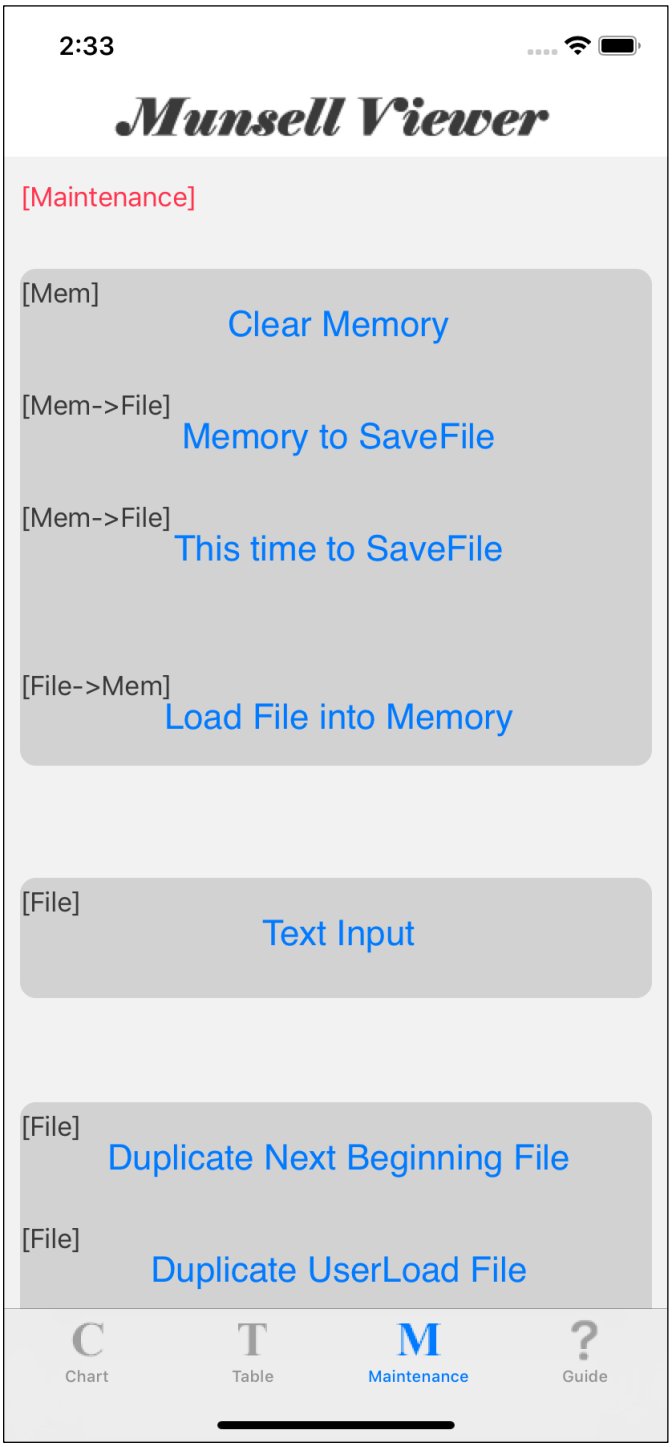
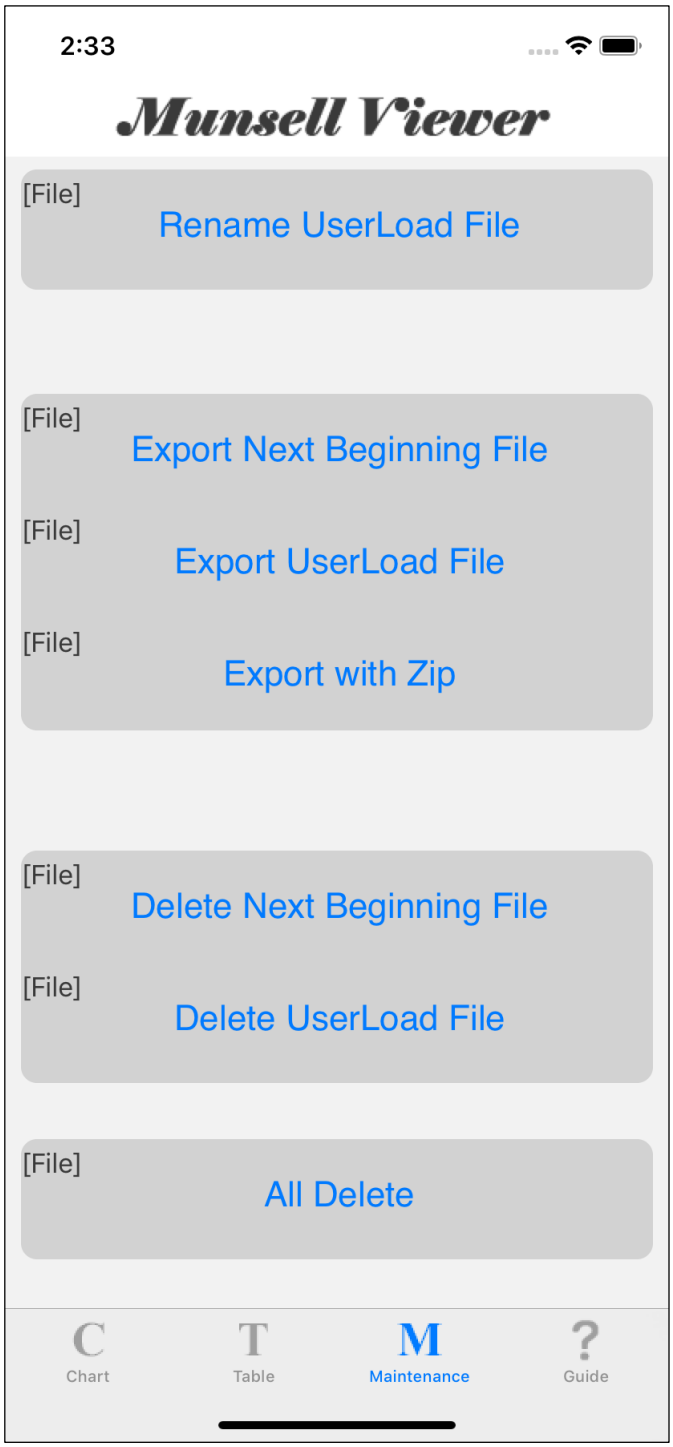
Maintenance





When you press, Home Screen's third tab,

Maintenance,

then view like this appears.

Memory related and file related things are here.

There are currently 14 "Maintenance" commands below.

Memory related

1. Clear Memory
2. Memory to SaveFile
3. This time to SaveFile
4. Load File into Memory

Text Input

5. Text Input

Duplicate File

6. Duplicate Next Beginning File
7. Duplicate UserLoad File

Rename Filename

8. Rename UserLoad File

Export File

9. Export Next Beginning File
10. Export UserLoad File
11. Export with Zip

Delete File

12. Delete Next Beginning File
13. Delete UserLoad File

Delete File

14. All Delete

Also, You can send a text file to Munsell Viewer from software that can export text files.

Munsell Viewer’s directory structure and file structure

Munsell Viewrer currently holds files in such a directory hierarchy.

User
Documents
Next
UserLoad

User
Documents

These are, so to speak, a specification directory of iPhone / iOS.

Next, UserLoad are used for following purpose:

Next

A directory that holds only the data file mvmf_next_beginning.txt which is used at the next startup.

UserLoad

General purpose directory

mvmf_next_beginning.txt … a data file to be used at next startup

All the files except this file are stored in the directory UserLoad.

Therefore, as a directory for holding files, for now, effectively,

Munsell Viewrer has a directory structure that it has only one directory

UserLoad

That's it.

What is "Memory"?

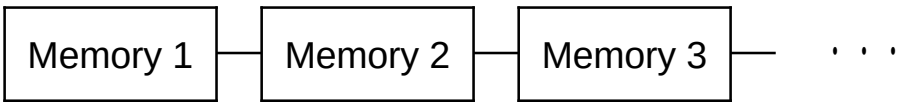
"Memory" has the same meaning as "Memory" in the calculator.

In the case of a calculator, "numerical value" is memorized,
but in Munsell Viewr, "Munsell value" is memorized.

Individual "Memory“ is, specifically, a character string written in Munsell notation like

“0.2PB 6.5/6.4”

Programmatically, each "Memory" is held in a chain on the memory of the iPhone actual machine like

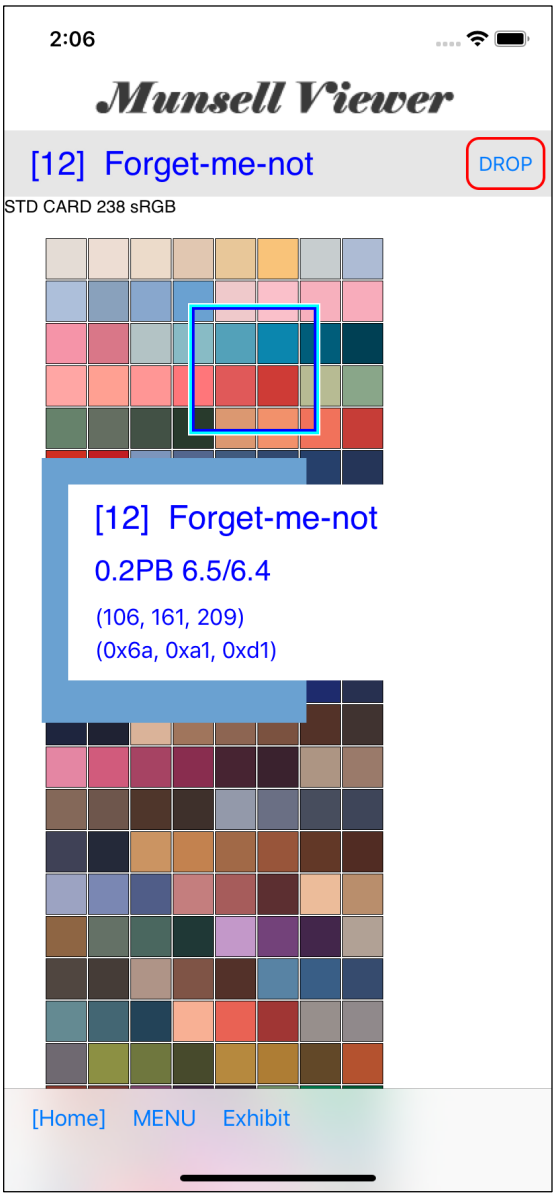


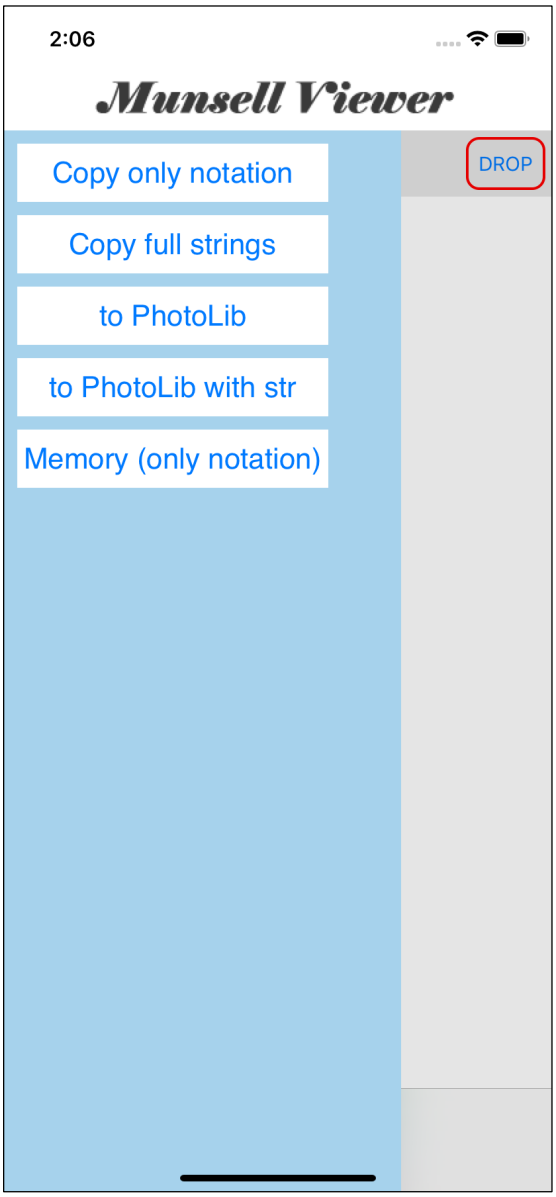
It is of such a structure.

