**Color Selection Panel**

You select colors in OneVision using the same process described in the NEXTSTEP User's Reference. Additional information on this topic can be found in the electronic manual of the ªEditº application (chapter <Working with Color>).

623964_paste.tiff ¬ **Color Well Icon**
Many OneVision panels contain an icon like the one above. This is a color well. It consists of two parts: the inner area containing a selected color, and the color well border. Kurveneditor;¬Clicking on this border opens the color selection panel and changes the border of the icon to white (indicating that it is selected). When the border is white, all changes you make in the color selection panel   will be transferred to the color area of the color well icon. To deselect the icon, click it again and the border will turn to gray.

When the border is gray (indicating that the icon is not selected), changes in the color selection panel   won't have any effect on the icon. In this case, you can activate the color well icon by clicking a selected color and dragging it onto the icon, where it becomes available for use.

Switching the color well border from gray to white causes the color selection panel to select the current color of the color well icon.

OneVision enhances the NEXTSTEP color selection panel with several extensions:

747917_paste.tiff ¬*Figure: The Color Selection panel of OneVision, showing the color wheel*

**Magnifying Glass**
35864_paste.tiff ¬ *Figure: The Magnifying Glass*
Clicking this symbol changes the cursor to a magnifying glass. Moving this glass around the screen displays color in greater detail. When you click again, the color in the crosshair becomes the current color in the color selection panel.

**Color Well**
The area on the right of the magnifying glass shows the selected color. All changes you make to a color can be seen there.

Note: The color well is diagonally divided into a zone with a black background and one with a white background. The effect of these background colors becomes visible when you change the opacity (;Colors.rtfd;Opacity;¬) of a color, allowing the background color to show through.

**wheel;¬Color Wheel Model**  (;ColorWheel.rtfd;;¬)

835412_paste.tiff ¬ *Figure: The Color Wheel icon*
Clicking this icon opens the color wheel model for selecting colors.
The color wheel model is the default model when you open the
color selection panel.

**Color Models**

624650_paste.tiff ¬ *Figure: The Color Models icon with the HSB model selected*

This button allows you choose among color models for adjusting
colors. The currently available models include grayscale
(;ColorGrey.rtfd;;¬), RGB (;ColorRGB.rtfd;;¬), CMYK
(;ColorCMYK.rtfd;;¬) and HSB (;ColorHSB.rtfd;;¬).

**Colors from Images** (;ColorPicture.rtfd;;¬)

343999_paste.tiff ¬ *Figure: The icon for selecting colors from images*

This button opens a panel enabling you to select colors from
images.

**Colors from NEXTSTEP Lists** (;ColorNEXTSTEPList.rtfd;;¬)

723553_paste.tiff ¬ *Figure: The icon for selecting colors from NEXTSTEP lists*

This button opens a panel enabling you to select colors from
NEXTSTEP lists (Pantone colors, for example).

**Colors from OneVision Lists** (;ColorOneVisionList.rtfd;;¬)
992893_paste.tiff ¬ *Figure: The icon for selecting colors from OneVision lists*

This button opens a panel that enables you to select colors from your custom OneVision lists.

**Selection and Design of Patterns** (;ColorMuster.rtfd;;¬)
32368_paste.tiff ¬ *Figure: The icon for selecting and designing patterns*

This button enables you to open a panel for selecting or designing patterns. Colors and patterns in OneVision are treated in very much the same way.

**Spot Colors** (;ColorSpot.rtfd;;¬)
*51947_paste.tiff ¬ Figure: The Spot Color icon*

This button opens a panel in which you can specify spot colors.

**Opacity;¬Opacity**
170131_paste.tiff ¬*Figure: The slider for adjusting the opacity of a selected color*

The *Color Selection* panel provides a slider for setting the opacity of a color. You can enter a numerical value in the field on the right. An opacity value of 100 means that the color is completely opaque. An opacity value of zero makes a color completely transparent (invisible, in fact). The effects of different opacity values can be seen in the color well, which is underlaid with a black background in

the upper left triangle and a white background in the lower right one.

Note: The opacity values are stored in an alpha channel or transparency channel. This channel is supported by Display PostScript, but not by PostScript Level 2. As a result, many printers and RIPs are still not able to handle opacity. If you want to use opacity with PostScript Level 2, you have to create a collage (;../../TMSCollage/TMSCollage.rtfd;;¬) which contains the information for   transparency before you generate the print file.

## Color Swatches
836832_paste.tiff ¬*Figure: An array of sample swatches displayed in the color selection panel*

Color swatches provide a flexible storage place for saving your favorite colors. To save a current color, drag it from the color well into a swatch. You also can take a color from a swatch and drag it elsewhere in your application.

## Flatness;¬Flatness
paste.tiff ¬*Figure: The slider for adjusting the flatness*

With this parameter you can specify exactly how color curves are calculated. You will usually use the default value, because PostScript devices always use sensible values.

Note: The higher the flatness, the jaggier the curves. Sometimes it

becomes necessary to change this parameter. For example, if you want to print a wide, curvy line containing a pattern on a RIP with PostScript Level I, you may get the error message ªlimitcheck errorº because the path is too complex. Increasing the flatness normally will solve this problem, but will result in less smooth lines.

## trapping;¬Trapping
805210_paste.tiff ¬*Figure: The slider for adjusting trapping*

This allows you to determine the trapping value of the selected color. The trapping parameter is primarily bound to colors. Assigning the color to an element or path applies the trapping value that is currently set for the color when printing. This allows you to assign the same color with different trapping values to different elements.

The trapping value is an absolute value. If you scale an element the trapping won't be scaled.

Simply placing a color into a color swatch will not save the trapping settings made here. If you want to specify different traps for the same color, work through the OneVision color list, where you can save colors with different parameters.

How much trapping you need depends on the print process you are using. Please consult your printer manual for appropriate values.

<u>Note:</u> When selecting or setting colors in NEXTSTEP using the

slider bar, the values saved by the program will be more accurate than those numerically displayed in the accompanying text field. For example, a slider position may result in a displayed numerical value of 0%. But because NEXTSTEP does not display decimal values, this 0% may actually be recorded internally as 0.4%, in which case a color may become visible and printable. If specific numerical values are critical, always enter them manually rather than relying on the slider.

Next:   ;ColorWheel.rtfd;;¬   Color Wheel Model
        ;ColorGrey.rtfd;;¬   Grayscale Model
        ;ColorRGB.rtfd;;¬   RGB Model
        ;ColorCMYK.rtfd;;¬   CMYK Model
        ;ColorHSB.rtfd;;¬   HSB Model
        ;ColorPicture.rtfd;;¬   Colors from Images
        ;ColorNEXTSTEPList.rtfd;;¬   Colors from NEXTSTEP
Lists
        ;ColorOneVisionList.rtfd;;¬   Colors from OneVision Lists
        ;ColorMuster.rtfd;;¬   Selection of Patterns
        ;ColorSpot.rtfd;;¬   Spot Colors

        ;Elementconnections.rtfd;;¬   Connecting Elements