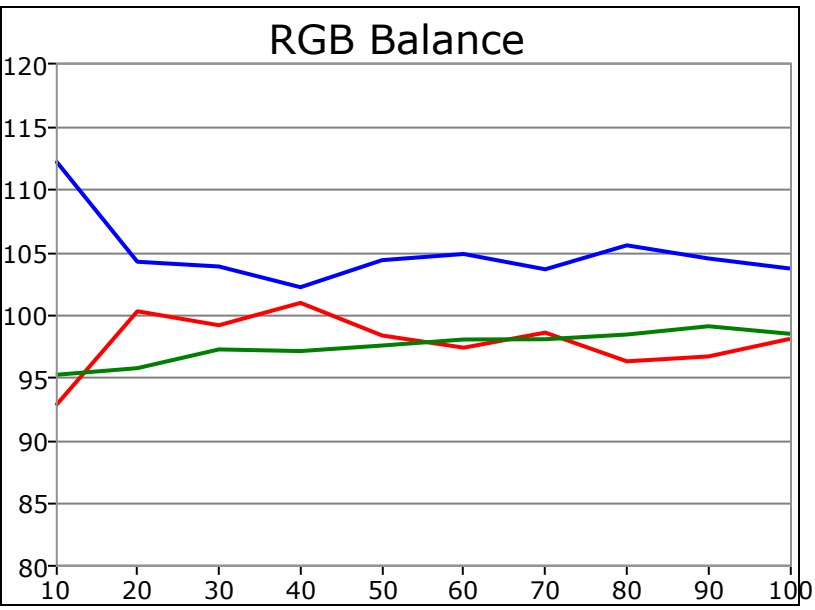
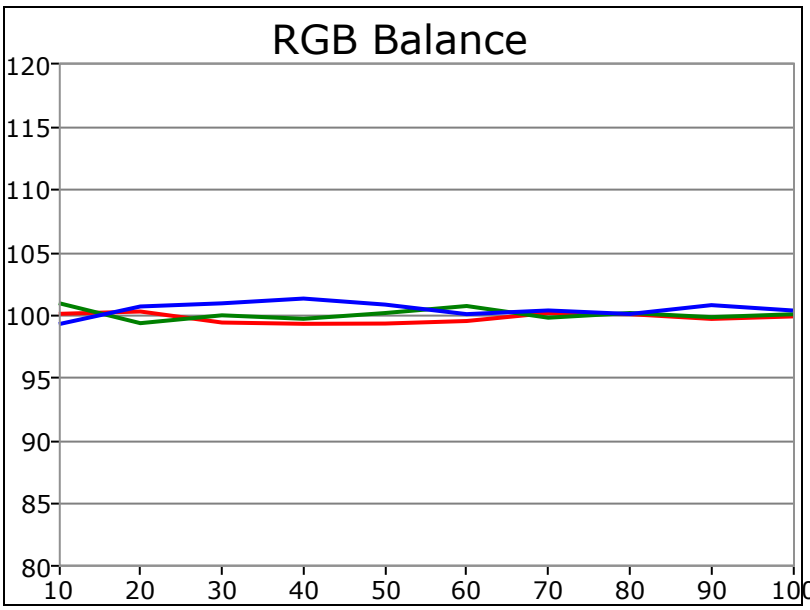
BEFORE:

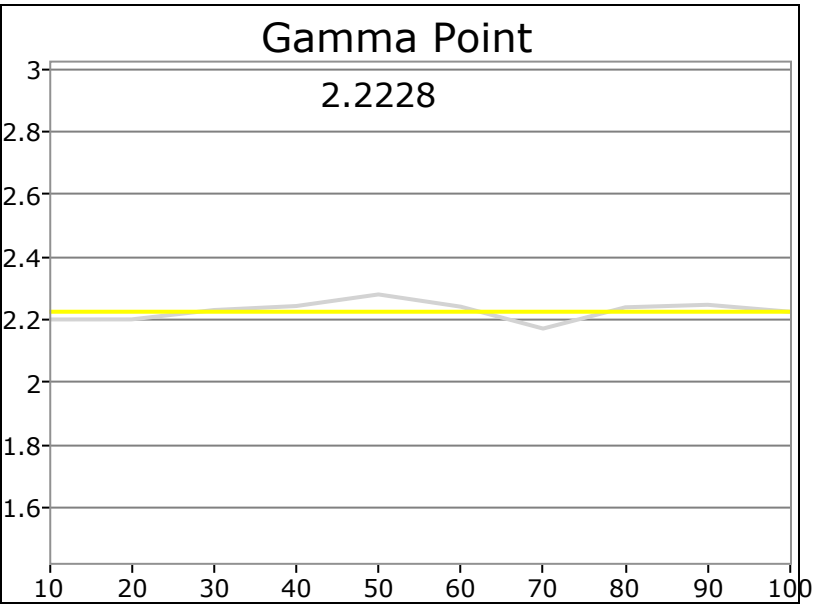
AFTER:

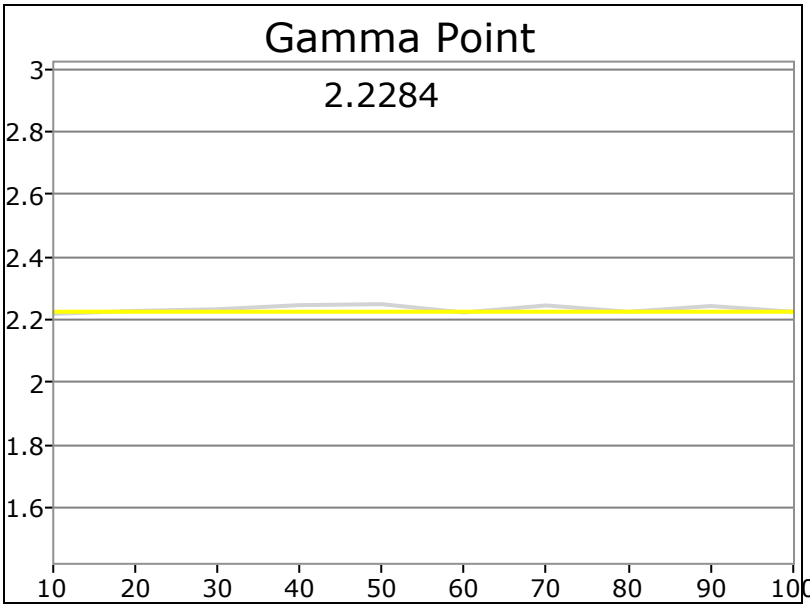
The RGB balance shows the ratio of red, green, and blue that make up the black and white foundation of the picture. It is also known as grayscale or white balance. If this foundation is skewed, no amount of tweaking the color and tint will fix the image. Ideally, the R, G, and B should be well balanced from dark (left) to bright (right).