There is no limit on the number of "Memory".

Actually, the limitation is "until the memory capacity of the iPhone actual machine.
So, in reality, it is, as it were, infinite.

How to set "Memory"

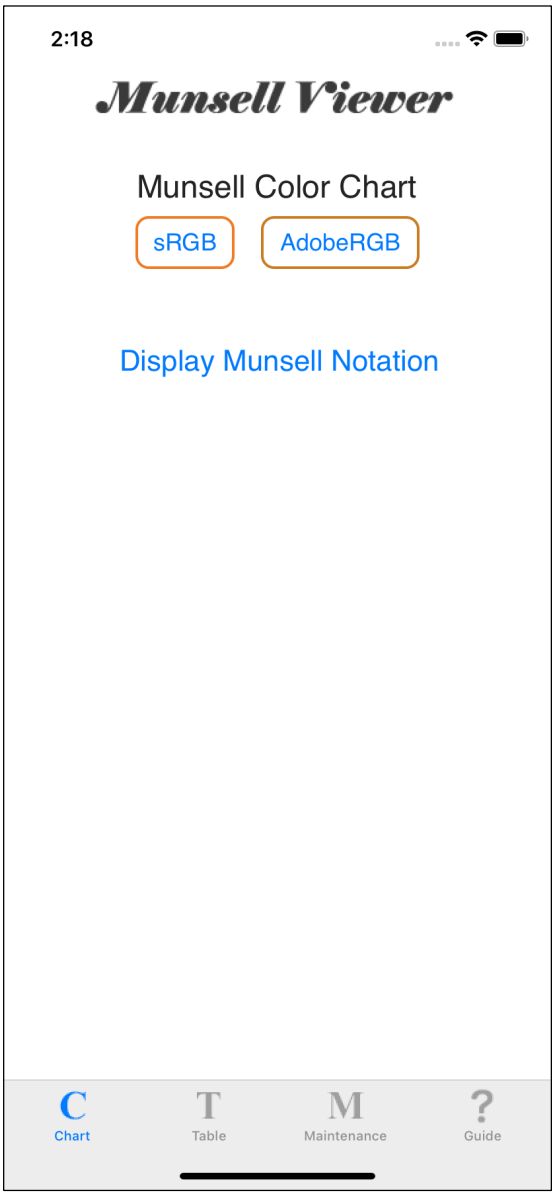


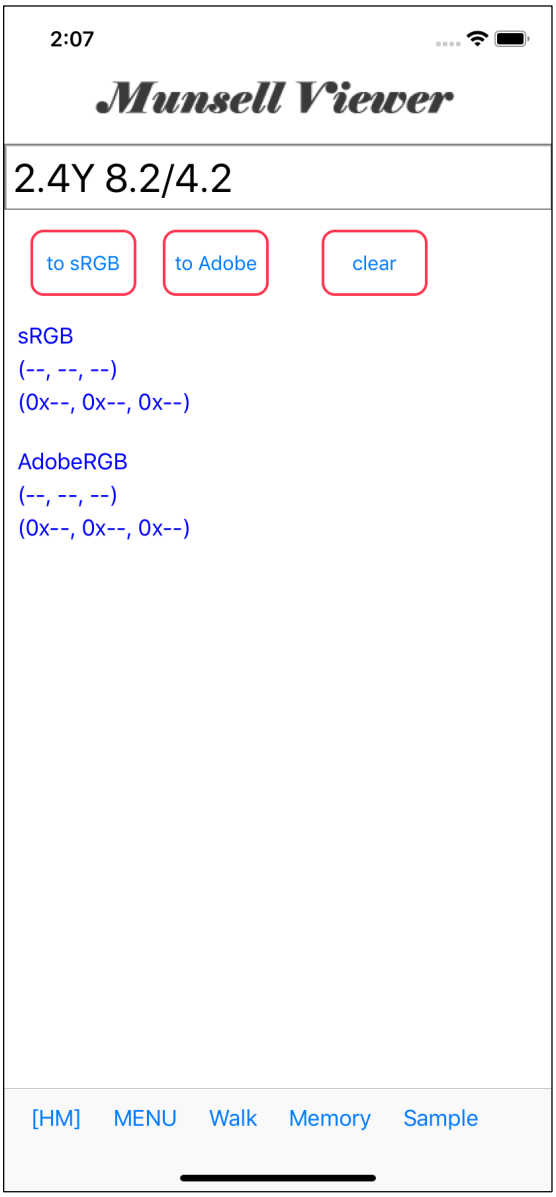


When you "long-touch" a Information View, the menu view as shown on the right appears.

By pressing the "Memory (only notation) button" at the bottom,
the character string (Munsell value) "0.2PB 6.5/6.4" is memorized in this example.

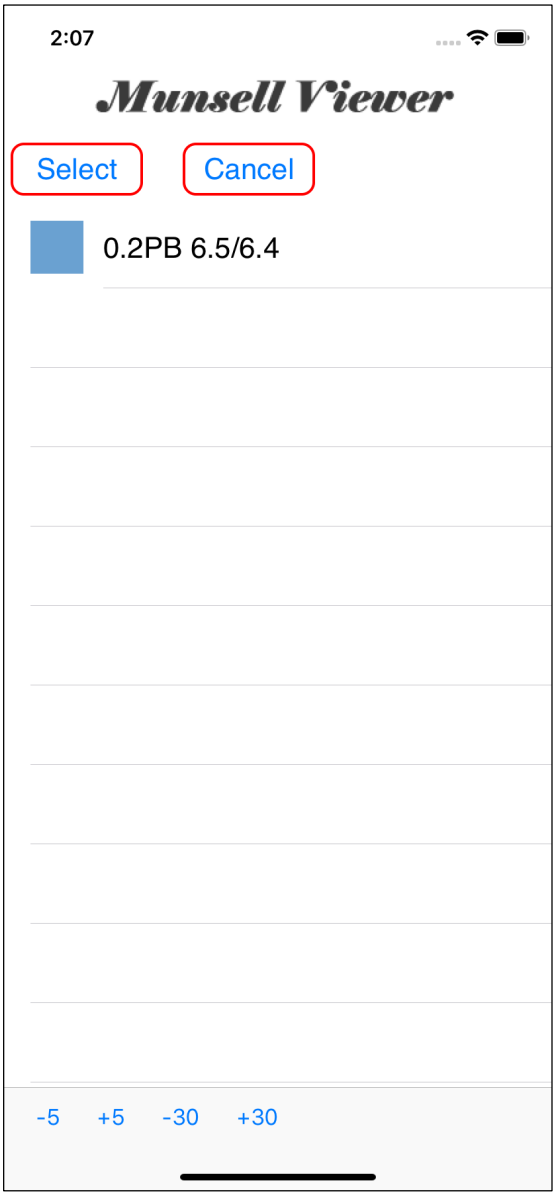
How to use "Memory"

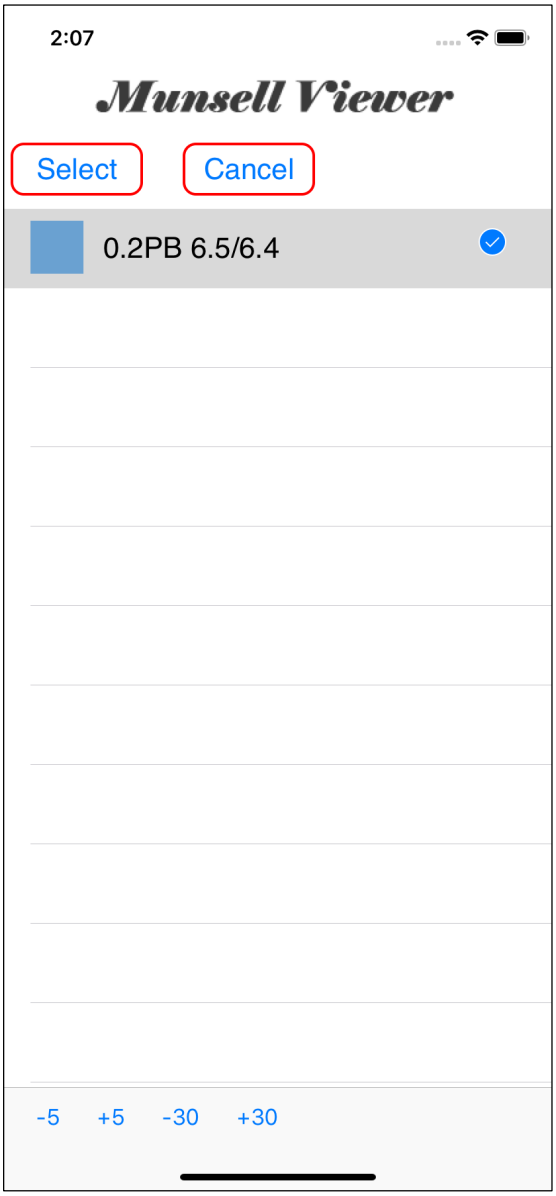




Munsell Viewer, for now, displays "Memory" only with “Display Munsell Notation” command.

