

# Manual cameleon

**version 1.5.0**

# Contents

---

- **Overview**
  - **About cameleon**
  - **System requirements**
  - **Notes on installation**
- **Interface**
  - **Interface Main**
  - **Interface Icon**
  - **Interface Task tray**
- **How to use**
  - **Color Correction panel**
  - **Screen Filter**
  - **Mirroring window**
  - **Shortcut key**
  - **How to reflect in other apps**
  - **About tickets**
  - **Extended function**
    - **Layer**
    - **Text layer**
- **Trouble shooting**
  - **About camera device**
    - **The image from the selected camera is not rendered**
  - **About the items**
    - **Remaining item count display is not updated**
  - **About the STORE**
    - **NOT open the STORE page**
- **Update history**

## Overview

---

### About cameleon

---

**cameleon** is an application that adjusts camera images and displays them on various applications through virtual device drivers.

It was developed in such a way that even if the location of shooting, the type of lighting equipment used, or the location of the arrangement of the lighting equipment changes, the image can be adjusted to deliver a stable expression/atmosphere by adjusting the image.

We think this application can be used in situations such as web conferences, web interviews, and live streaming.

Development & Sales : Qualice Corporation

Planning & Design : Live2D Inc. / nizima by Live2D

### System requirements

---

minimum System requirements

System	Spec
OS	Windows10 64 bit
Memory	8GB

### Notes on installation

---

cameleon uses a virtual imaging device called virtual camera.

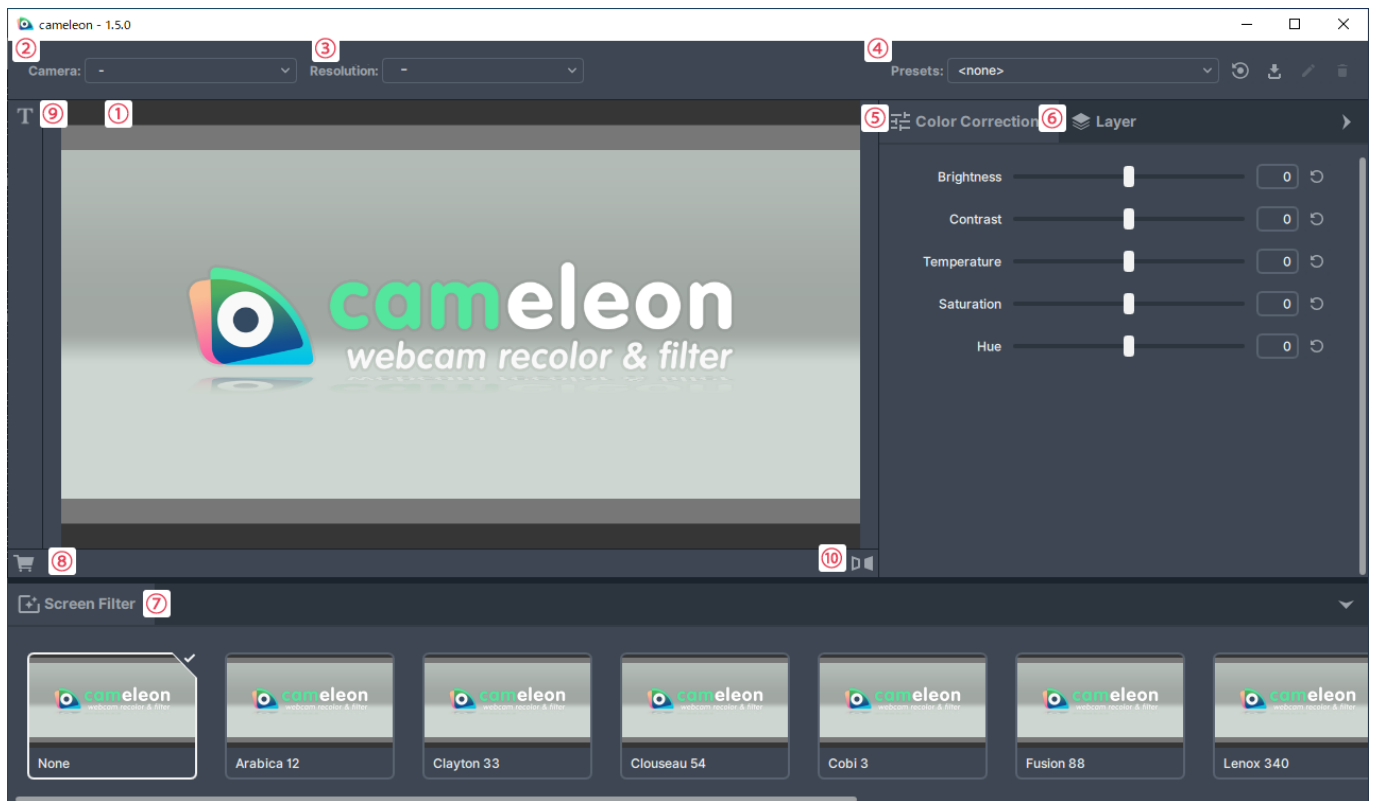
Therefore, when you install for the first time, you need to install the virtual camera by using the administrative privileges.