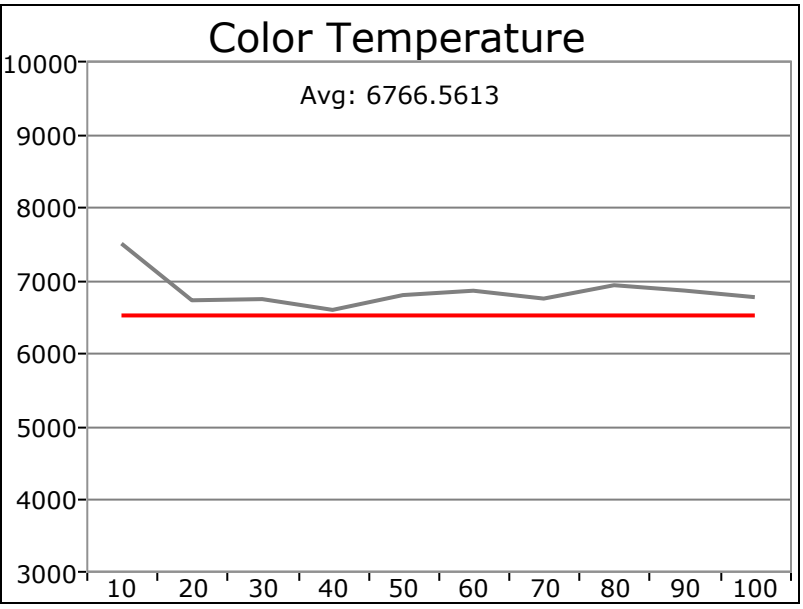


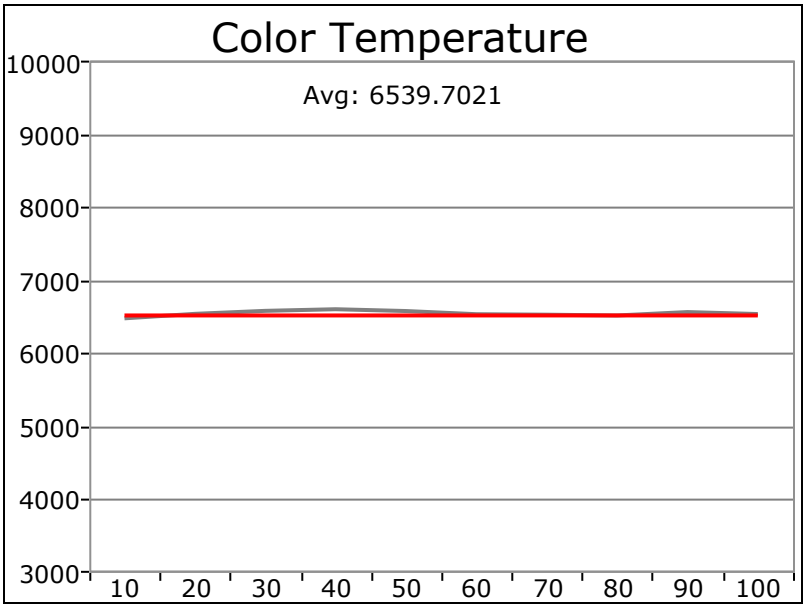
The point gamma graph shows the display's brightness ratio as it transitions from dark to bright images. If the gamma is too low, the picture may look washed out with a "caked on makeup" look on brightly lit faces. If it is too high, dark images will be too hard to see and the image will look too contrasty. A good gamma also helps improve the depth of the image.