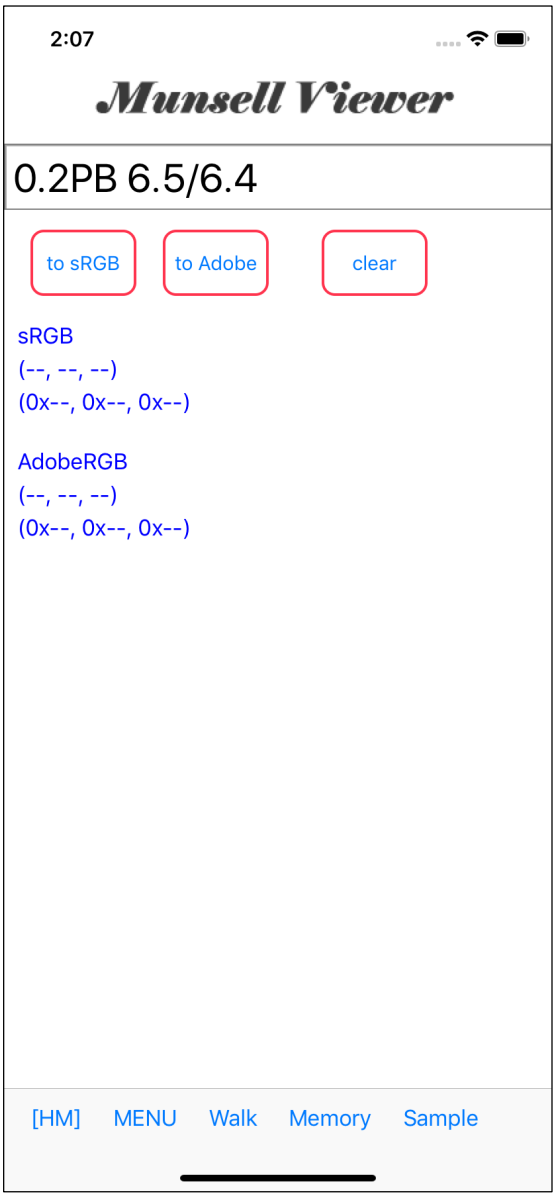
When you press the "Memory" button on the Display Munsell Notation Command toolbar,

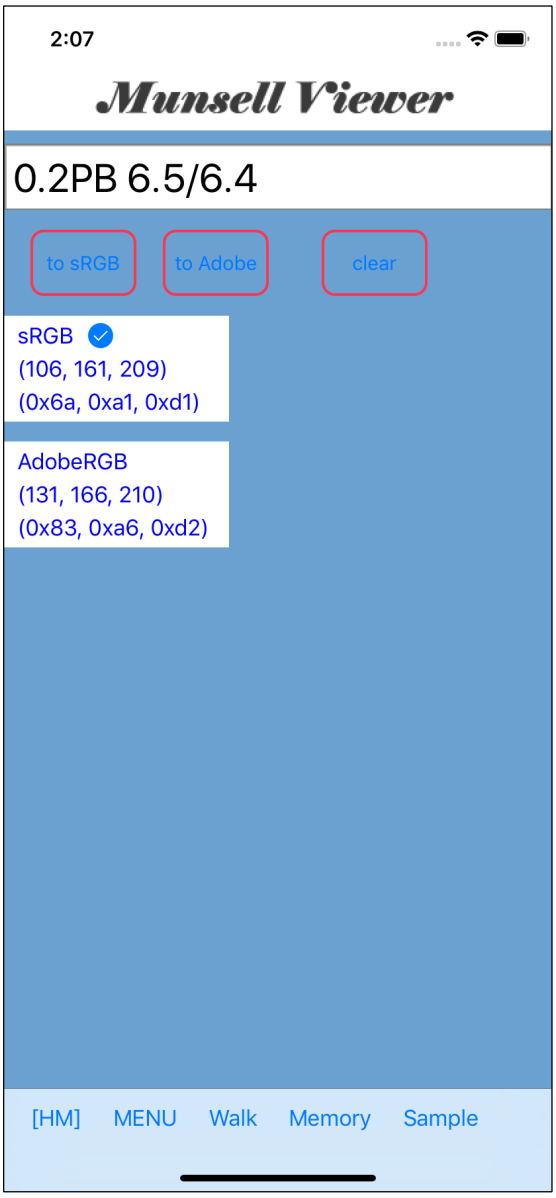




then the view like the one on the left appears.

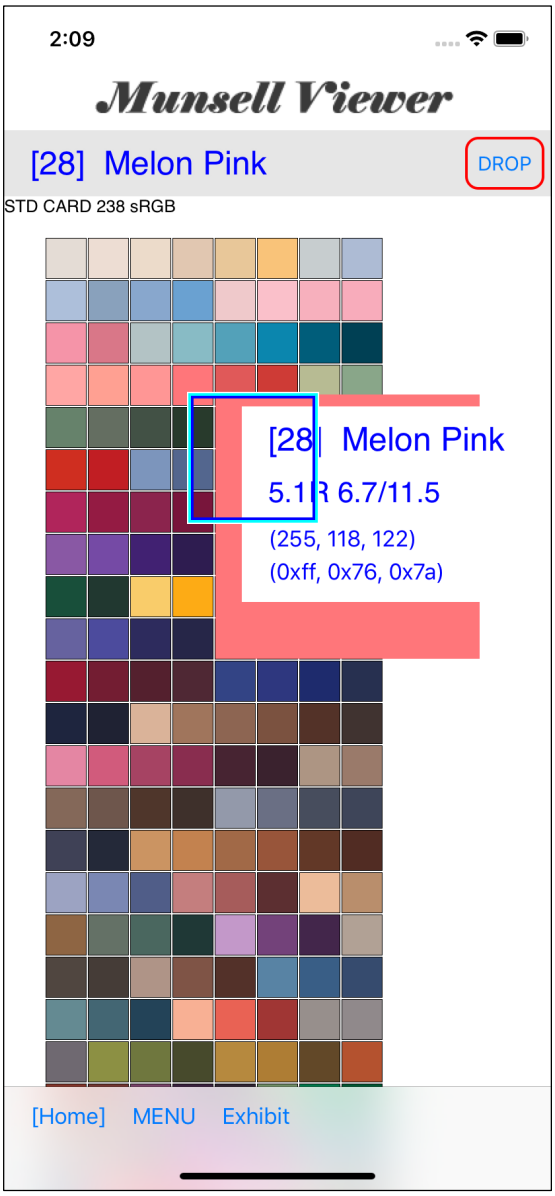
As shown on the right, when you select and press the "Select" button,

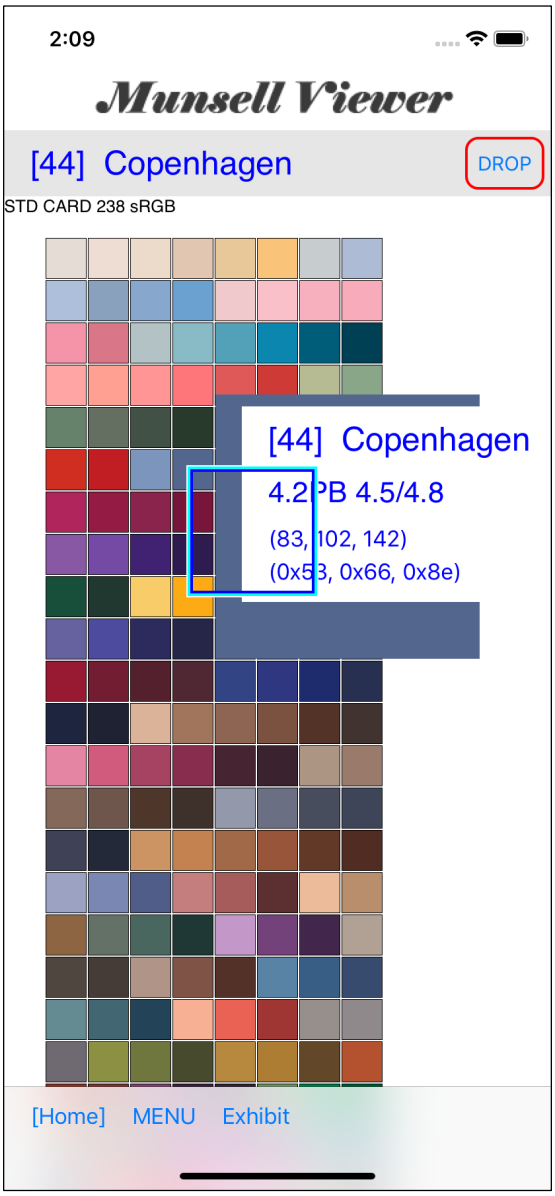




it will return like this view on the left.

Then, if you press either “to sRGB” button or “to Adobe” boutton, or touch Info View, the color and color values are displayed as shown on the right.



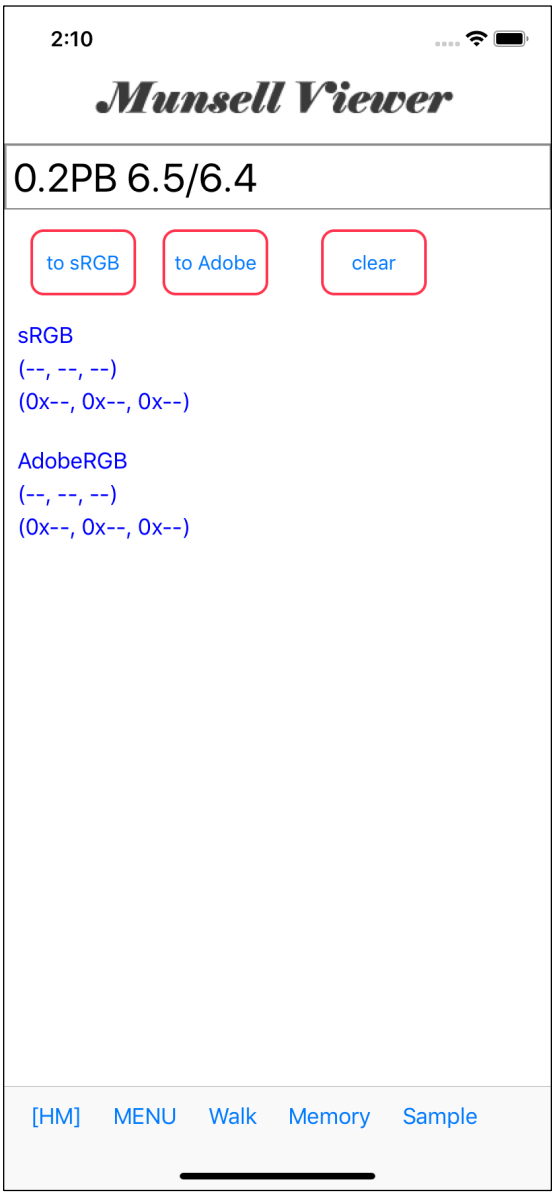


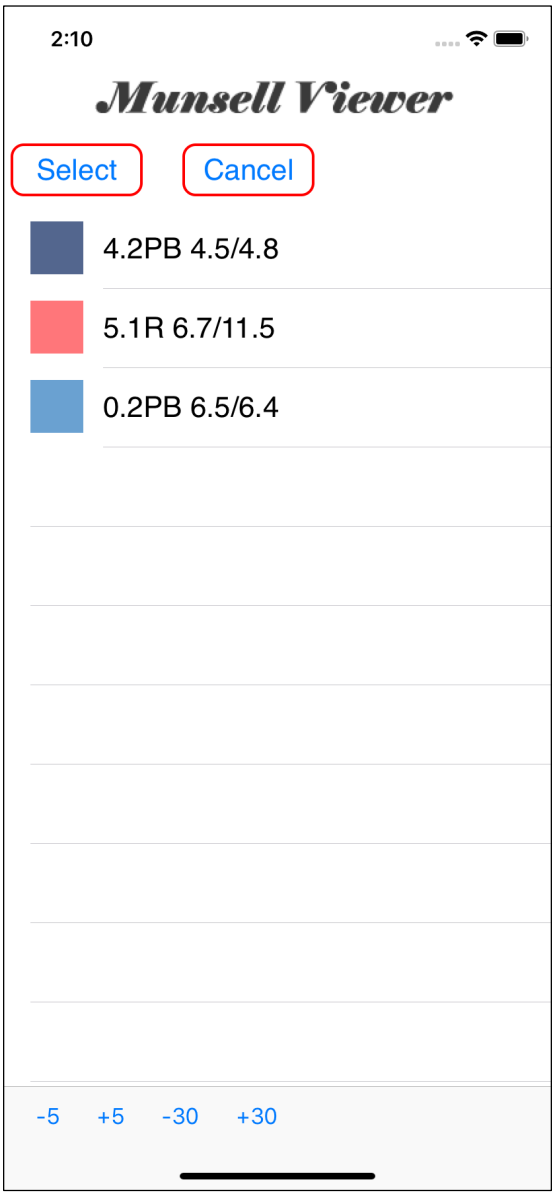
After this, if you continue to do “Memory”

