

Wands

There are two wands in the tool box. Both select a contiguous area of color. Both can be used to add to or subtract from an active selection and both can be used for global selection. Both can also be used in conjunction with color group selection.

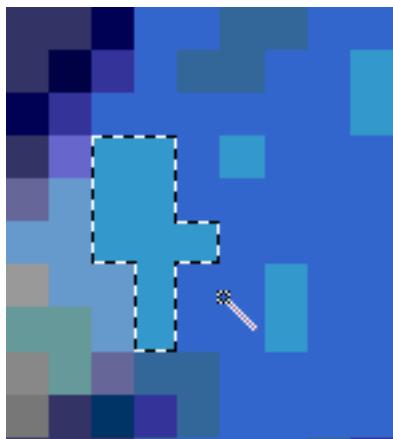


The modifier key functions are as follows:

- control key adds to a current selection,
- option key subtracts from a current selection,
- control and option together keep only what is common to the new and previous selection.
- command key selects globally- throughout the entire image.

If the command key is held while the cursor is within the already active selection, you can copy and drag the selection in one action.

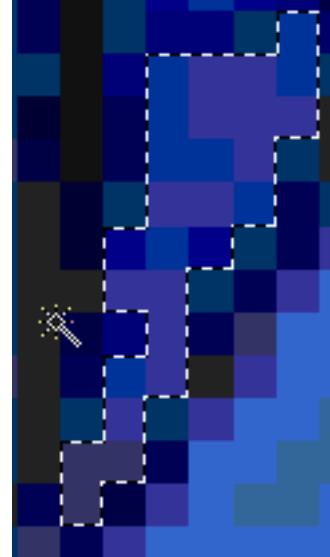
The difference between the two wands is this:



The wand on the left selects a **single** contiguous color.

The proximity or magic wand on the right will select contiguous **colors**.

The way in which the proximity wand or magic wand, as it is sometimes called, selects colors is by those colors' proximity to each other in terms of their hue, saturation and brightness numeric values.



The proximity wand has default settings which weight hue, saturation and brightness evenly.

The default tolerance setting is 60. These settings can be adjusted to suit the specific needs of how you want the colors selected. To change the default settings, double click on the proximity wand to bring up the magic wand preferences.



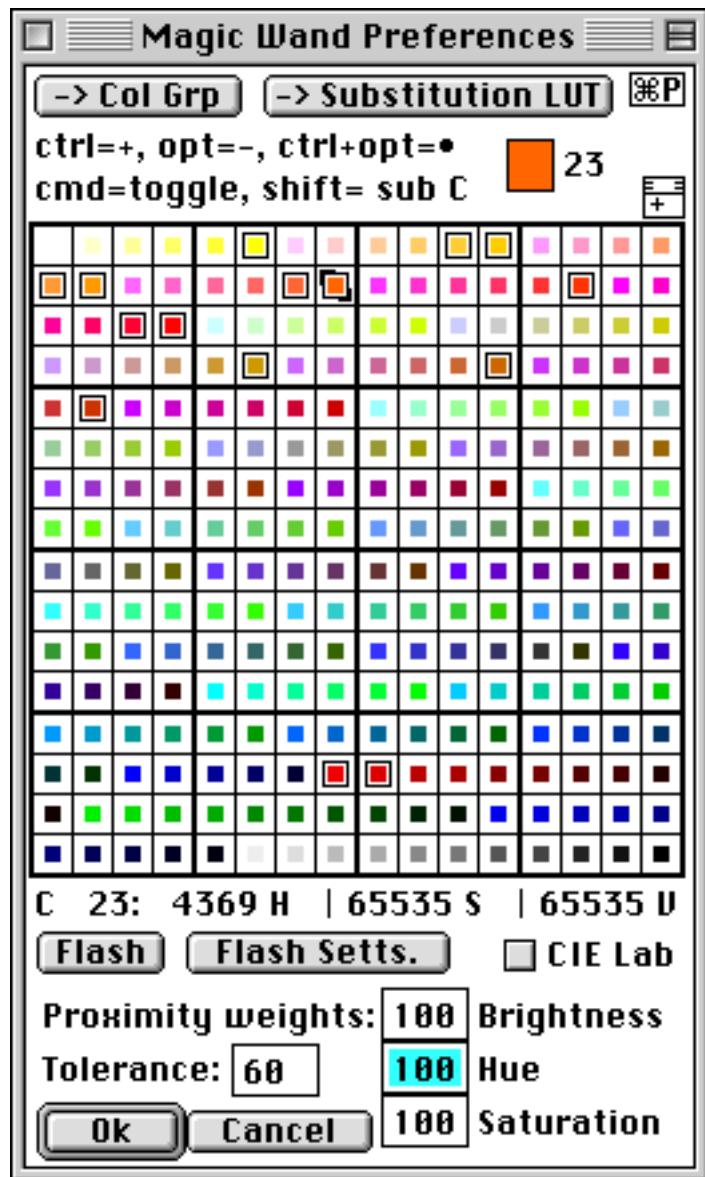
In this dialogue box the current 256 palette is displayed. Clicking on any color in the 256 palette will show all the colors that would be selected by the magic wand using the current setting for proximity weights and tolerance. The color chosen can also be loaded by clicking in the image window on the color you wish to select in the palette. The proximity weights and the tolerance settings are shown at the bottom of the dialogue box. These can be changed by highlighting the number in one of the boxes and typing the new number.