Although the security software warning may appear, please allow it because of the installation of the above software.

[->Contents](#)

# Interface

## Interface-Main











This is the main screen of cameleon. The explanation of each interface is as follows.

No	name	details
1	Preview Screen	A preview of the result of the color adjustment is displayed on the image captured by the camera.
2	Select Camera	Select the camera device currently connected to the PC.
3	Select Resolution	Select the resolution of the currently selected camera device.
4	Preset	You can register color adjustment parameters, screen filters and layer info as a preset.
5	Color Correction	You can adjust various parameters such as brightness and contrast.
6	Layer	You can place image files at the forefront of the screen.
7	Screen Filter	You can preview and select the color adjustment filters.
8	Item list icon	Icon to open the item list.
9	Text icon	An icon to which you can add a text layer.
10	Mirroring window icon	This icon displays a screen that reverses the image captured by the camera.

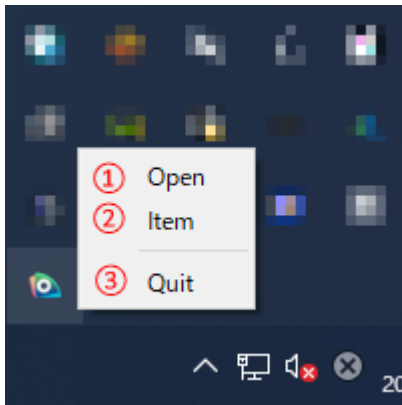
## Interface-Icon

Explanation of various icons of cameleon.

icon	details
	can SAVE the presets.
	can RENAME the presets.
	can DELETE the presets.
	can Initialize all parameters in the color correction, screen filter and layer info.
	can Initialize a parameter.
	Displays the Item Dialog.
	Add a text layer.
	The image captured by the camera is displayed in reverse, and a screen that can be used like a mirror is displayed.

[->Contents](#)

## Interface-Task tray



The processes that can be performed from the task-tray of cameleon are as follows.

No	name	details
1	Open	If you press the ×(close) button on the app, the app will run in the background. Use this when you want to redisplay the app.
2	Item	Displays the Item Dialog. You can consume your items and purchase items on the Steam Store.
3	Close	Use this if you want to quit the app completely.

[->Contents](#)