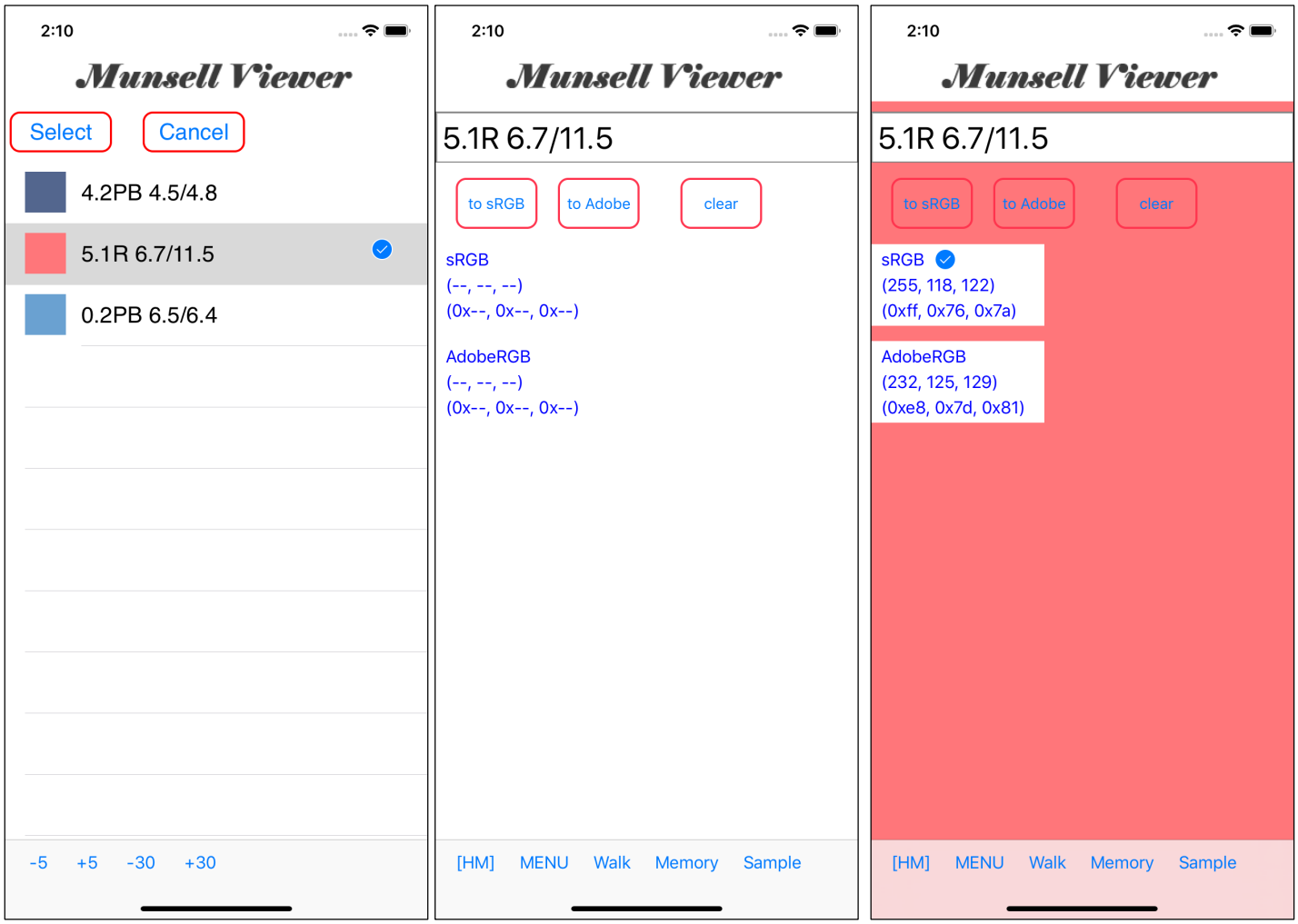
[28] Melon Pink

[44] Copenhagen

it will become as follows.


2:10
Munsell Viewer
0.2PB 6.5/6.4
to sRGB
to Adobe
clear
sRGB
(--, --, --)
(0x--, 0x--, 0x--)
AdobeRGB
(--, --, --)
(0x--, 0x--, 0x--)
[HM]
MENU
Walk
Memory
Sample


2:10
Munsell Viewer
Select
Cancel
4.2PB 4.5/4.8
5.1R 6.7/11.5
0.2PB 6.5/6.4
-5
+5
-30
+30



Then, for example, if you do so, it means that

You display [28] Melon Pink which was “Memoryed”.

Munsell Viewer has the following default behavior regarding of "Memory" built on the iPhone's memory.

When finished, it is automatically saved in the file (mvmf_next_beginning.txt).

At the next startup, it is automatically loaded and builds "Memory" on memory.

In other words,

First time start. ... There is no “Memory” yet.

Run the Munsell Viewer and make some “Memory”.

Finish Munsell Viewer.

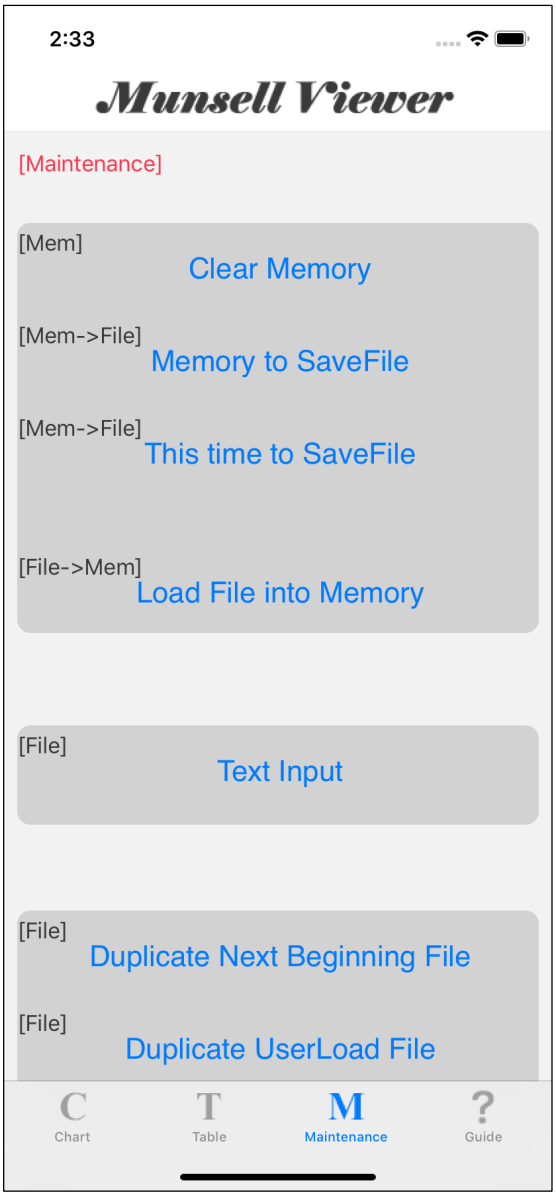
The “Memory” is automatically saved as a file.

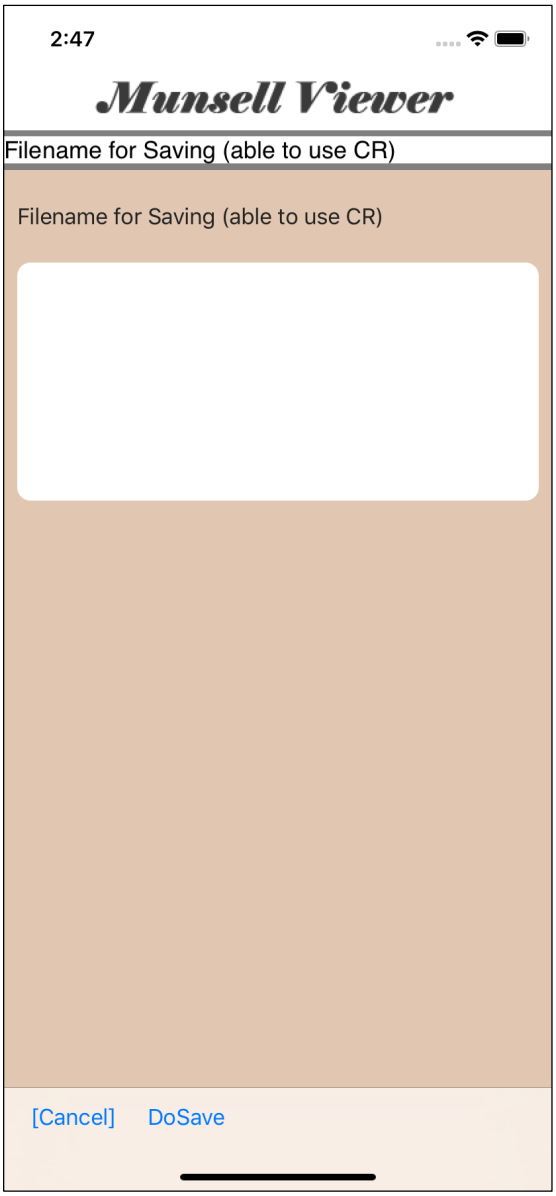
After this (sequence), anything (any “Memory”) can be read with the “Memory" button of the “Display Munsell Notation" command.

This is how it works.

So, it is the “Maintenance" command that applies various processes, operations here.

Save the "Memory" built on the iPhone's memory into a file manually.



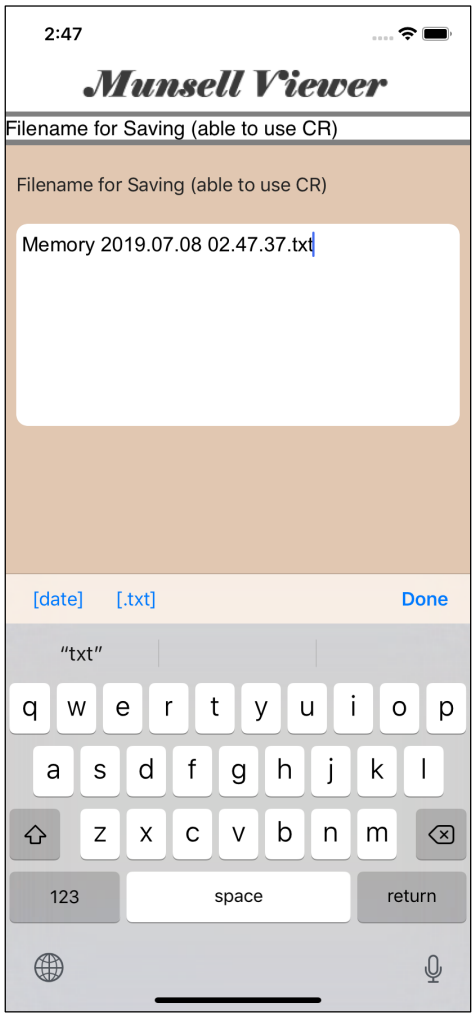


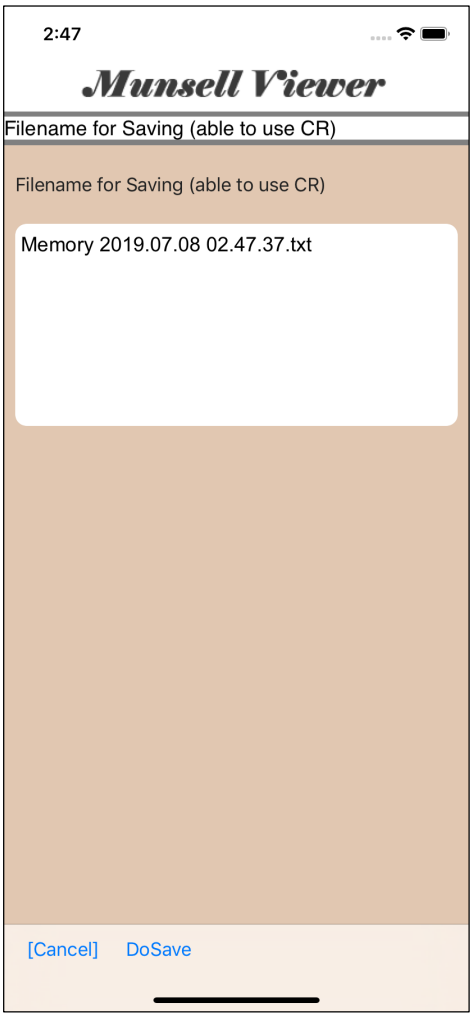
For example, to do this in the state of this example, when you press