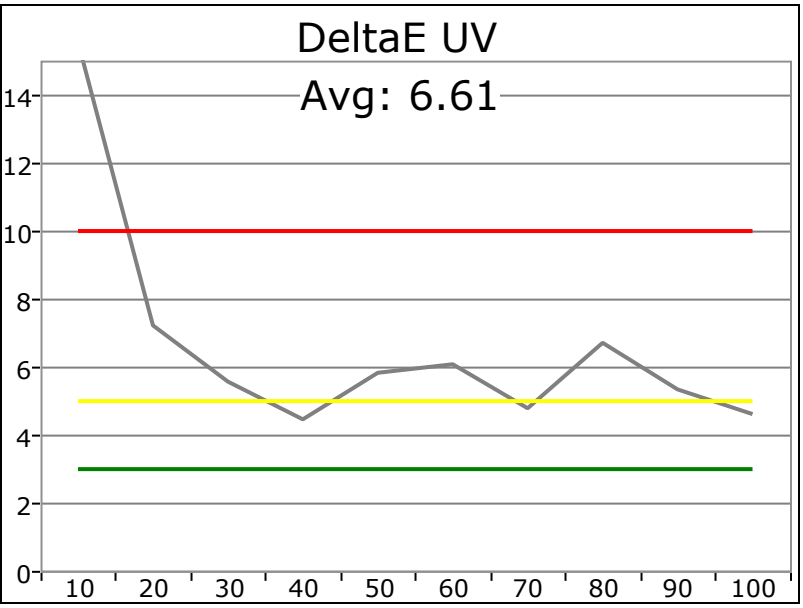


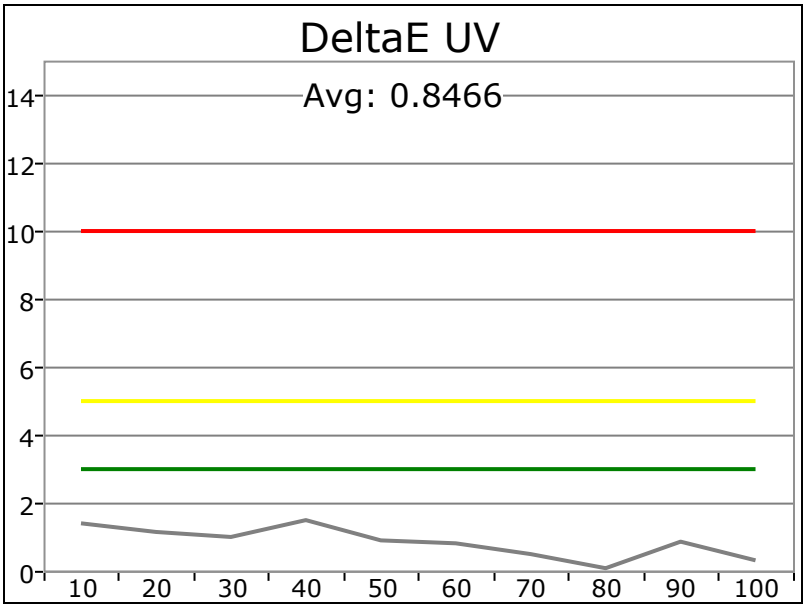
The Color Temperature is the color tone of the picture, from dark (left) to bright (right). Lower numbers will result in a rustic, earthy tone while higher numbers suggest a bluish, steel-gray look. The HDTV standard is 6504.





The grayscale DeltaE is a standardized measure of error based on the eye's sensitivity to color error. It shows how visibly serious the above errors are with real images, with lower numbers indicating better performance. Errors of less than 5 are generally thought to be acceptable, while errors less than 3 are generally thought to be imperceptible with normal program material.