## How to use

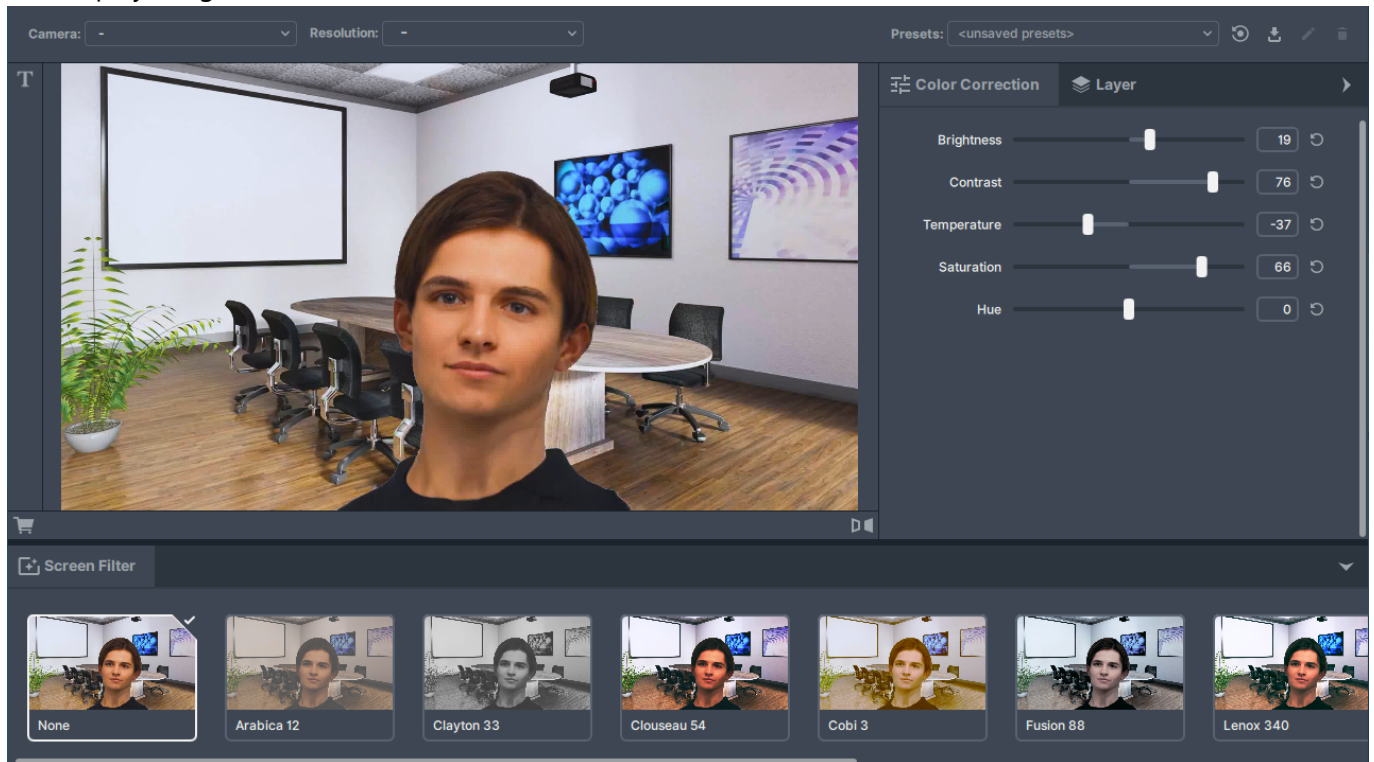
---

### Color Correction panel

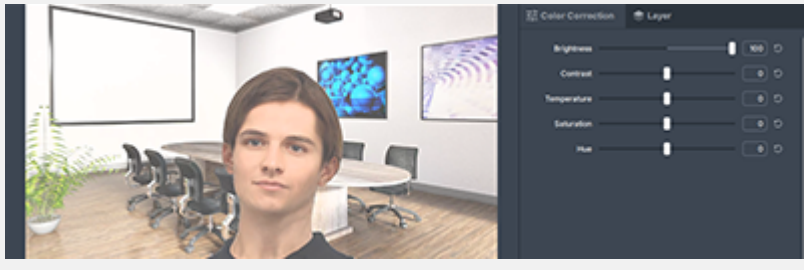
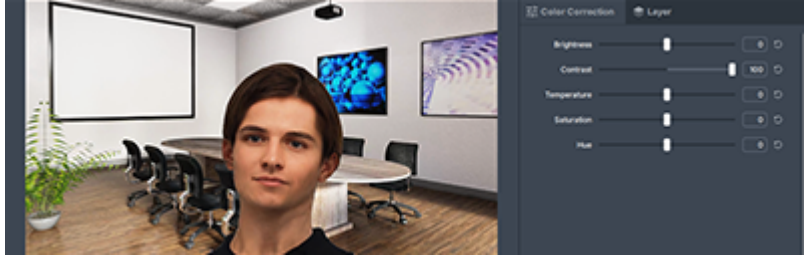
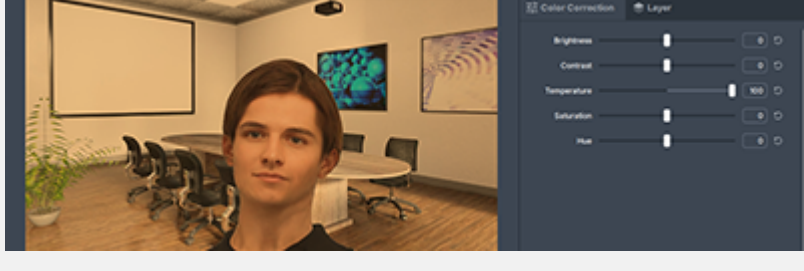
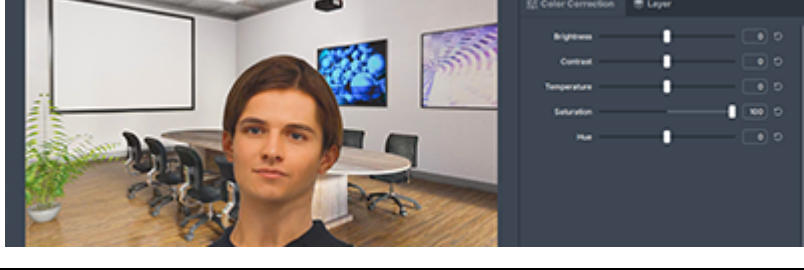
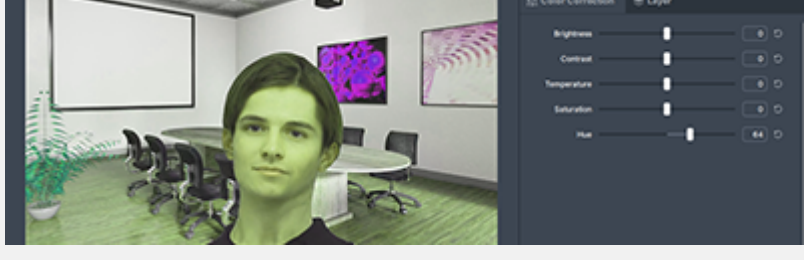
---

