ColorMixer - a short introduction

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1. Overview

ColorMixer is a very powerfull tool for creating colorschemes which look well and where every color matches to each other.

It has been created by Pagosoft.com based on the online tool from colormixers.com So the credits for the calculations and the layout of the main component goes to colormixers.com

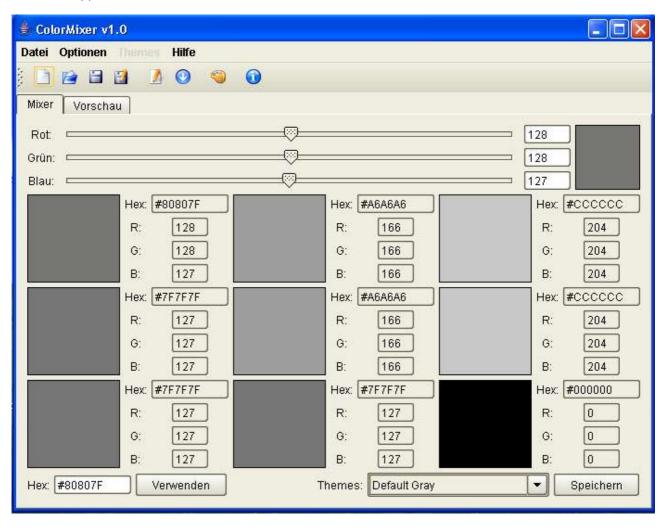
ColorMixer is available in many languages such as german, english, italian and french. We're working on translations to other languages as well.

ColorMixer has many features and I will cover them now.

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2. Get to know the user interface

The main-application window:

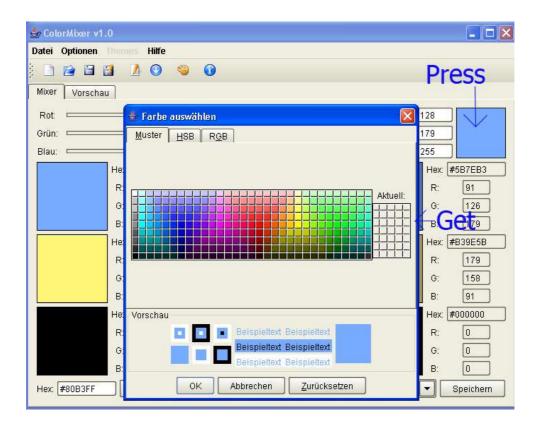


ColorMixer consists of a menubar, a toolbar and the colormixer itself.

We will cover the colormixer first. You see the sliders at the top of the panel. Moving them along will cause the application to calculate matching colors.

3. Introducing ColorChooser

You should have noticed the colorpanel next to the textfields. When you click at it you will get this dialog:



The colorchooser itself consists of three tabs with different functions.

3.1Swatches

The one shown above contains the first and simplest tab. You can pick a color from mulitple swatches. Easy, simple, usefull – isn't it?

3.2 HSB

The next tab should be very familiar to you if you've ever used an application like Adobe Photoshop. It looks like this:

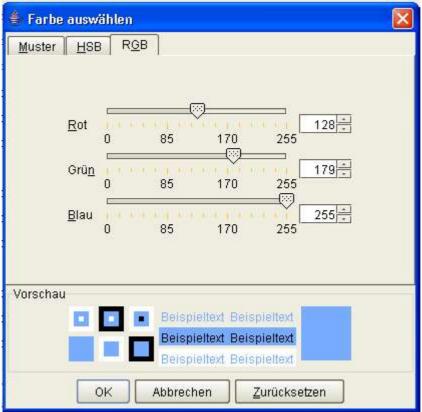


As I've said: This one should be very familiar to you.

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3.3RGB

The last one looks like this:



It does not provide any additional functionality compared to the standard application – but it is part of the swing-libary and the component used to provide this colorchooser.

4. Colorpicker

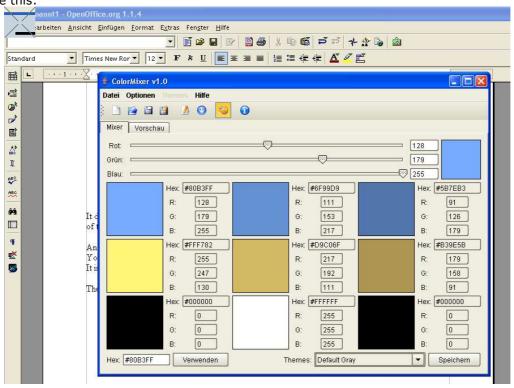
Another very usefull tool to select a color is the colorpicker.

You can access it through the menubar or the toolbar.