The number given to each of the values for brightness, hue and saturation are important in relation to each other. Determine what is the common denominator for the colors you want to select with a single action of the proximity wand. If what is most important is their hue, then weight the hue with a higher setting than brightness and saturation values. If you want to select greys that have hints of various hue in their make up, then weight hue and saturation with a lower number, making brightness more important.

When you place your cursor over any color in the palette, that color's number and its hue saturation and brightness values are displayed just below the palette. This provides important guidance in determining the settings you define for the proximity weights.

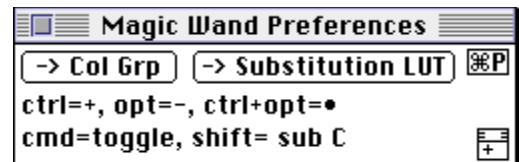
Note that which color within a group that you select determines which colors are chosen. The tolerance and weights expand from the selected color like ripples in a pond. If you want to choose a full range of light through medium to dark of a color, select a medium value color to get the full range possible. Choosing a dark color will select dark to medium, choosing a light value will select light to medium values. There are many variables at work here and you have full control over all of them. A good place to start is to click on a color within the range of what you want to define and then alter the settings below to define the precise group you want to select.

The tolerance setting determines the length the ripple in the pond will travel. The higher the number the broader the range. The smaller the number, the shorter the range. 200 is the highest tolerance, 1 is the smallest tolerance setting.



To add a color to the current group, hold down the control key while clicking on the color you wish to add.

Holding down the control and option keys will keep what is common to the new selection and the previous selection.

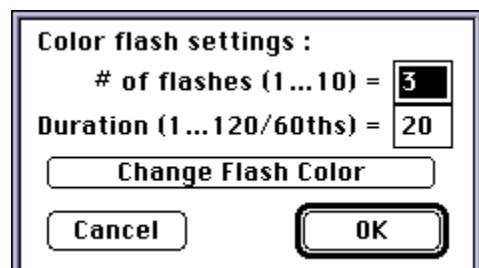


Holding down the command key will toggle between subtracting and adding the color being clicked on. If the color was in the group the command key will subtract it, if it was not in the group it will be added.

Holding down the shift key while clicking on a color will define that color as the substitution color. All the other colors selected will be mapped to the substitution color when that SubLUT is loaded into a brush.

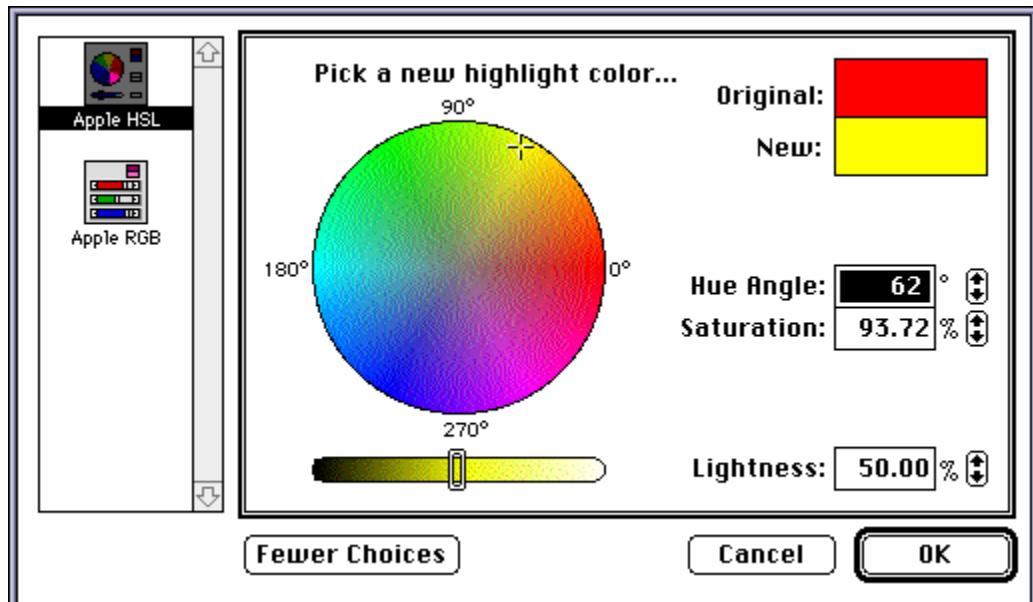
To locate the colors selected in your image while in the dialogue click on the button labeled Flash. This will highlight the selected colors in red and flash the colors three times to help you see where they occur in the image. This helps you determine if this is the grouping of colors you want defined. If you wish to change the highlight color, the duration of the flash and the number of times the flash occurs, click on the button Flash Setts.