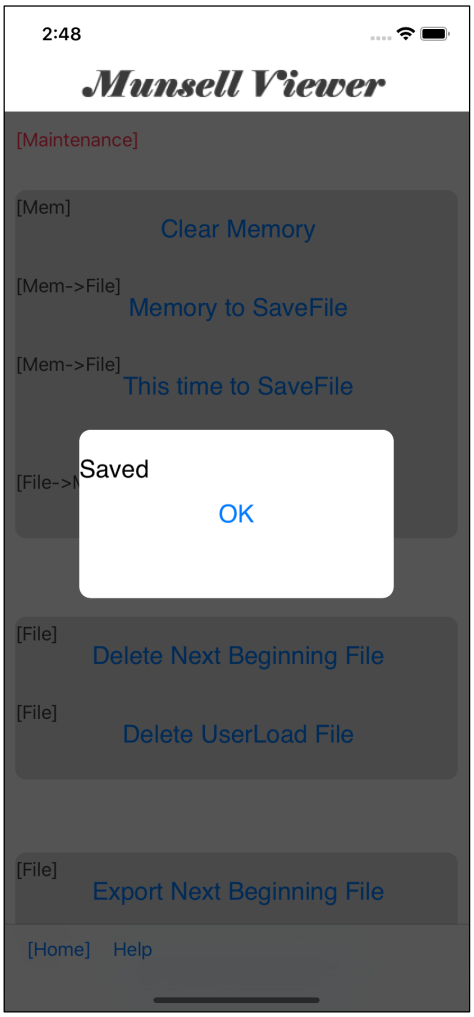
Memory to SaveFile button,

which is the second button from the top of the left figure,

“file name input view” like the right will come out.





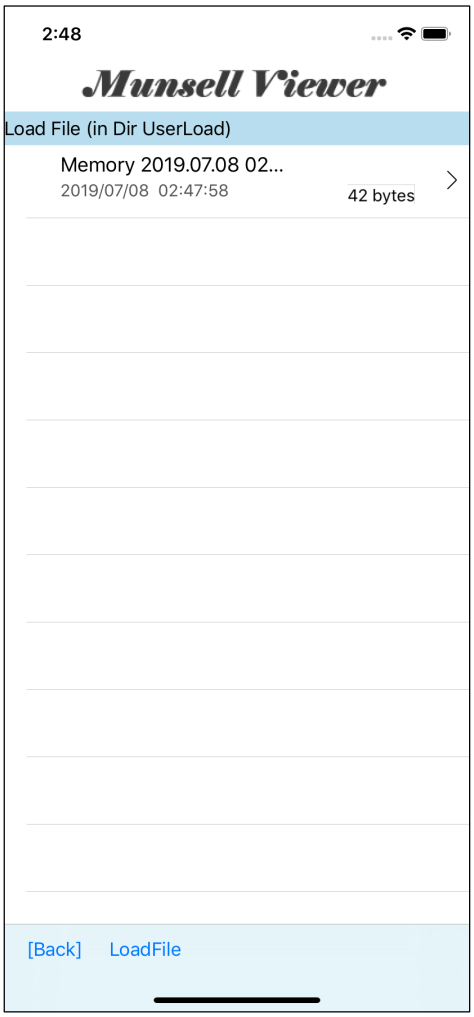


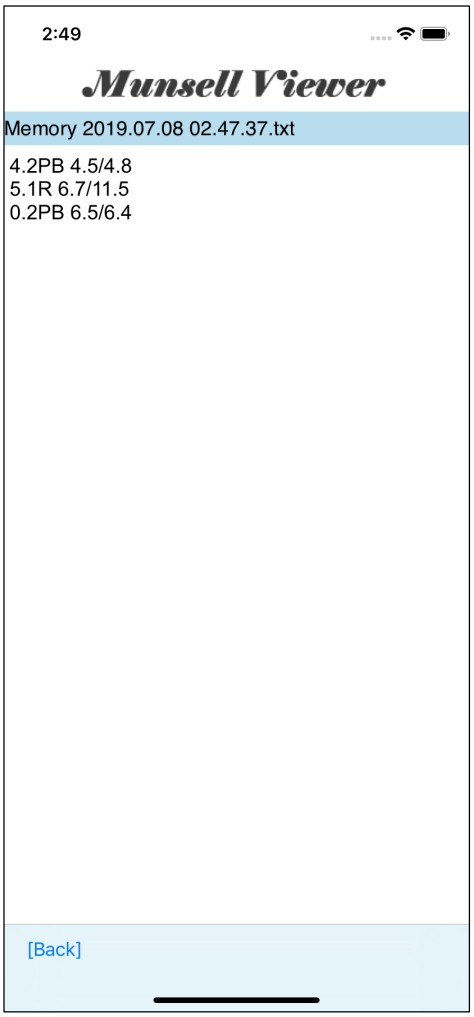
For example, enter the file name like this, and when you press the button on toolbar,

DoSave button,

then a completion message like the one on the right.

By doing this, "Memory" on the memory of the iPhone is outputted as a text file format.





If you start up "Duplicate User Load File" command, for looking at the contents of the file in the UserLoad directory, it will be like this.

When you press the arrow (>) next to the file name in table view displayed by “Duplicate UserLoad File” command,
so the view which holds contents of the text file will be displayed.

“One line which has one Munsell value”

such as

4.2PB 4.5/4.8
5.1R 6.7/11.5
0.2PB 6.5/6.4

That is the “Memory” outputted to a file.

Each “Memory” itself is just a text string.

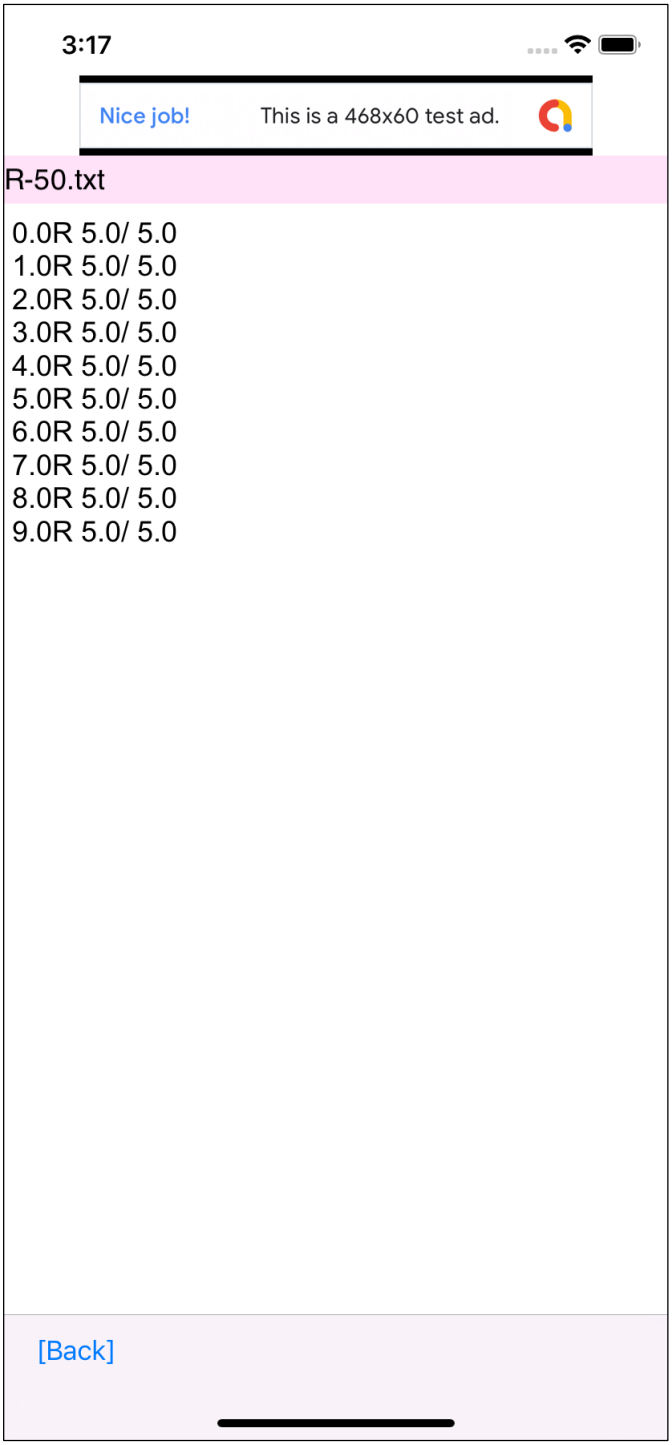
In Munsell Viewer,

"Memory“ which is outputted to a file.

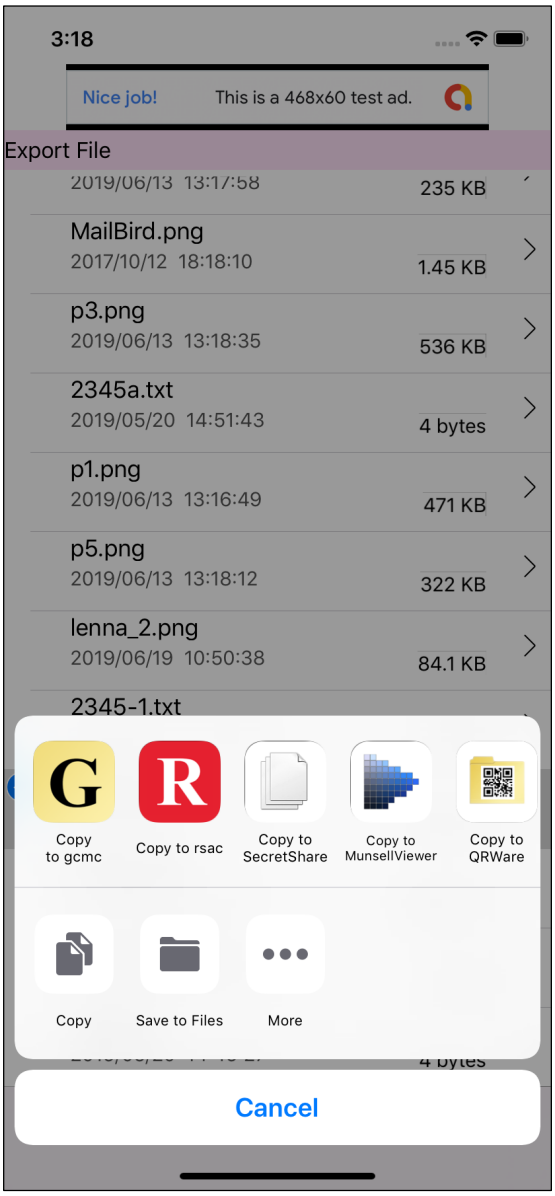
"Memory“ which is Inputted from a file.