You can adjust the brightness, contrast, etc. by selecting the camera device and moving the various sliders on the Color Correction panel.

The display image at the time of use is as follows.



List of each parameter

type	Image
Brightness	
Contrast	
Temperature	
Saturation	
Hue	

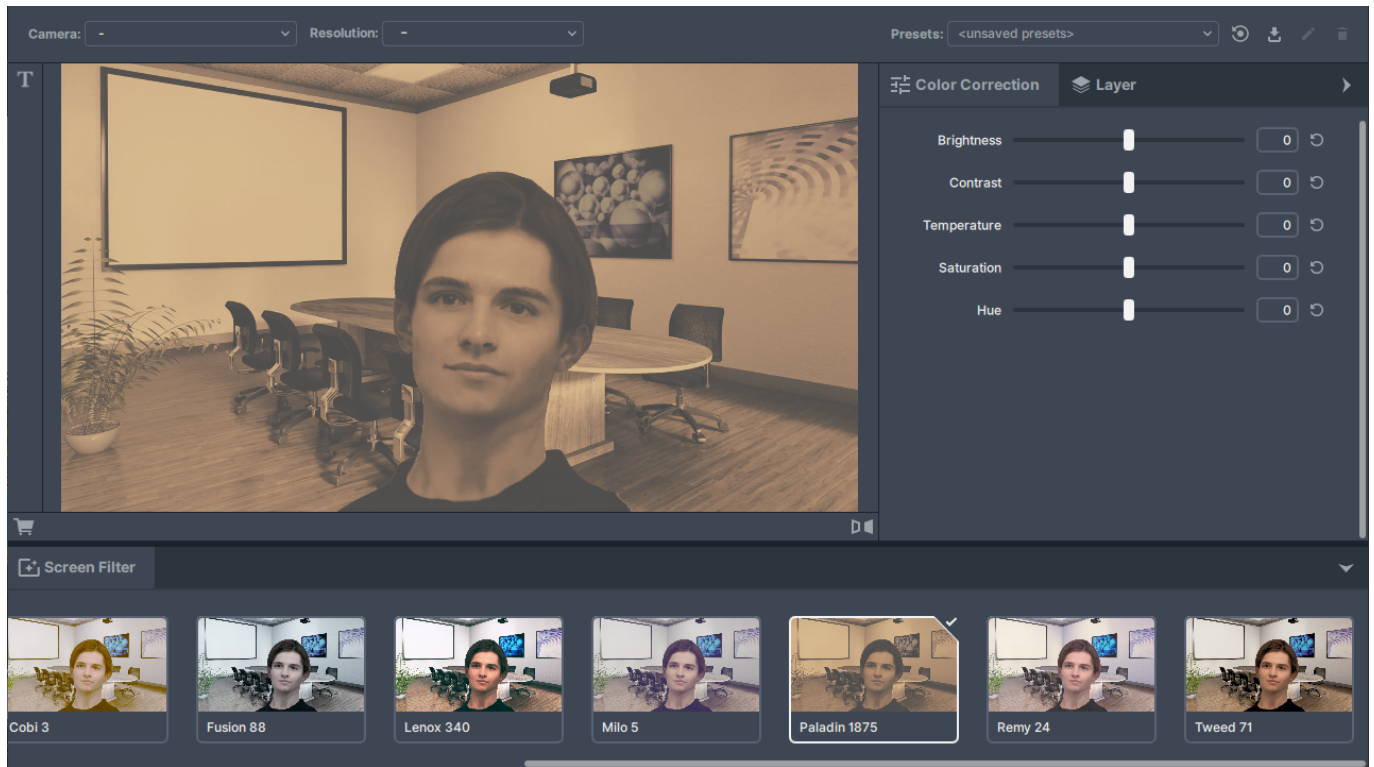
[->Contents](#)