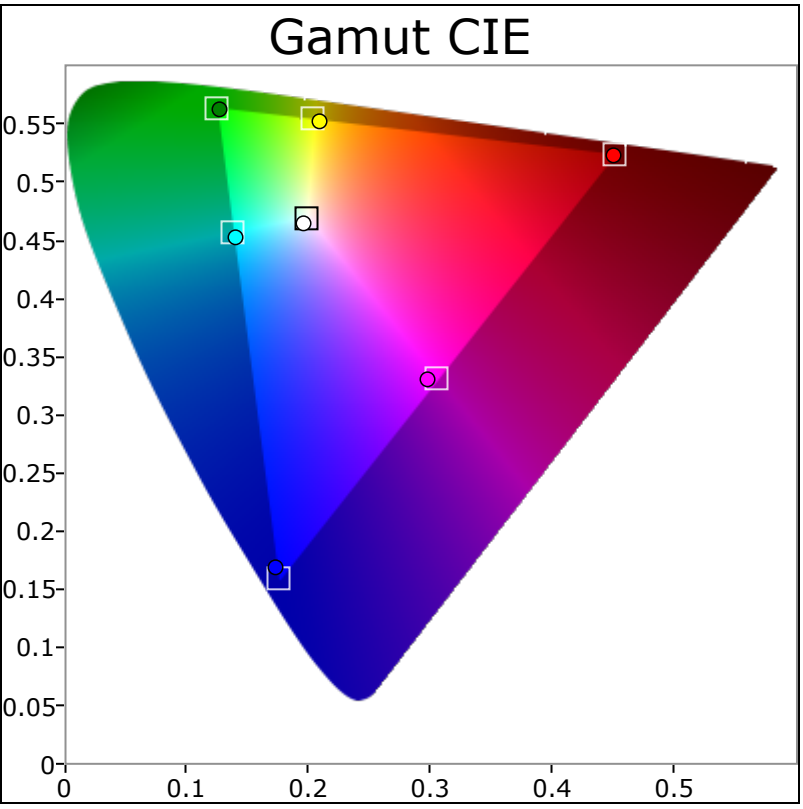


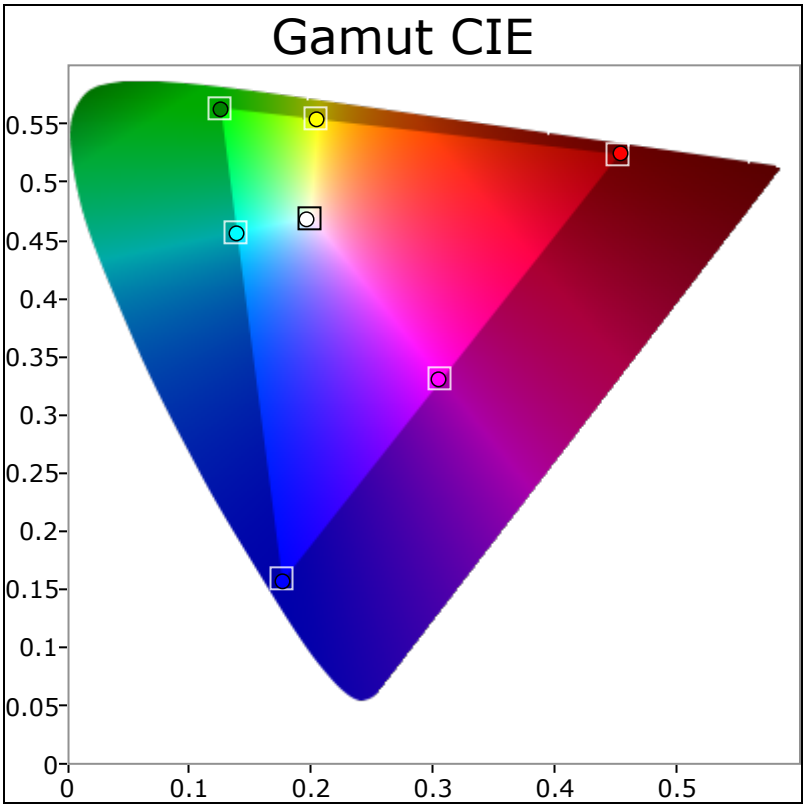
Maximun light output:

fL: 37.7088

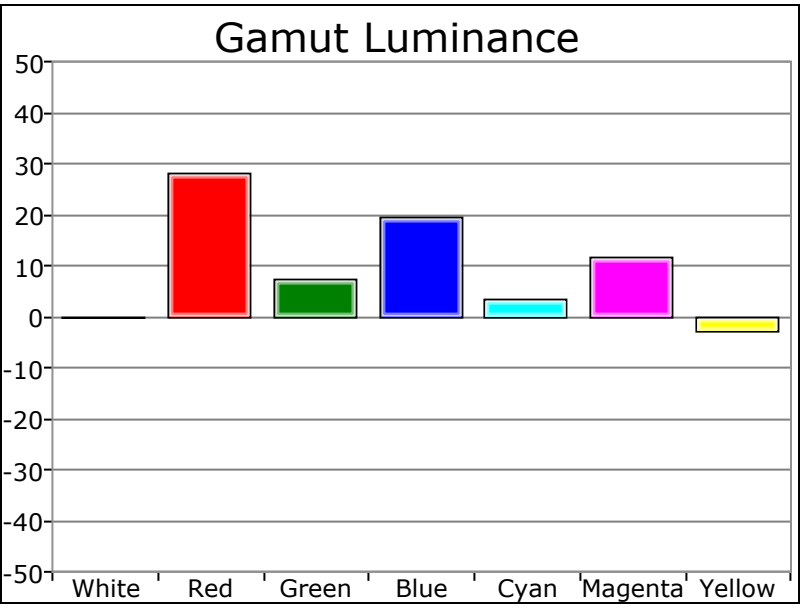
fL: 38.3217

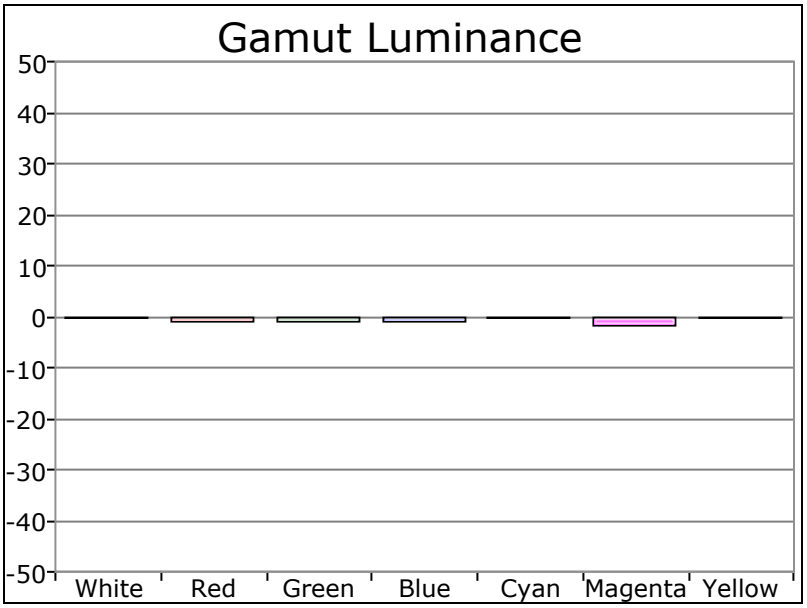
The CIE gamut shows how the display's color purity (colored dots) matches the HDTV standard (boxes) and the eye's perception (large colored background). If a color is too pure, or oversaturated, it's dot will be outside the triangle. For instance, an oversaturated green will tend to make football fields appear neon green. If a color is undersaturated, it will measure inside the triangle and look pale.