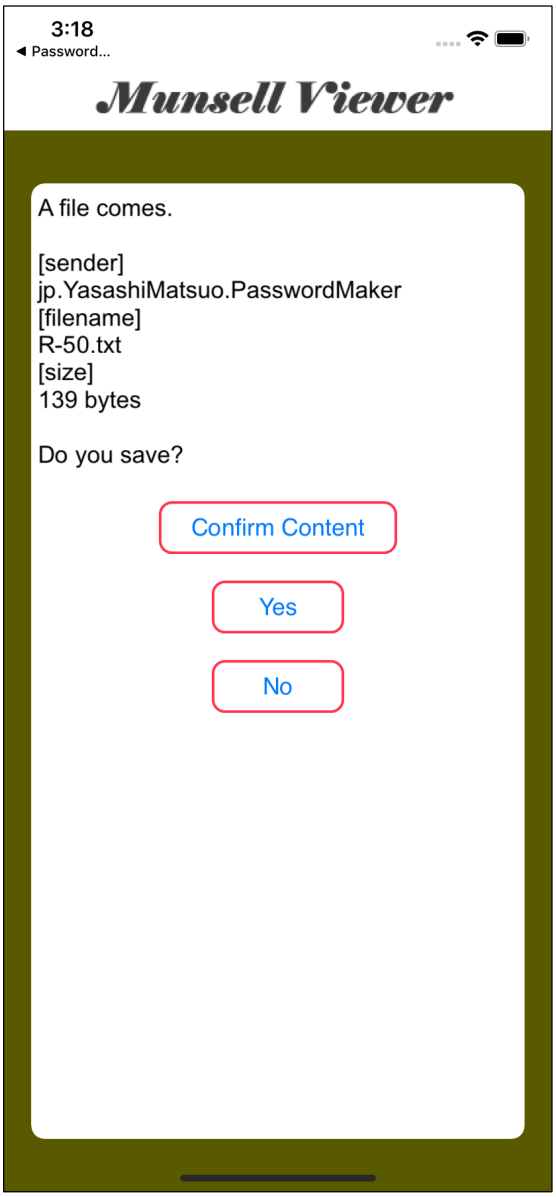
both “Memory” is just text or just text-file.

Load "Memory"

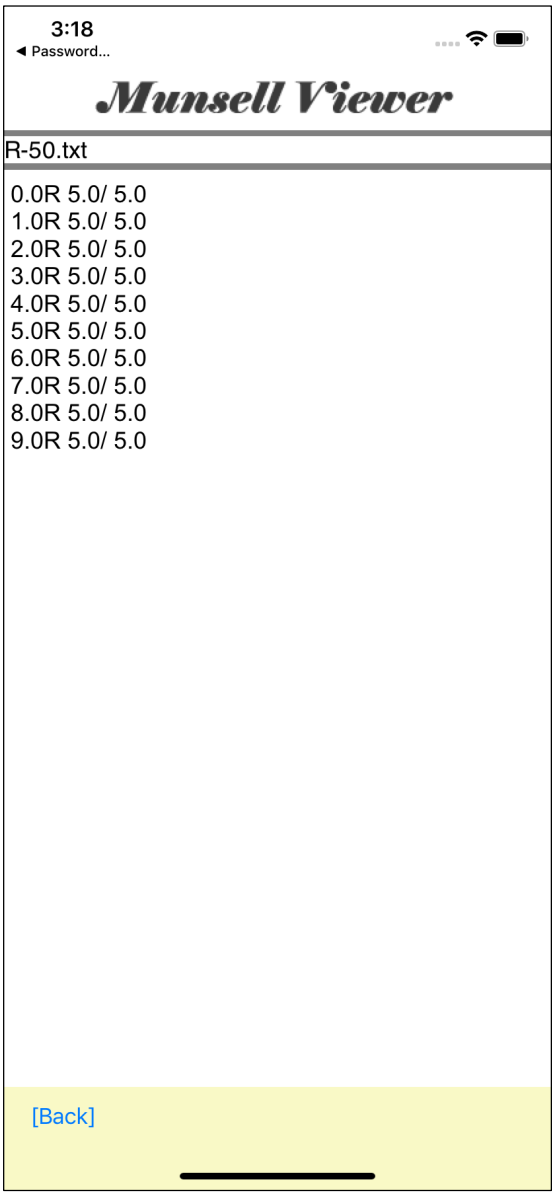


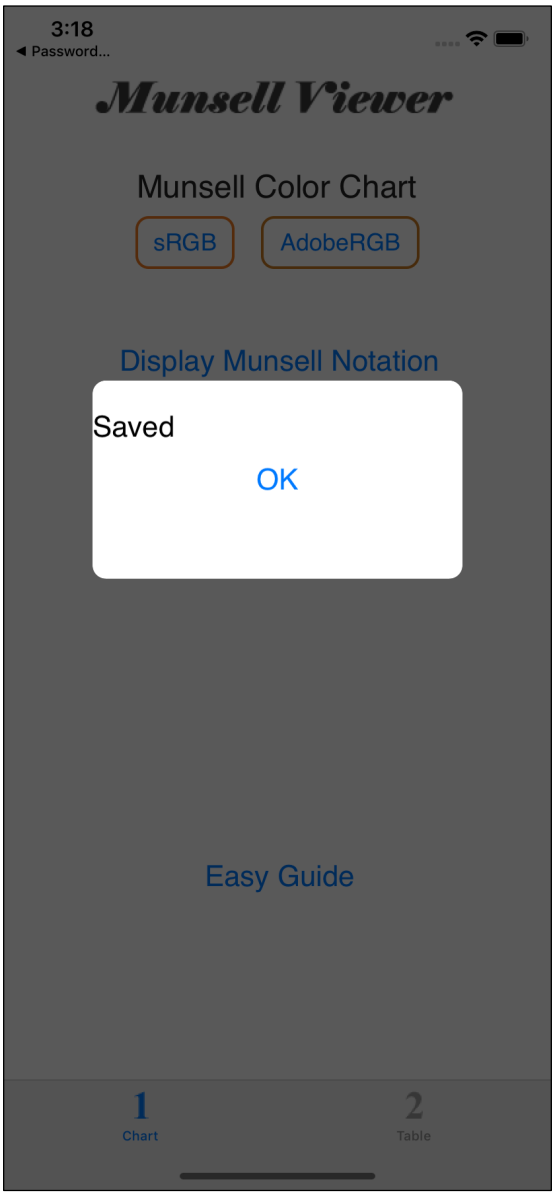
For example, suppose another application has such a text file.





As shown in the left figure, if you execute export from other application side, Munsell Viewer side will receive as shown in the right figure.

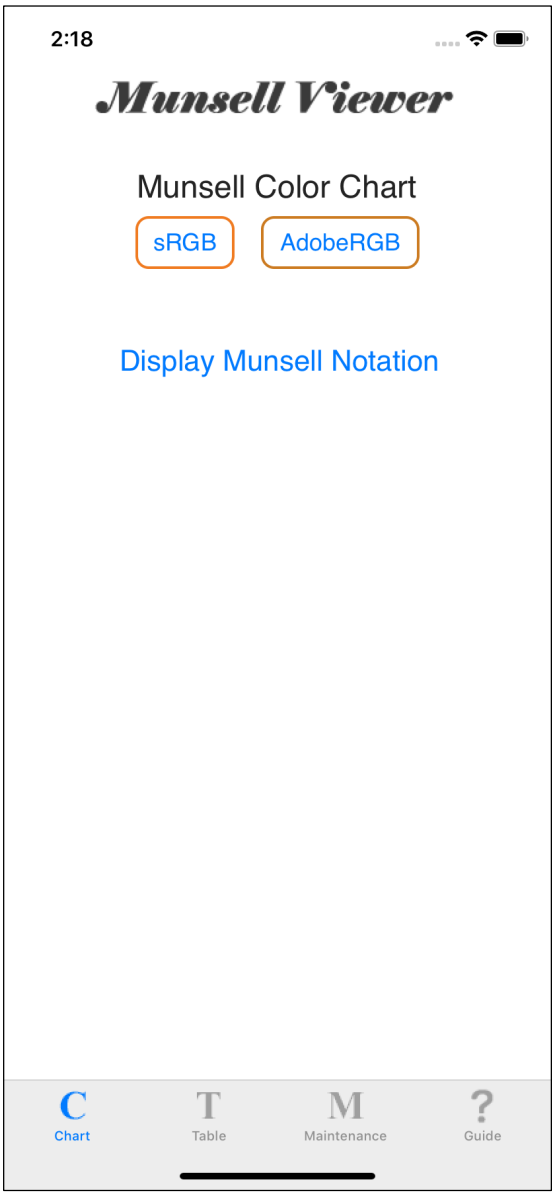




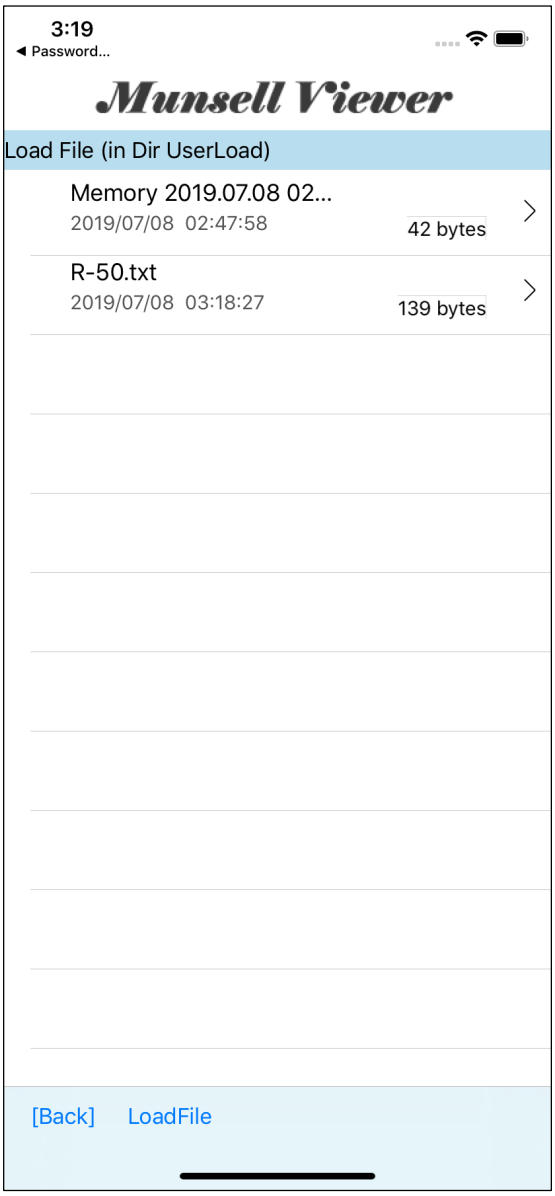
When you press the Confirm Content button, the contents of the transferred file will be displayed as shown in the left figure.