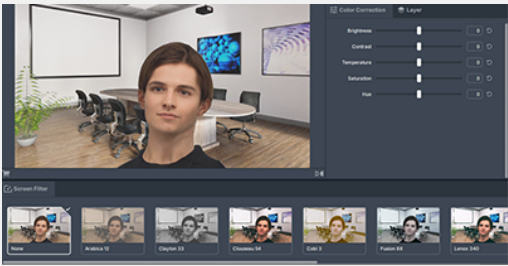
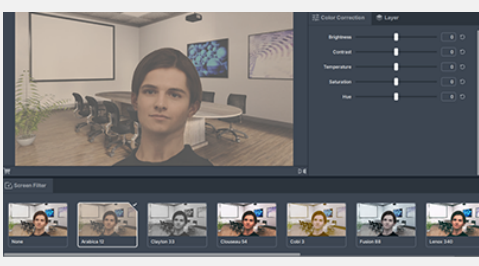
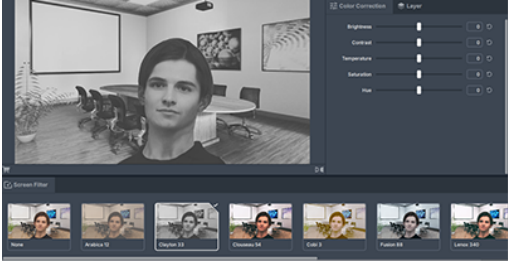
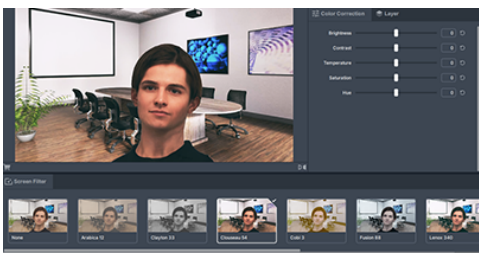
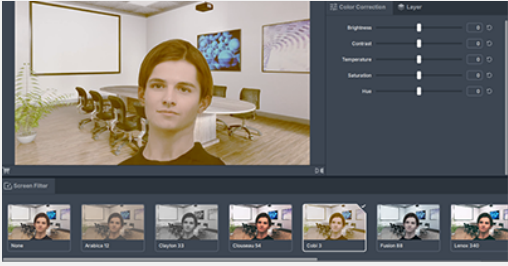
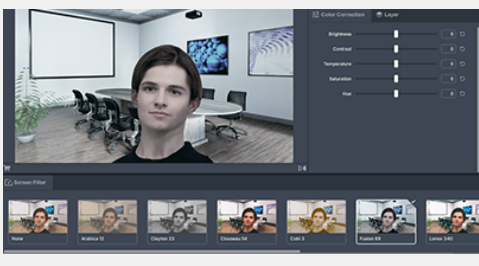
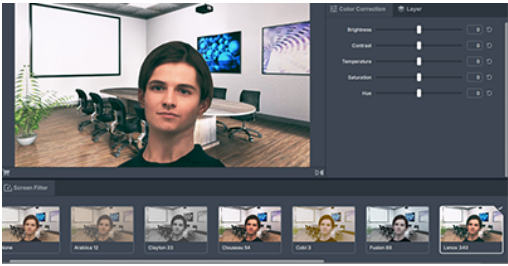
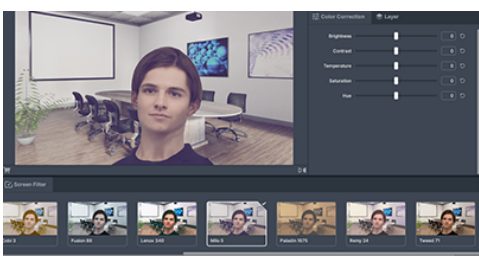
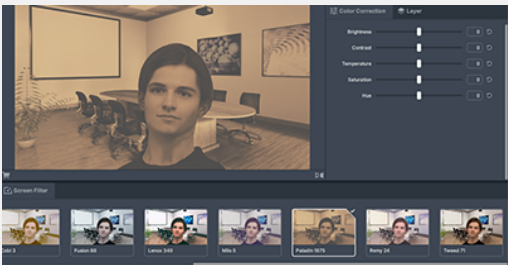
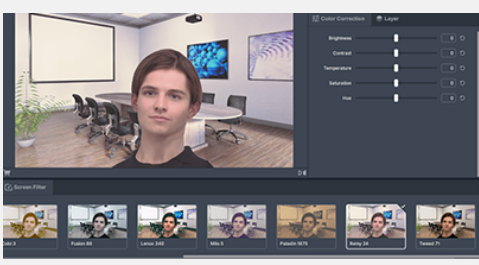
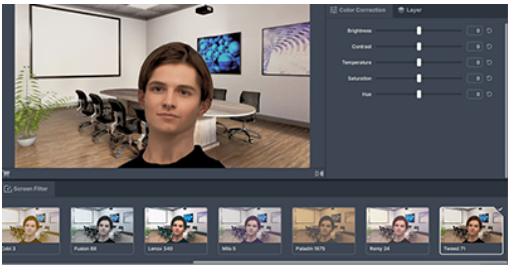
## Screen Filter

