Subject: Re: Please check the list of 2019.1 changes Posted by mirek on Sun, 24 Mar 2019 08:53:52 GMT

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There are constants that can used to finetune the conversion, in Core/Color.cpp:233

// this represent physiological perception of brightness of R,G,B. Sum = 1 // static double c[3] =  $\{0.21, 0.72, 0.07\}$ ; // physiologically correct values static double c[3] =  $\{0.3, 0.5, 0.2\}$ ; // with this set, blues and reds are more pronounced

As you can see, I have tried to alter the set and IMO it now looks even better (previously, blues tended to end as too close to white).

I am posting this here so that it can be eventually experimented on...

Mirek