This will bring up this dialogue:



If you want to change the flash color, click on Change Flash Color.

The color wheel, a.k.a. the color picker will open. Choose the color you want to replace the original with and click on OK.

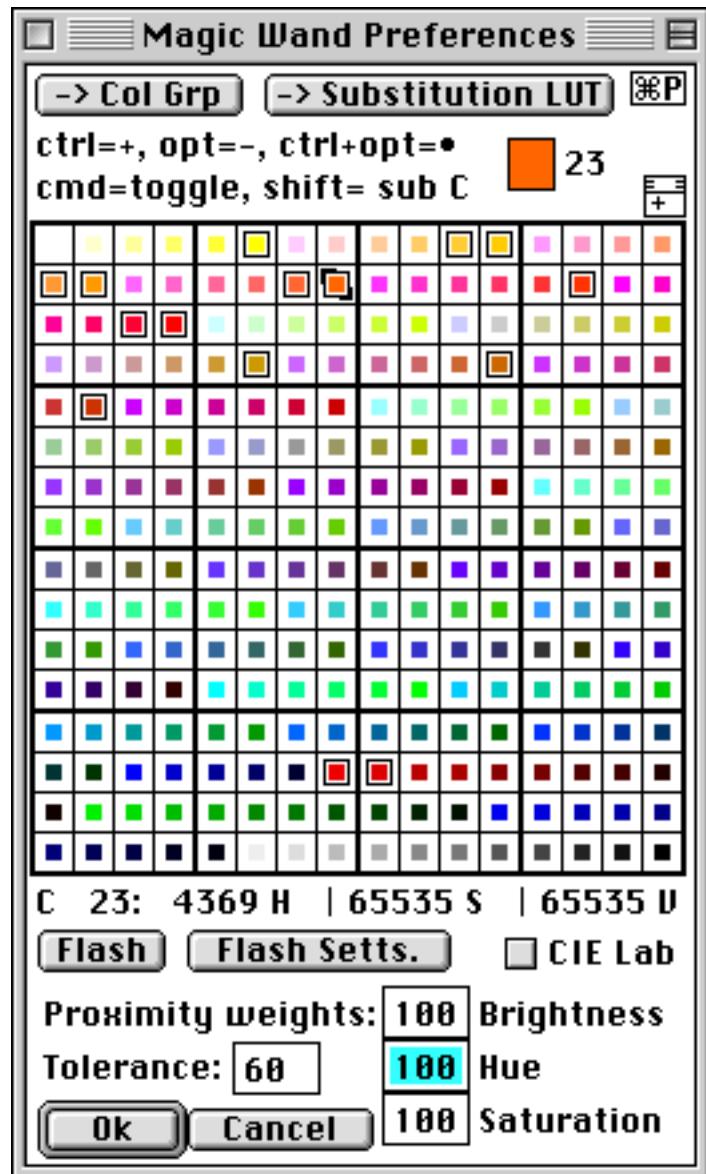
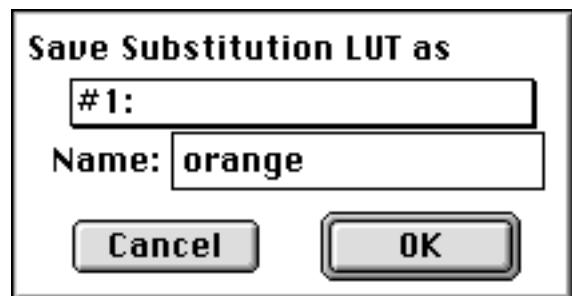


At any point you can save the colors that are currently selected (designated by the frame around them) to be used in other functions in JacqCAD.

Color Groups and Substitution Look Up Tables are powerful tools. Please see the write up on Color Groups and Look up Tables for further information on the ways in which they can be used.

The colors selected can be saved into a color group (this will load into the current color group slot) or into a Substitution LUT (Look Up Table).

The colors can be named and saved into one of 8 SubLUT slots. To save as a Substitution Look Up Table, click on the button at the top to the dialogue labeled -> Substitution LUT. This dialogue will appear.



To save as a color group, click on the button at the top to the dialogue labeled -> Col Grp. This will save into the current color group slot of the eight color group slots.

CIE Lab

Use the CIE Lab if you have ColorSync TM and a valid System Profile for your monitor to increase performance.

To keep the current settings and exit the dialogue box click on OK, or hit the return key on your keyboard. To exit the dialogue without changing the settings, click on Cancel.