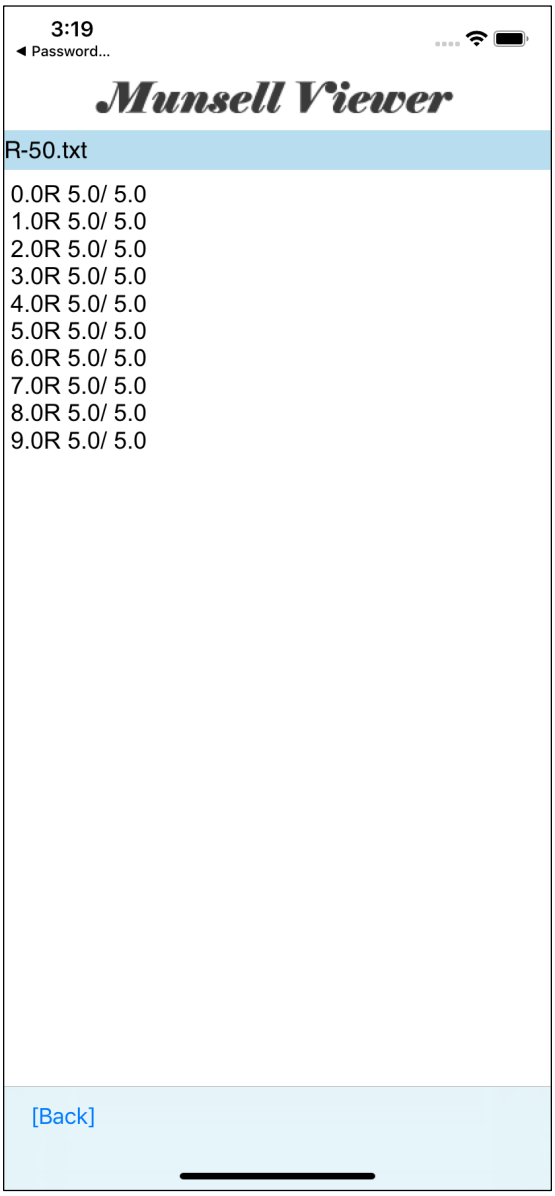
If you press the Yes button, the transferred file will be imported into Munsell Viewer.

Then, it displays a message that it has been received.

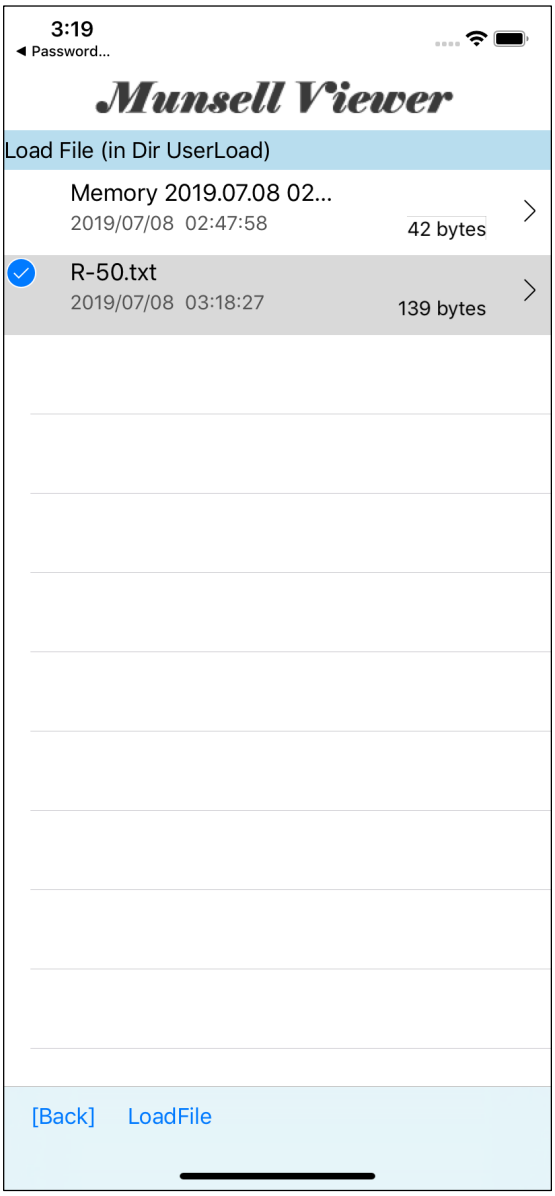


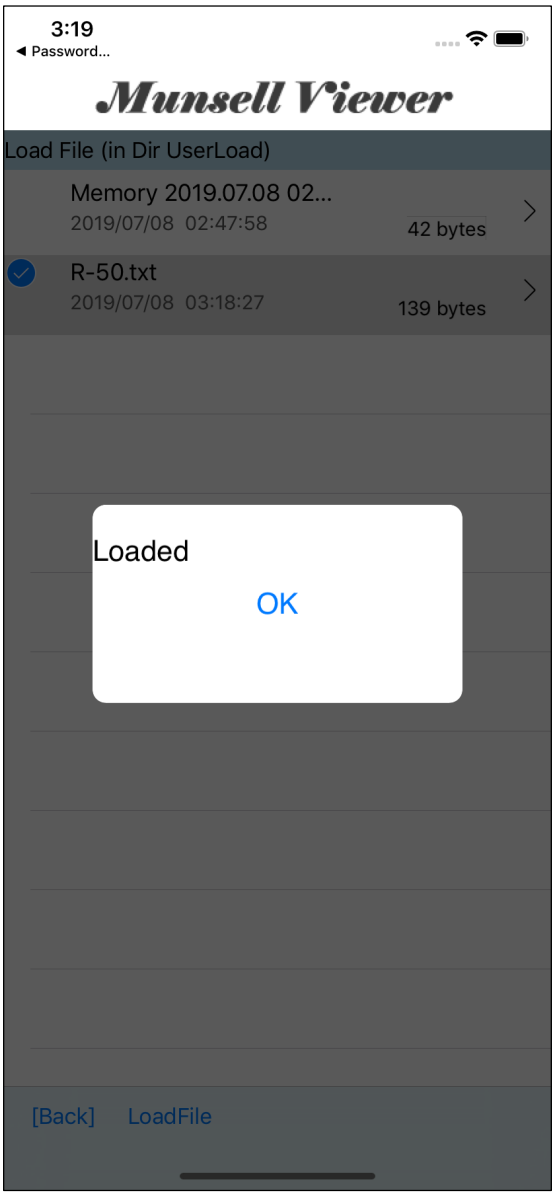
Returned to the Maintenance view, then press the fourth "Load File into Memory button" from the top to bring up a table view that displays the file names, as shown at the below left.



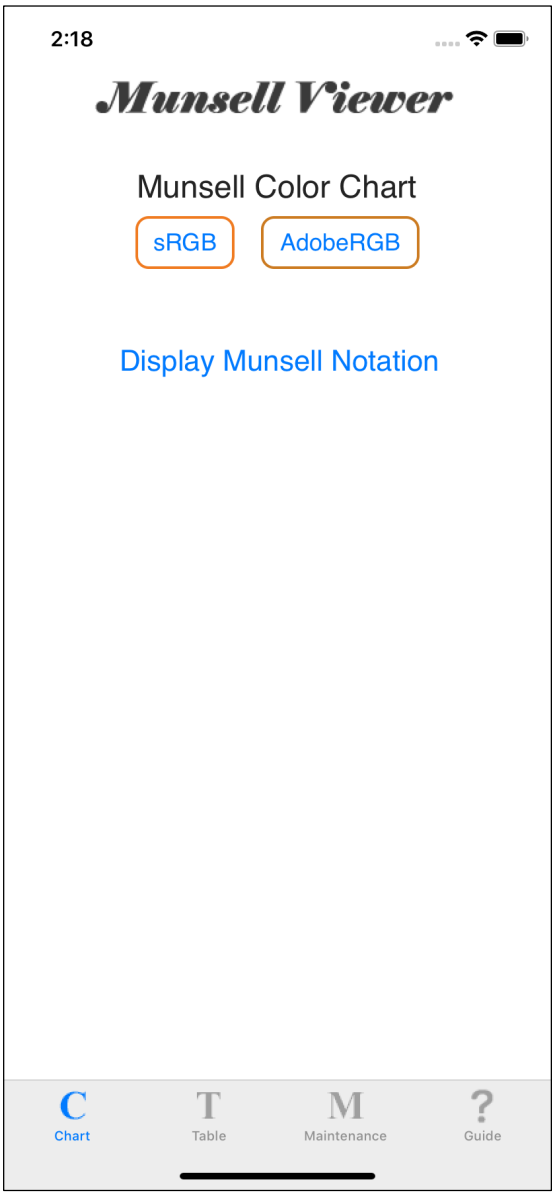


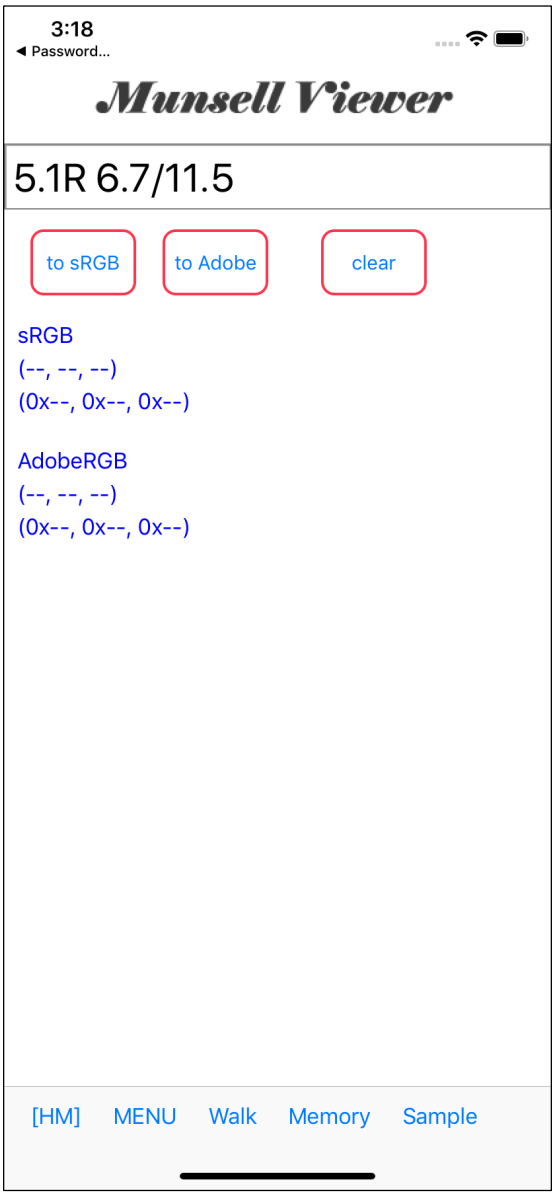
Press the transition arrow of the table view that displays the file name to display the file contents (contents).





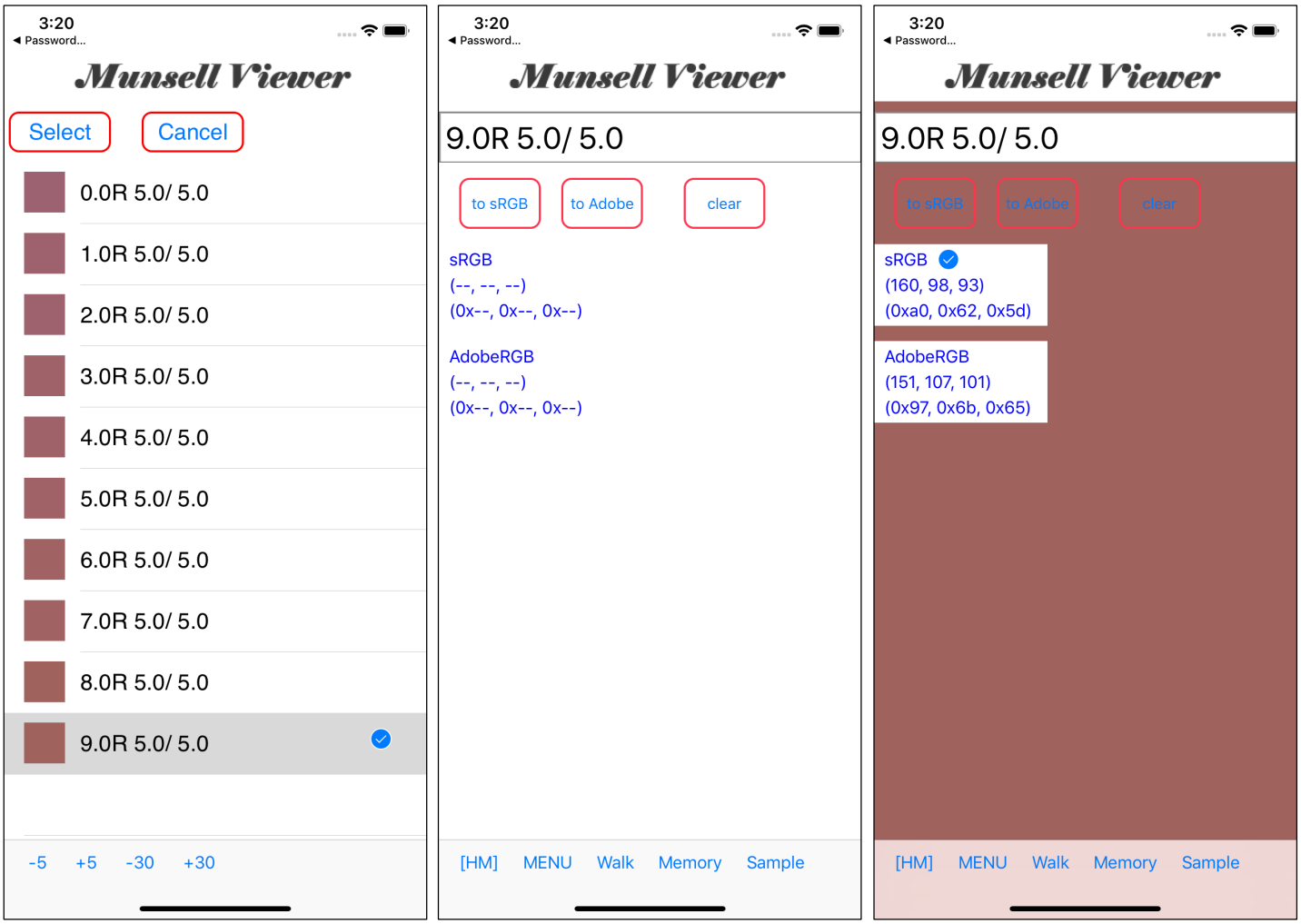
"Select" and press the "Load File" button on the toolbar to form "Memory" in memory from the Munsell value described in the selected text file.





Once you get back to home and press the Display Munsell Notation button, it will look like the picture on the right.

When you press the “Memory” button on the toolbar, a table view will appear, allowing you to view and select the contents of Memory in the leftmost figure in the figure below.



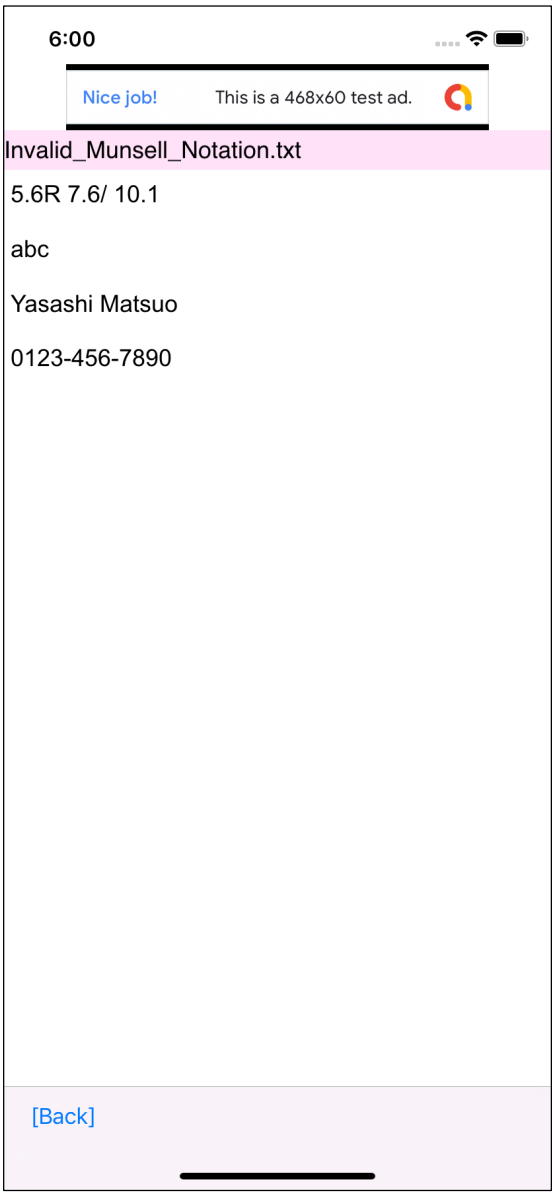
Select, go back and do one of following to display the color and value of the Munsell Value:

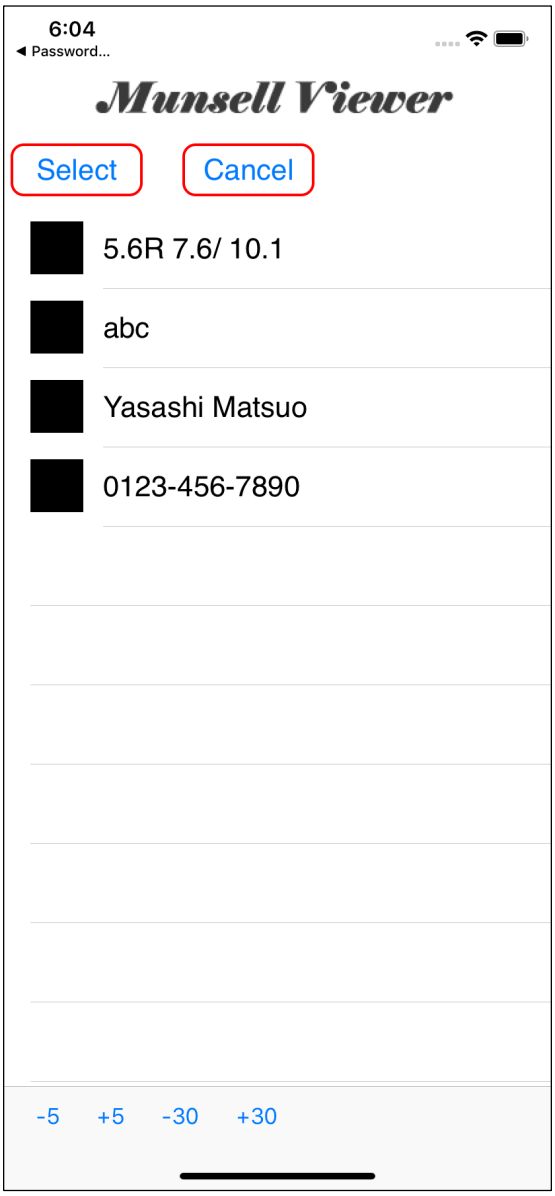
Press the to sRGB button.

Press the to Adobe button.

Touch the sRGB information view.

Touch the Adobe RGB information view.





Munsell values that can not be handled by RIT real.dat

First of all, a string that is not a Munsell value

when you load such things, it happens like the above.

It will be the result

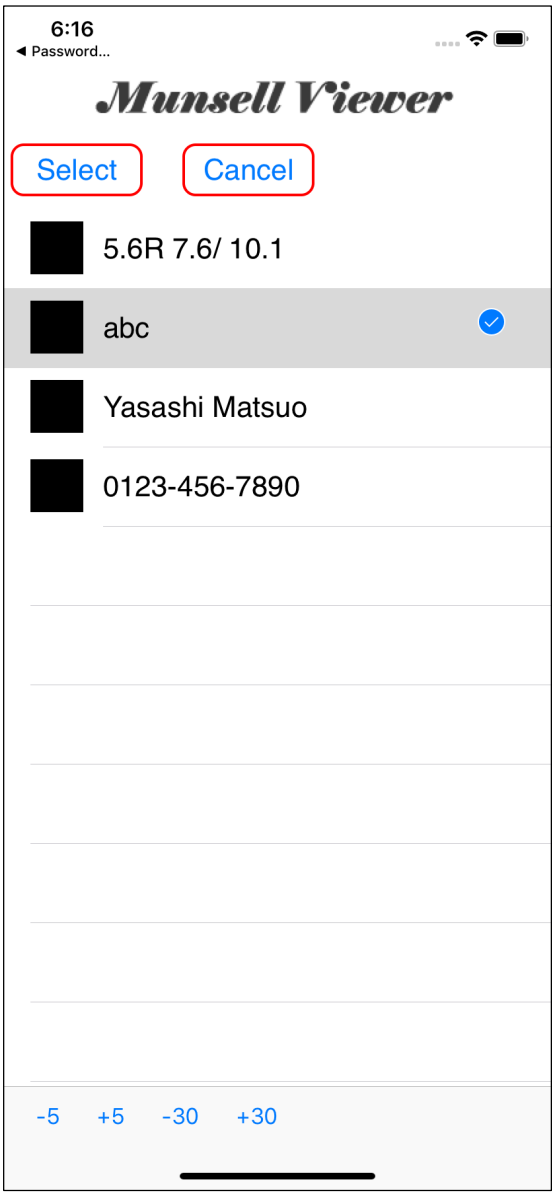
“to be displayed as a string simply.”

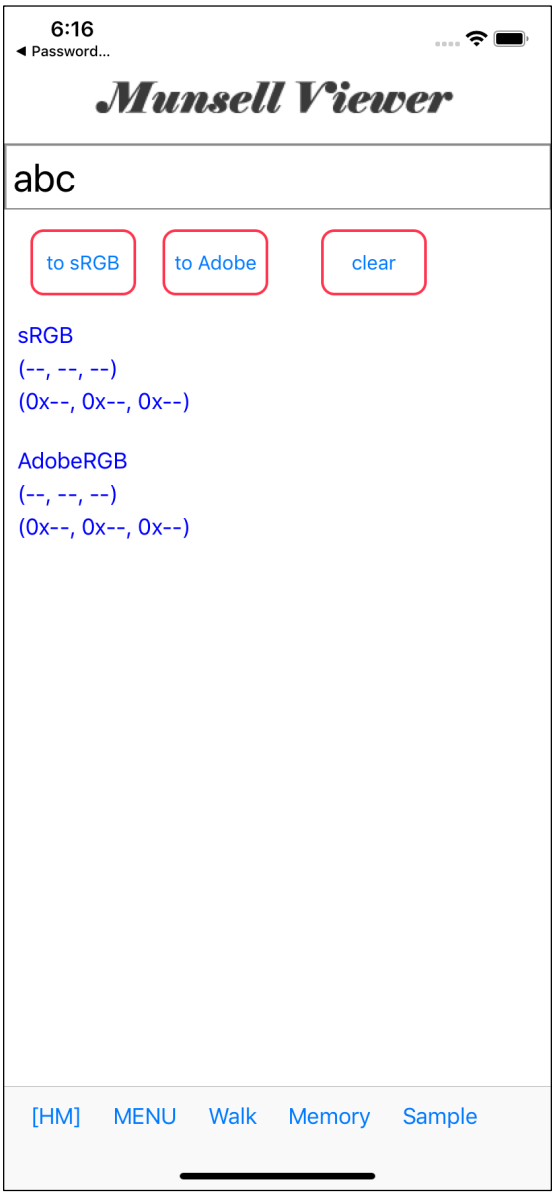
Blank lines are not included.

There is no such thing:

> "It hangs when loading a text file containing strange strings."

Strings other than Munsell values that can be handled by RIT real.dat will be treated as mere strings.





This is what happens when you select it, but because it is an invalid Munsell value, colors and values are not displayed and remain white even if you press the button.