It is marked by this icon:



The Colorpicker may take some time to start up the first time, but after the first start it will be faster. It looks like this:



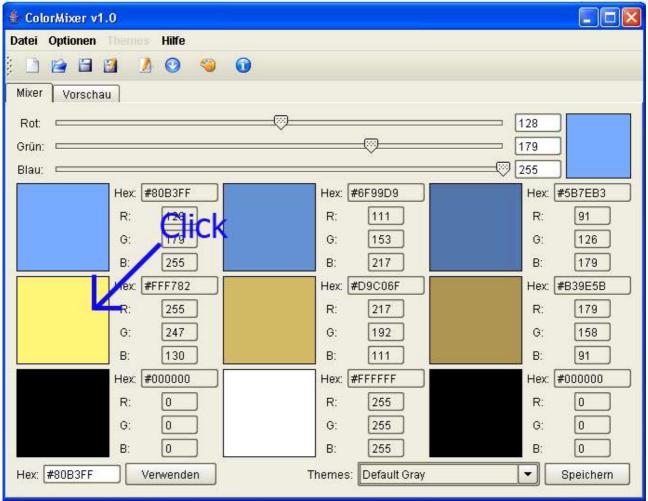
The most important part is the lens at the upper left corner.

The code of this component has been developed by the UIC-project and has been integrated into ColorMixer.

ColorMixer will use the picked color after you've pressed the mouse on a color.

5. Introducing misc. features

Another usefull feature is, that you can use one of the calculated colors right away. Just click at their colorbutton:



This is indeed very usefull.

Going further, you may have noticed the textfield at the bottom left corner of the application. You can enter a hexcode of a color and press the "Use it" (it is labeled as "Verwenden" in the shown picture) button. Hexcodes for colors are used very often in webpages so it should be familiar to you.

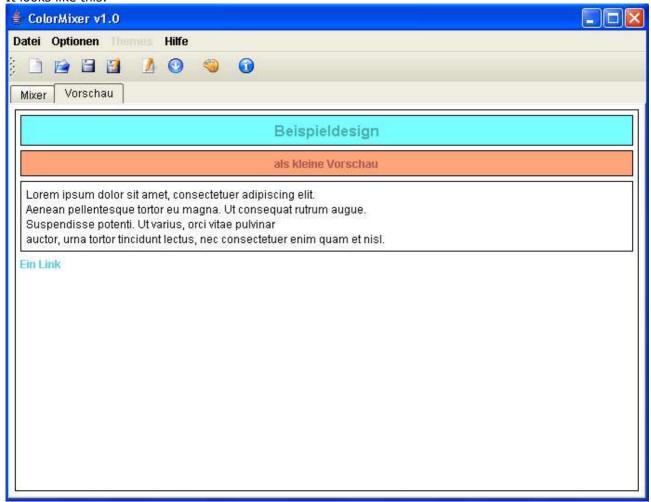
Another very usefull feature are the ThemeSets. You can save themes very easy in a properties file. Those files can be reloaded.

A Theme is added to the combobox (bottom right corner) and the "Themes"-menu at the menubar.

6. Introducing the preview

The next feature to mention is the preview. Just click at the preview tab and let ColorMixer build up a preview of your current colors.

It looks like this:



7. Introducing templates

The last feature I will mention here is the Template-feature.

This might be the most usefull feature of ColorMixer.

Image the following situation:

You're going to create a website based on XHTML and CSS. So you create the website (XHTML) and the CSS for layout purposes.

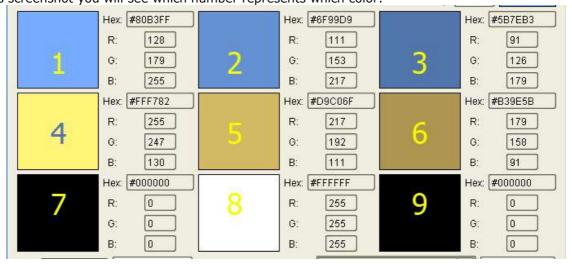
Now you want to create multiple colorschemes for your website.

One way is to create the CSS-file as a ColorMixer-template.

That means: Use variables for the colors you want to use.

The syntax of this variables is like this: \${colorN}

Where **N** is a number between 1 and 9. At this screenshot you will see which number represents which color:



So, how to use it?

It's very simple. Just load a template (use the menuitem or the toolbarbutton) and select the colortheme vou want.

Then use the appropriate button/menuitem to replace the variables. After this has been done, ColorMixer will ask for a new name to save the file.

8. Conclusion

That's it. Now you're familiar with ColorMixer, go ahead and spend your saved time with your family – or more work. ;)

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