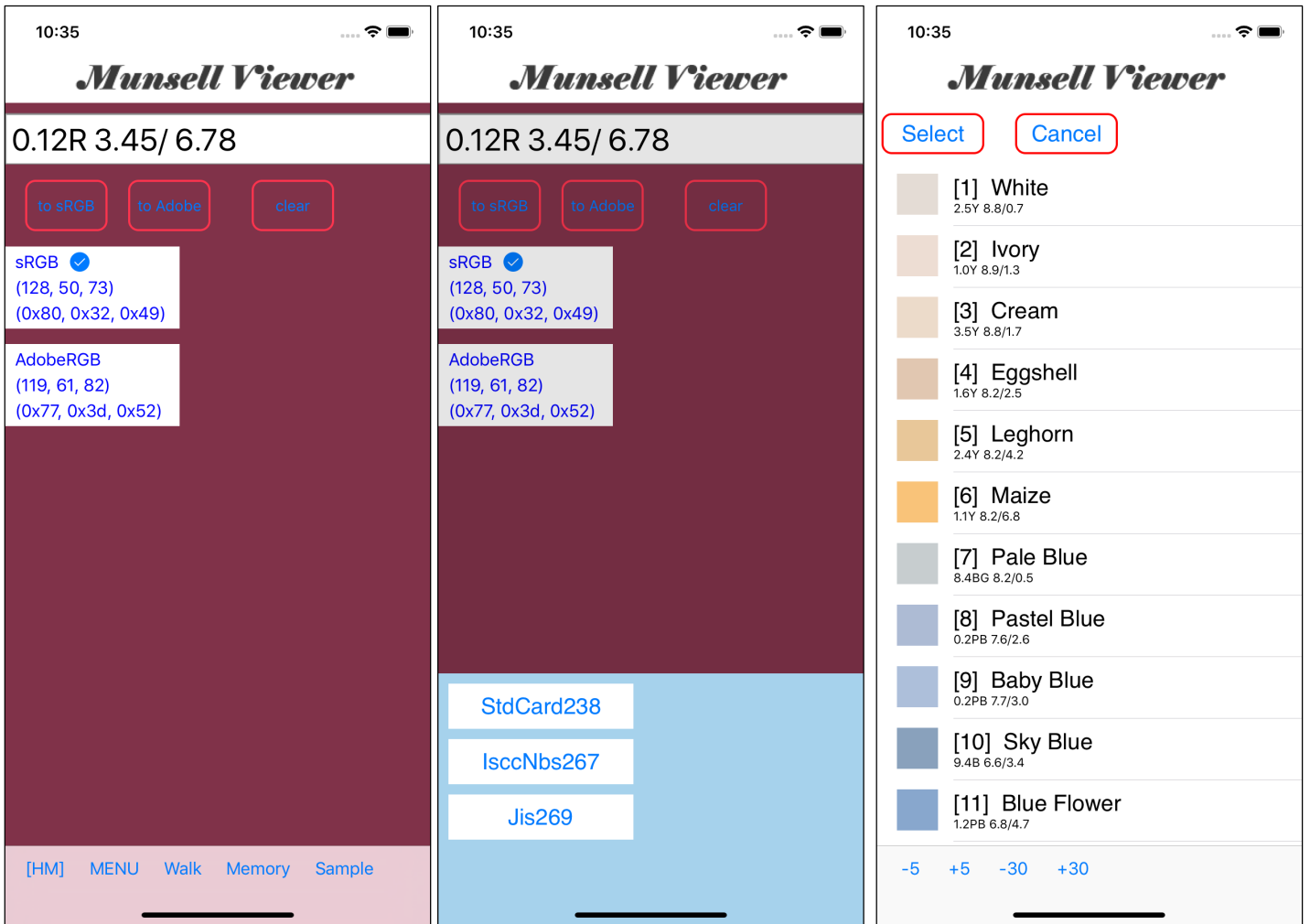
In this state, if you do as following

- Press the [sRGB] button.
- Press the [AdobeRGB] button.
- Touch the [sRGB] information
- Touch the [AdobeRGB] information view.

but the color does not change and the value is not displayed.