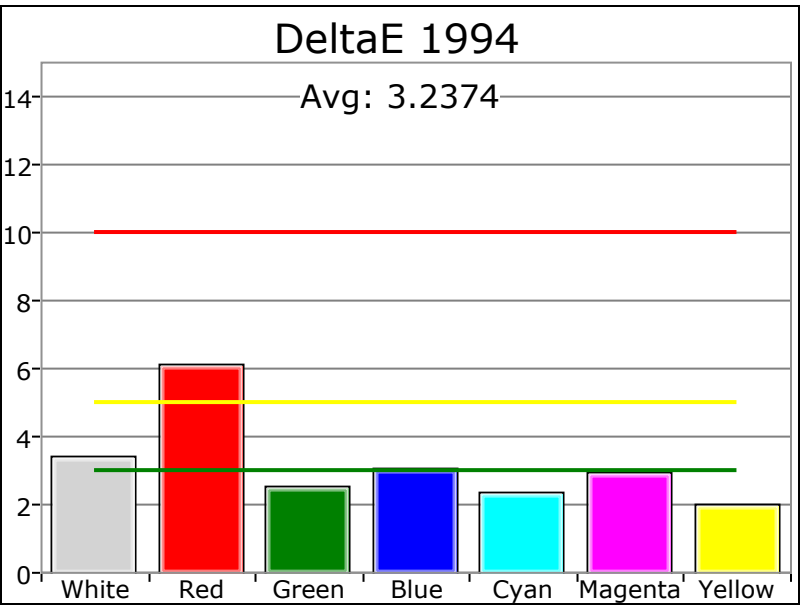


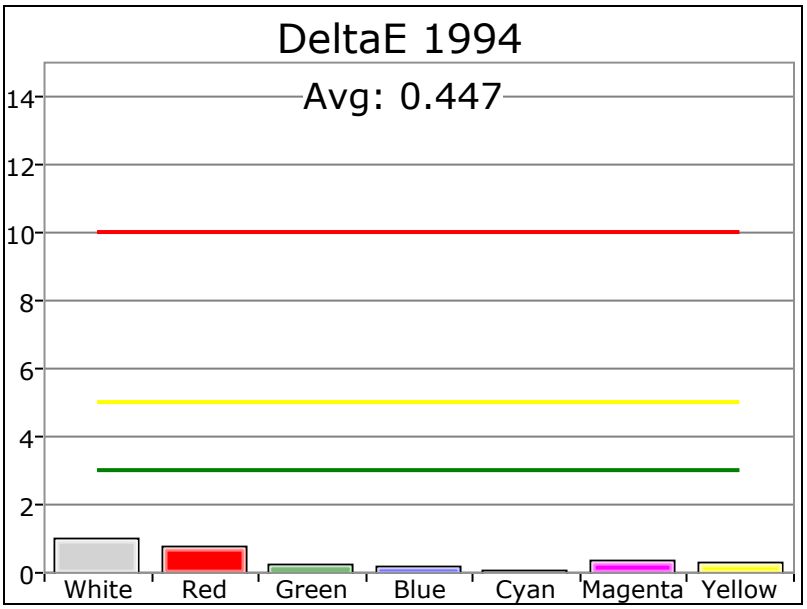
The color luminance shows the intensity of each primary and secondary color compared to the reference level. If a color is overemphasized or pushed, it will show as a positive reading. If there is a lack of a particular color, it will show as a negative reading. Red is the most critical, since it dramatically influences flesh tones.





The color DeltaE is a standardized measure of error of each primary and secondary color. It takes the eye's perception of color into account. Errors of less than 5 are generally thought to be acceptable, while errors less than 3 are generally thought to be imperceptible with normal program material.





Picture mode:

To restore these calibrated settings, first reset this mode, and then make the following changes: