
Subject: Re: Please check the list of 2019.1 changes
Posted by [mirek](#) on Sun, 24 Mar 2019 08:53:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

There are constants that can be 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