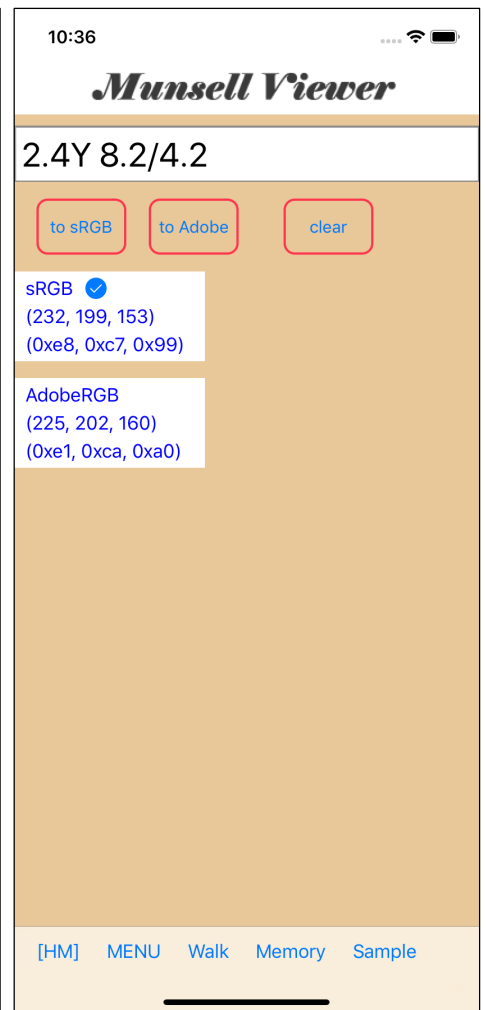
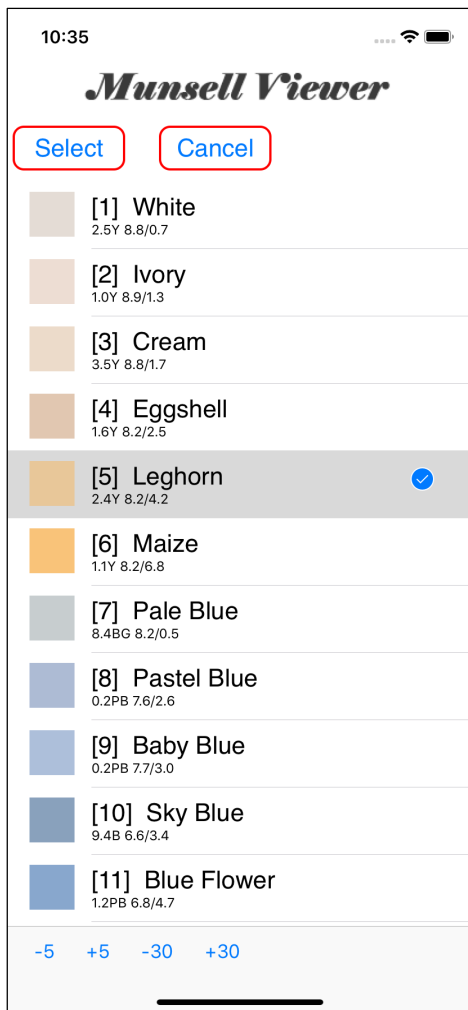
If it becomes so, it means "invalidation confirmation".

Sample button (on toolbar)



When you press the Sample button on the far right of the tool bar, the menu will come out from the bottom as shown in the middle picture.

Here, for example, when you press "StdCard 238", a view like the one on the right will come out.



Here, if you press the [5] leg horn and press the [select] button, you will return to the 1st view like the center.

Then, when you press the [AdobeRGB] button, it looks like the one on the right.

From this state, if you press the "Walk" button and descend to the "Walk" command View and change the hue, lightness, chroma, you can easily create the color based on "Standard Card 238 [5] Leone Horn".

10:37



Munsell Viewer

2.40Y 8.20/ 4.20

DROP

sRGB
(232, 199, 153)
(0xe8, 0xc7, 0x99)

AdobeRGB
(225, 202, 160)
(0xe1, 0xca, 0xa0)

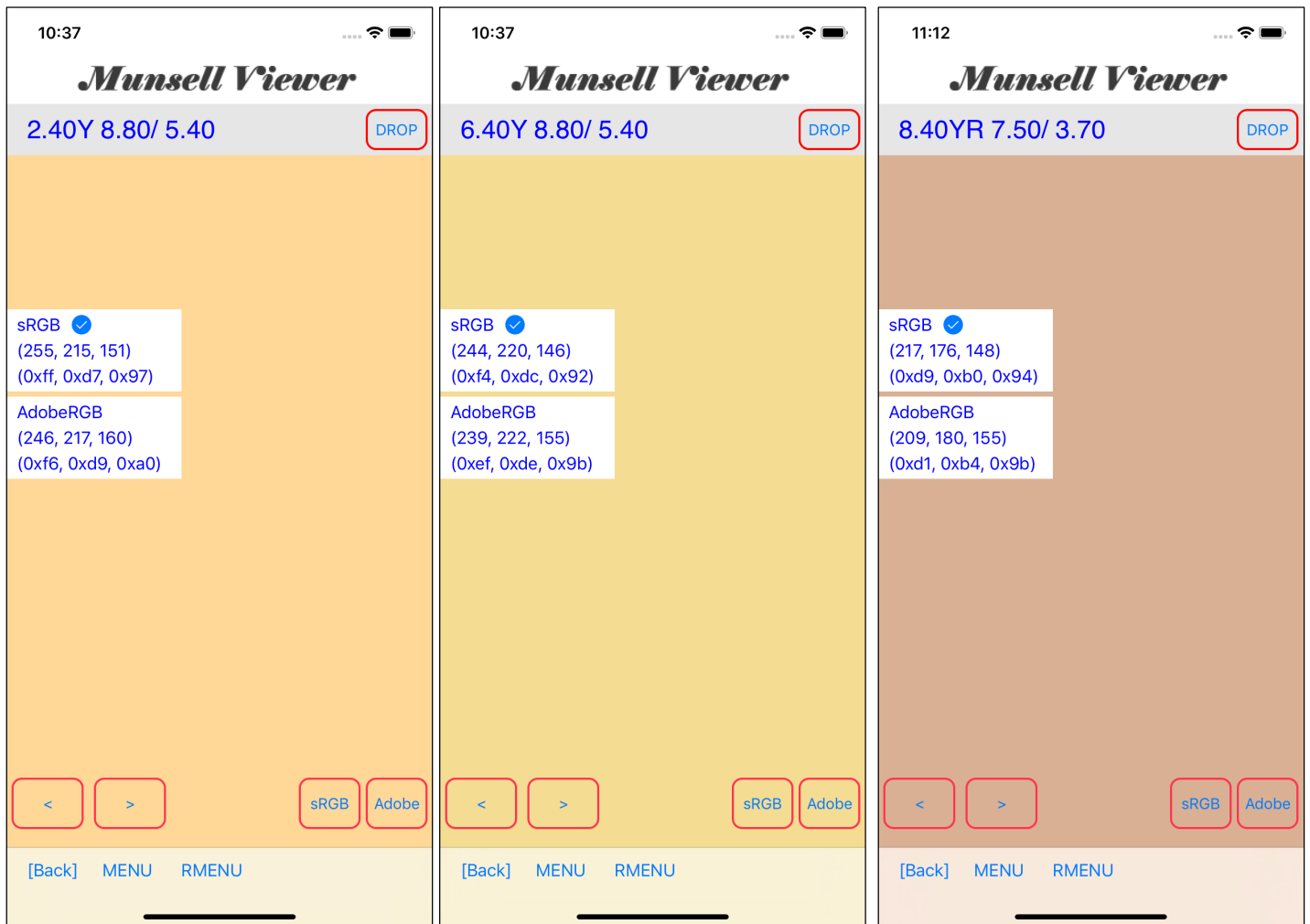
<

>

sRGB

Adobe

[Back] MENU RMENU



"It is difficult to make colors from scratch", but in this way, "to get values from a table", you can do it easily.

It is not happen almost that it turns into a strange color. because color is created using the Munsell color system method.

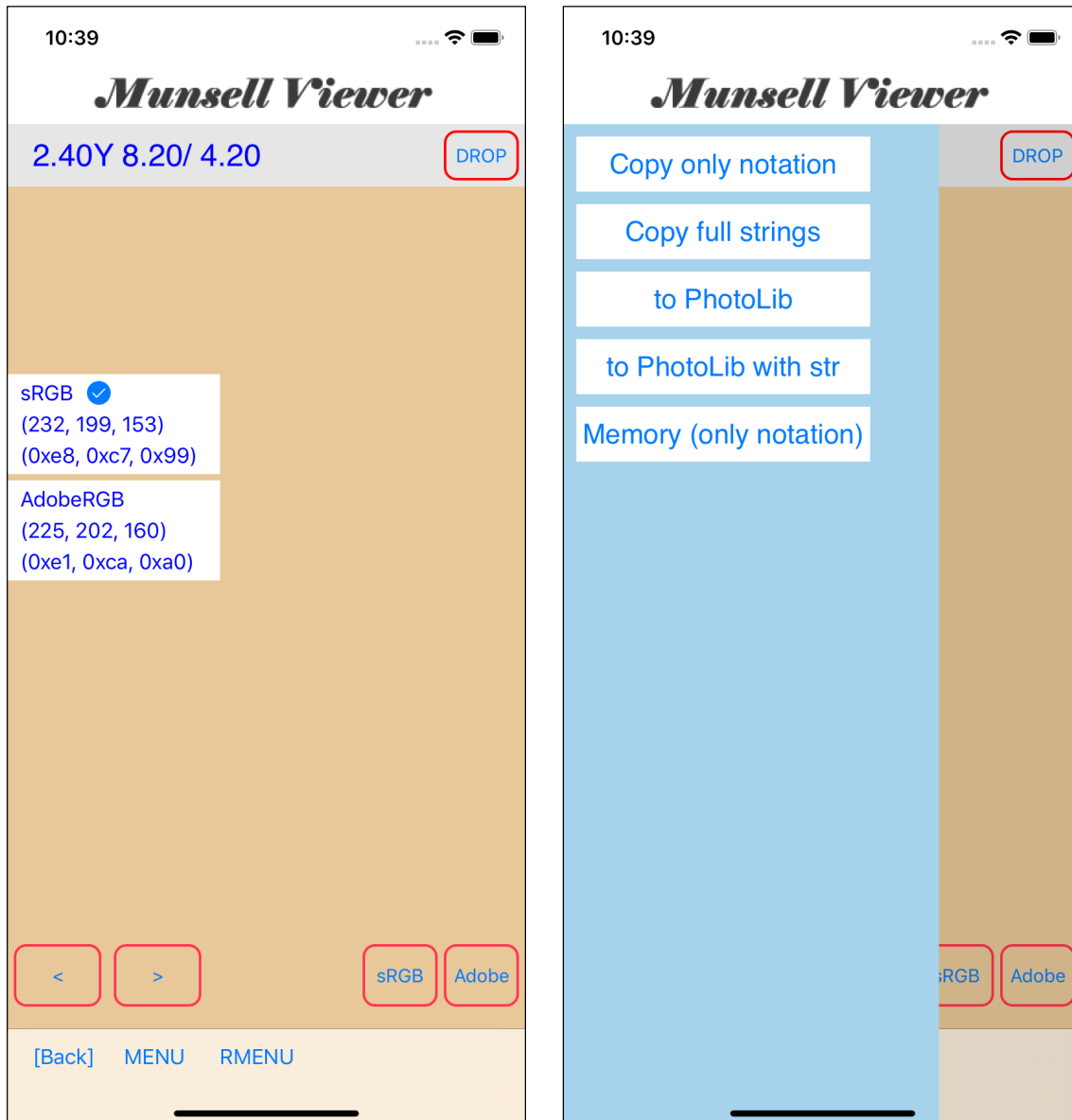
There is a way to change "R, G, B individually".

However, I think that this approach will not go well.

Because color is the "ratio of RGB".

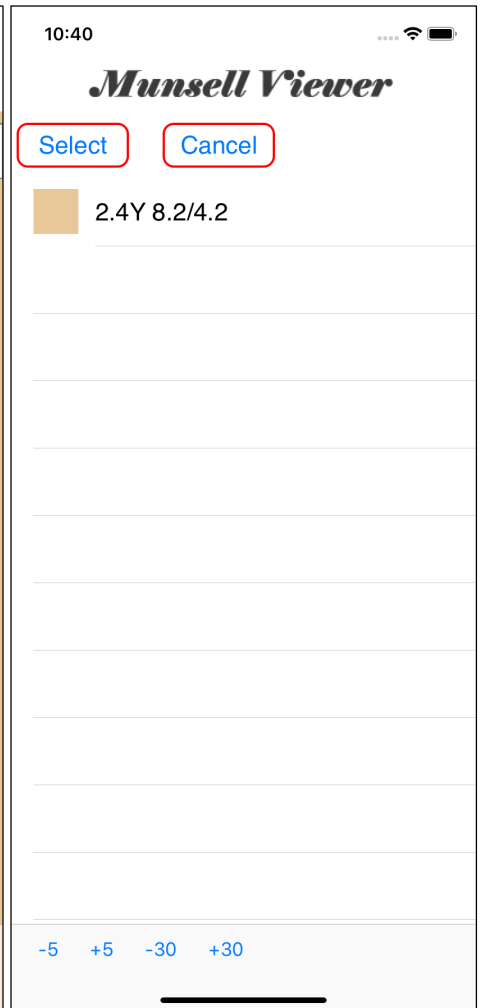
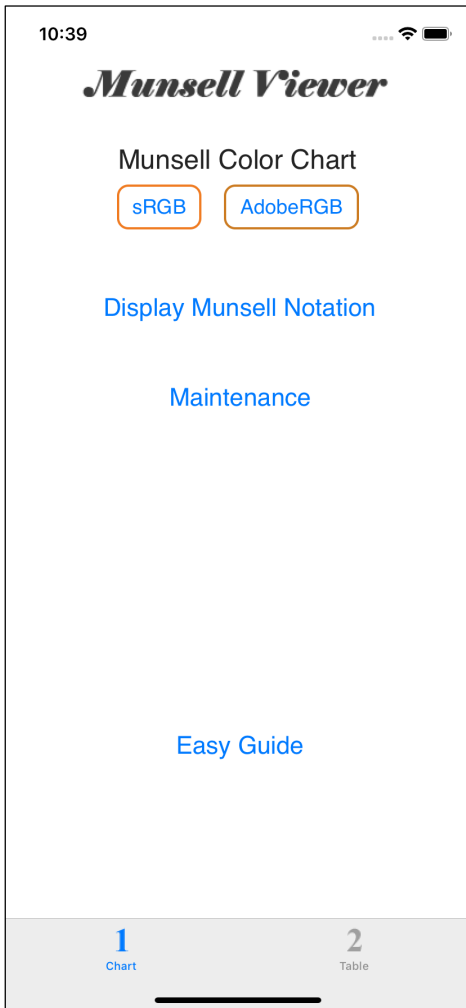
Even if you do something like "changing R, G, B individually, without maintaining the correct ratio," the color tone is usually broken.

Memory button (on toolbar)



When you “long-touch” the information view (the view displaying color values), the menu view on the right appears.

By pressing the Memory (only notation) button at the bottom, in this example, the Munsell value of 2.40Y 8.20/ 4.20 is “Memoryed”.



Then, from the Home Screen, go to the "Display Munsell Notation " command and press the "Memory" button on the " Display Munsell" command toolbar, then the table view showing on the right is displayed.

Assumed that Munsell values showed in the above example such as

2.40Y 8.20/ 4.20

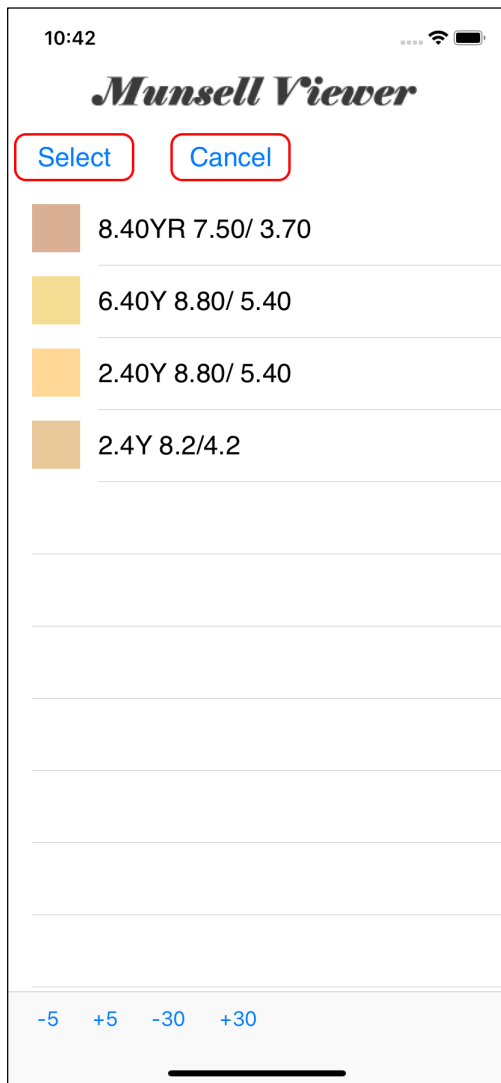
2.40Y 8.80/ 5.40

6.40Y 8.80/ 5.40

8.40YR 7.50/ 3.70

have been memorized in this order.

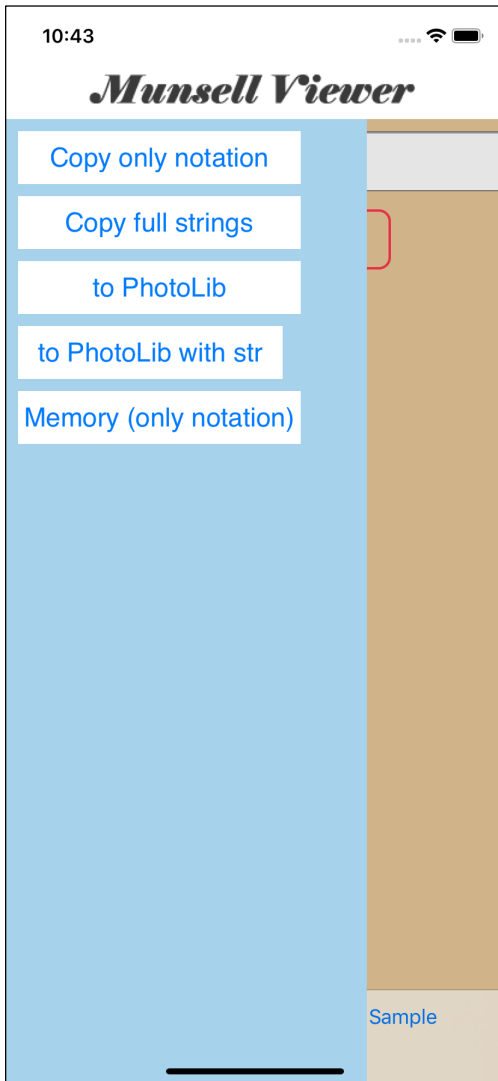
In that case, the TableView in following order will be displayed.



This "Memory" is the same as the memory of the calculator.

In the case of the calculator's memory,
it is numerical to be memorized.

On the other hand, for Munsell viewer,
it is Munsell values that will be stored in "Memory".



When you press the Memory (only notation) button at the bottom of this menu view, that Munsell value is memorized each time.

There is no other limitation on the number in "Memory".

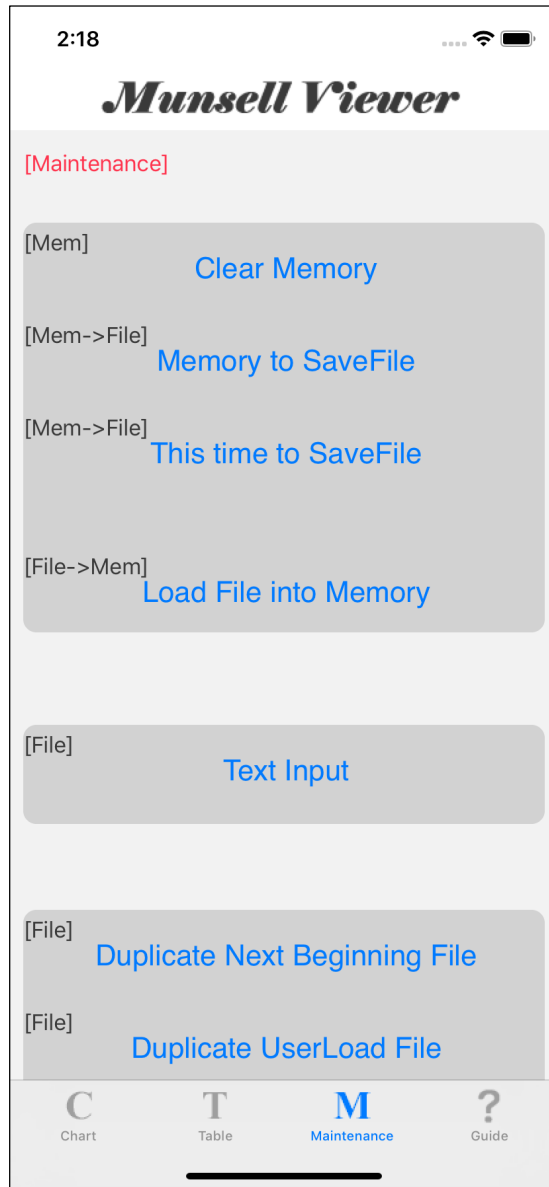
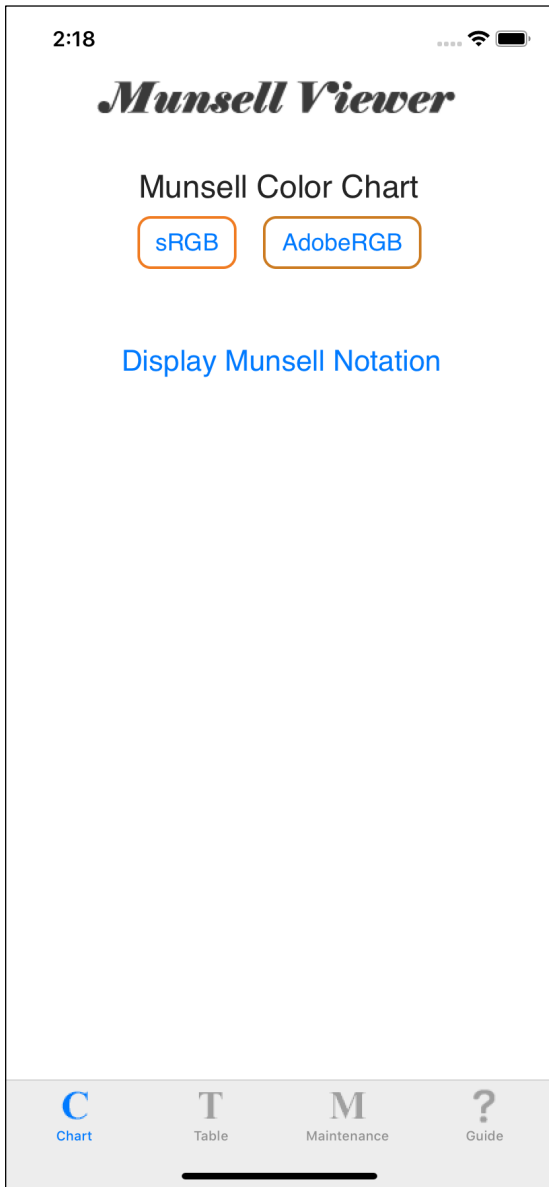
Therefore, you can memorize any number of Munsell values that you wanted to store and save during color creation and color search.

By default, the memorized items are automatically saved in the save file.

It does not disappear when you exit Munsell Viewer.

Unless a clear discard order is issued, It will not disappear.

In Adding, this memory can be saved in a file, and you can also import memory from a file.



The file input/output function for the memory is responsible by the third button of Home Screen, Maintenance.