You can adjust the screen color by selecting the camera device and selecting the filter from the Screen filter panel.

The display image at the time of use is as follows.



Filter list

type	Image	type	Image
None		Arabica 12	
Clayton 33		Clouseau 54	
Cobi 3		Fusion 88	
Lenox 340		Milo 5	
paladin 1875		Remy24	
Tweed 71			

->Contents

## Mirroring window

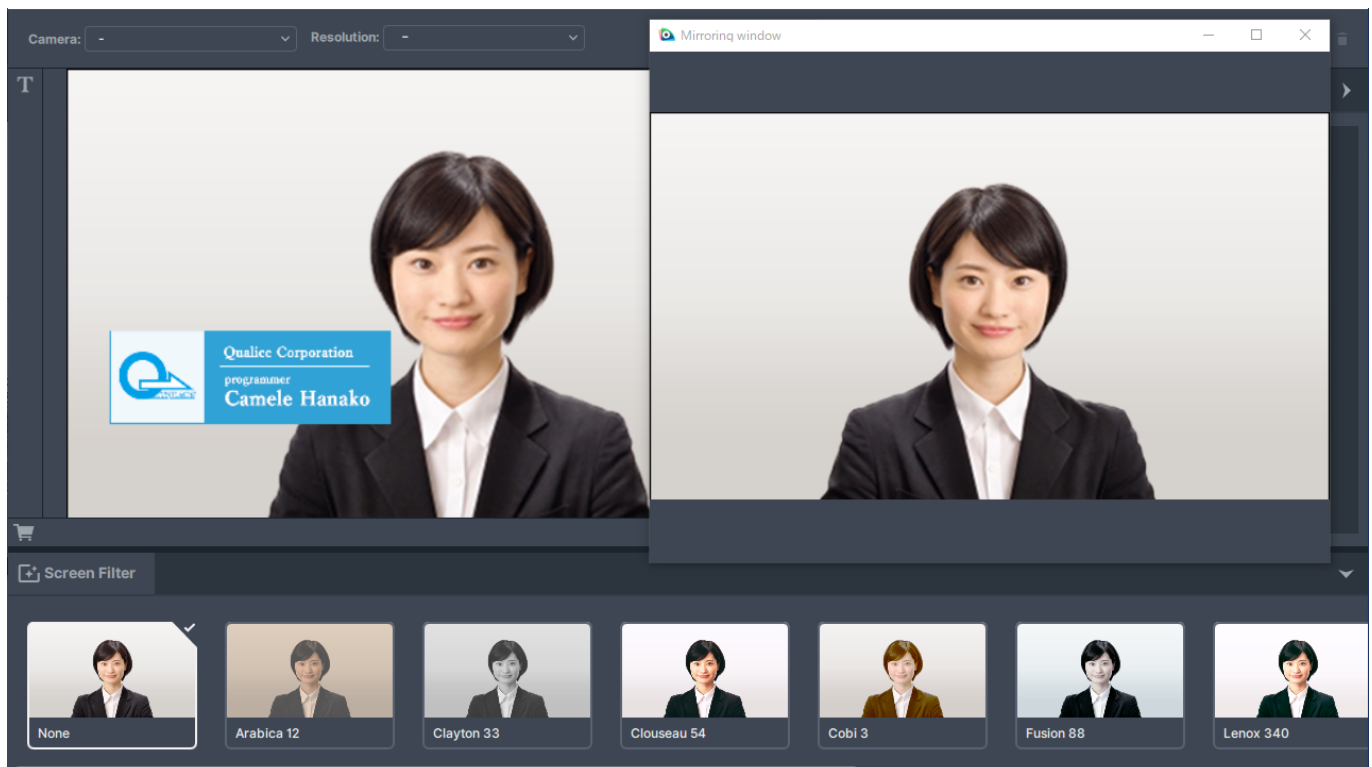
The image captured by the camera is inverted and displayed.

Since the preview screen is displayed in the orientation captured by the camera, you can use it like a mirror by using the mirroring window.

You can use the PC screen to fix hairstyles and makeup without leaving the place.

Layers are hidden in the displayed mirroring window.

The display image at the time of use is as follows.



### How to use the mirroring window

1. Click the mirroring window icon.
2. A separate window will open and the image captured by the camera will be displayed in reverse.
3. To exit, press the "x" button or click the mirroring window icon again.

[->Contents](#)

## Shortcut key

---

This is a list of shortcut keys available in cameleon.

key	details
Ctrl + Z	Undo the operation.
Ctrl + Y	Redo the operation.
Ctrl + C	You can copy the selected layer.
Ctrl + X	You can cut the selected layer.
Ctrl + V	You can paste the selected layer.
Ctrl + A	Select all layers in the preview screen.
delete	Delete the selected layer.

[->Contents](#)

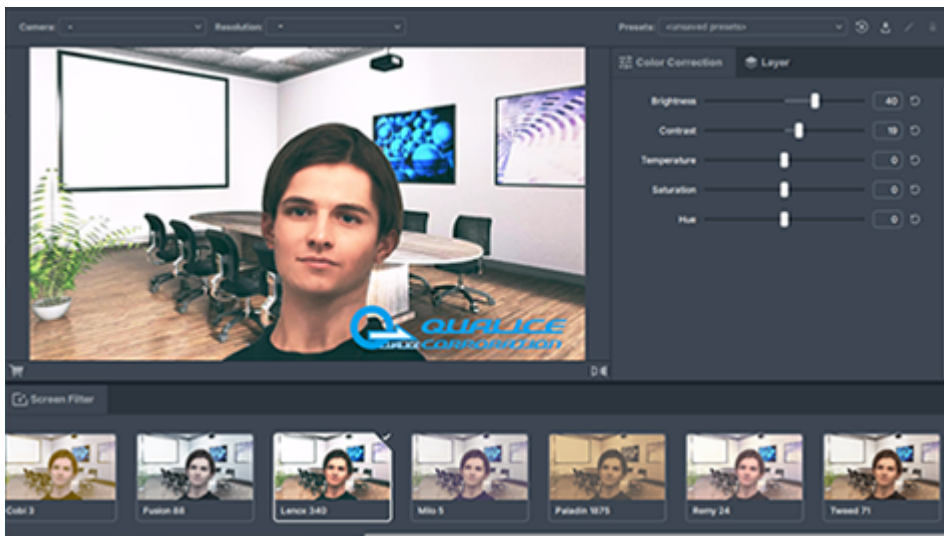
## How to reflect in other apps

Select "**Virtual Camera**" when selecting the camera device in the settings in other apps such as the video chat tool.

