



# IMAGE ANALYST

## TOOLTIP LIBRARY

*Standard and progressive help copy for every interactive control.*

| Control              | Standard tooltip                                  | Progressive tooltip                                                                        |
|----------------------|---------------------------------------------------|--------------------------------------------------------------------------------------------|
| Black surround       | Judge the image against a black background.       | Sets only the viewport surround to #000000; pixels and analysis are unchanged.             |
| Middle-grey surround | Judge the image against neutral middle grey.      | Sets the viewport surround to #7F7F7F.                                                     |
| White surround       | Judge the image against a white background.       | Sets only the viewport surround to #FFFFFF.                                                |
| LOAD [L]             | Load a JPEG, PNG or WebP.                         | Uses extension-led validation; L opens the same picker.                                    |
| ZEBRA header         | Toggle highlight and shadow exits.                | Magenta marks L>252; lime marks L<3; Z is the shortcut.                                    |
| SOURCE               | Hold to see the complete untouched preview.       | Directly paints immutable canvasPristine; release restores the prior curtain and tab view. |
| START OVER           | Restore the embedded TEST CARD.                   | Reloads the embedded PNG and resets image-dependent state.                                 |
| SAVE [E]             | Save the current PDF report.                      | E invokes the same local report builder.                                                   |
| LOAD IMAGE           | Choose a supported image for analysis.            | Same validated route as header LOAD.                                                       |
| COLOUR               | Analyse colour channels and tonal exits.          | Enables RGB findings and RGB histogram.                                                    |
| BLACK & WHITE        | Analyse tonal structure and monochrome integrity. | Enables luminance/cast/flat-area rules and luminance histogram.                            |
| DIAGNOSTICS tab      | Show visual diagnostic overlays.                  | Restores the selected overlay mode exactly as retained in state.                           |
| TONAL TEST tab       | Compare source with a clean tested preview.       | Suppresses viewport overlays while keeping numerical diagnostics and Assessment live.      |
| Marker Intensity     | Change non-exit marker strength.                  | Exit colours remain full strength.                                                         |
| Sensitivity          | Change Fringe and Band screening sensitivity.     | Moves edge-gate and small-step/smoothness thresholds.                                      |
| Colour Limit         | Show RGB channel-boundary pixels.                 | Orange indicates a channel at 0 or 255; not an ICC gamut test.                             |
| Zebra diagnostic     | Show highlight and shadow exits.                  | Uses Rec.601 luminance thresholds >252 and <3.                                             |
| Fringe               | Screen contrast edges for possible colour fringe. | Runs channel-ratio tests only after a sensitivity-dependent edge gate.                     |
| Band                 | Screen smooth regions for possible stepping.      | Tests an 8-pixel luminance step plus local smoothness.                                     |
| Rule of Thirds       | Show a composition grid.                          | Draws lines at thirds and four power points; no finding.                                   |
| Tone Map             | Show seven luminance bands.                       | Maps every preview pixel to fixed Rec.601 intervals.                                       |
| Overall View         | Show the main marker screens together.            | Combines Colour Limit, Zebra, Fringe and Band priorities.                                  |
| Exposure             | Test overall brightness.                          | Displayed as -1.00...+1.00 from the internal -100...100 value; rebuilt from source.        |



|                   |                                                |                                                                                               |
|-------------------|------------------------------------------------|-----------------------------------------------------------------------------------------------|
|                   |                                                |                                                                                               |
| Highlights        | Test bright-area recovery.                     | High-luminance weighted offset; does not alter the file.                                      |
| Shadows           | Test dark-area recovery.                       | Low-luminance weighted offset; watch for flat/noisy shadows.                                  |
| Whites            | Test the upper tonal endpoint.                 | Endpoint-weighted adjustment for the brightest region.                                        |
| Blacks            | Test the lower tonal endpoint.                 | Endpoint-weighted adjustment for the darkest region.                                          |
| Contrast          | Test tonal separation.                         | Applies contrast about 0.5 before offsets/exposure.                                           |
| AUTO TEST         | Search for a conservative tonal recovery test. | Scores candidate settings for exits, tonal spread and adjustment cost; not an automatic edit. |
| RESET TONAL       | Return all tonal controls to neutral.          | Performs one fresh redraw and reassessment; curtain position stays unchanged.                 |
| Curtain slider    | Move the SOURCE/TONAL TEST divider.            | 0%=full test, 50%=split, 100%=full source; thumb and divider move together.                   |
| Curtain readout   | Read the divider position.                     | CURTAIN n% is position/source share, not percent test.                                        |
| Filename prefix   | Set the saved-output base name.                | Sanitised before output filenames are built.                                                  |
| SAVE TONE MAP     | Save a native-size seven-band map.             | Generated from native pristine pixels and encoded JPEG.                                       |
| SAVE SOURCE       | Save the untouched loaded source.              | Downloads the original Blob; embedded card is reconstructed as PNG.                           |
| SAVE REPORT (PDF) | Save findings and diagnostic evidence.         | Local PDF with findings, histogram and tone-map images.                                       |
| Histogram tab     | Show tonal/channel distribution.               | RGB in COLOUR; logarithmic luminance buckets in B&W.                                          |
| Tone Bands tab    | Show exact tone-band thresholds.               | Lists the seven fixed Rec.601 ranges.                                                         |
| Markers tab       | Show the marker colour key.                    | Explains orange, magenta, lime, green and yellow markers.                                     |
| Technical tab     | Show dimensions and version.                   | Reports native/preview pixel information and v3.16.                                           |