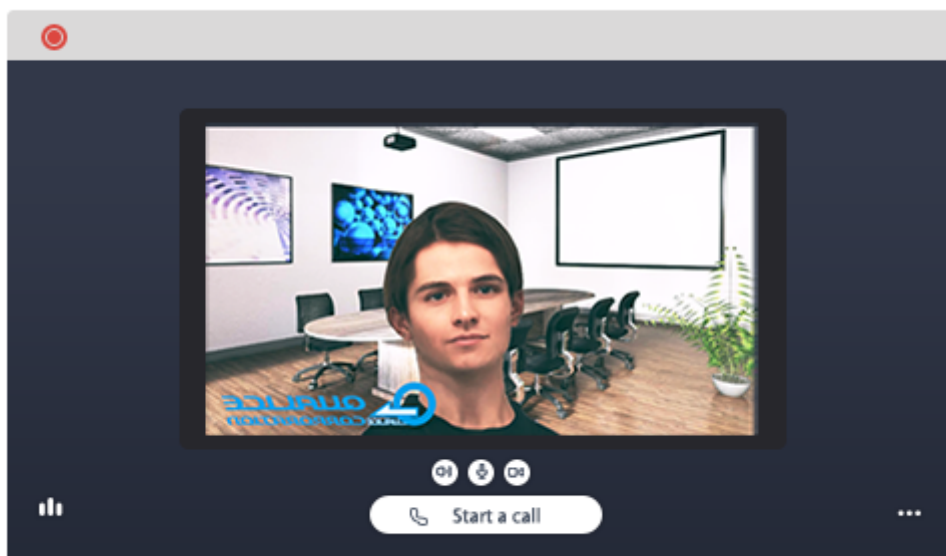
1. Install cameleon and select the camera device.
2. Select the camera device from the settings of the video chat tool and select "Virtual Camera".
3. The video chat tool reflects the image of the preview screen displayed in cameleon.

The display image at the time of use is as follows.

### cameleon screen



### Video chat tool preview screen



## Screen displayed to the other party when using the video chat tool



Depending on your video chat tool, the preview may look the opposite of the cameleon screen. However, the video chat tool of the other party is displayed in the same way as the preview screen of cameleon.





[->Contents](#)



## About tickets

If you are using cameleon for free, you will see ad banners at the top and bottom of the screen. You can remove the ads by purchasing tickets and consuming them in the task tray - item.



icon	details	icon	details
	When you use, you can remove the ad banner for 7 days. It will be dropped only once at the first start-up.		When you use, you can remove the ad banner for 30 days.
	When you use, you can remove the ad banner for 90 days.		When you use, you can remove the ad banner for 365 days.

[->Contents](#)

## Extended function

---

### layer

#### Layer overview

You can display an image file of your company logo or name on top of the captured image from the camera device.

The image to be displayed to the other party is shown below.















## Layer how to use

1. Open the Layer tab.
2. Click the Add Image button to select a file, or drag and drop an image file onto the preview screen to place the image.

The file extensions that can be dropped are as follows.

png, jpg, jpeg, tiff, bmp, jfif, gif (not animation)

3. You can select multiple images, scale, rotate, move, and align them.

icon	内容	icon	内容
	Rotate the selected layer 90 degrees to the right.		Rotate the selected layer 90 degrees to the left.
	Flip the selected layer horizontally.		Flip the selected layer upside down.
	Align the selected layer to the left.		Align the selected layer to the right.
	Align the selected layer on top.		Align the selected layer to the bottom.
	Align the selected layer to the left and right center.		Align the selected layer to the top and bottom center

[->Contents](#)

## Text layer



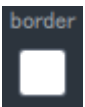
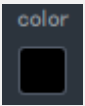


### Text layer overview

You can enter any text and display the text on top of the captured image from the camera device. The display image at the time of use is as follows.



## How to use text layer

1. Select the text icon in the sidebar.
2. Click the preview screen to display the text layer.
3. From the layer panel on the right, you can enter text, change the font, change the font size, change the typeface of the text, and change the color of the text.

icon	Contents
Text	You can enter text.
Font	Change the font of the text.
Font Size	Resize the text.
	Make the text style bold.
	Makes the text style italic.
	Change the color of the text borders.
	Change the text color of the text.
	Change the background color of the text layer.
	It is displayed when the value of the alpha channel is 0. The default setting for BG (background color) is set to 0.

->Contents

## Trouble shooting

---

### About camera device

---

#### **The image from the selected camera is not rendered**

When selecting a camera, the video captured by the camera device may not be displayed. It is possible that another app is already capturing video from the same camera device. Make sure that other apps are not using the same device.

[->Contents](#)

## About the items

---

### Remaining item count display is not updated

In some cases, the number of items consumed is not subtracted from the number of items displayed when you spend them.

This is due to the fact that if you ask STEAM for the number of items in your inventory within a short period of time, a rate limit will be imposed and an old cache data value may be returned to you.

Please try opening the item window again after a short period of time. (In our test environment, we've seen it update in a few seconds or so.)

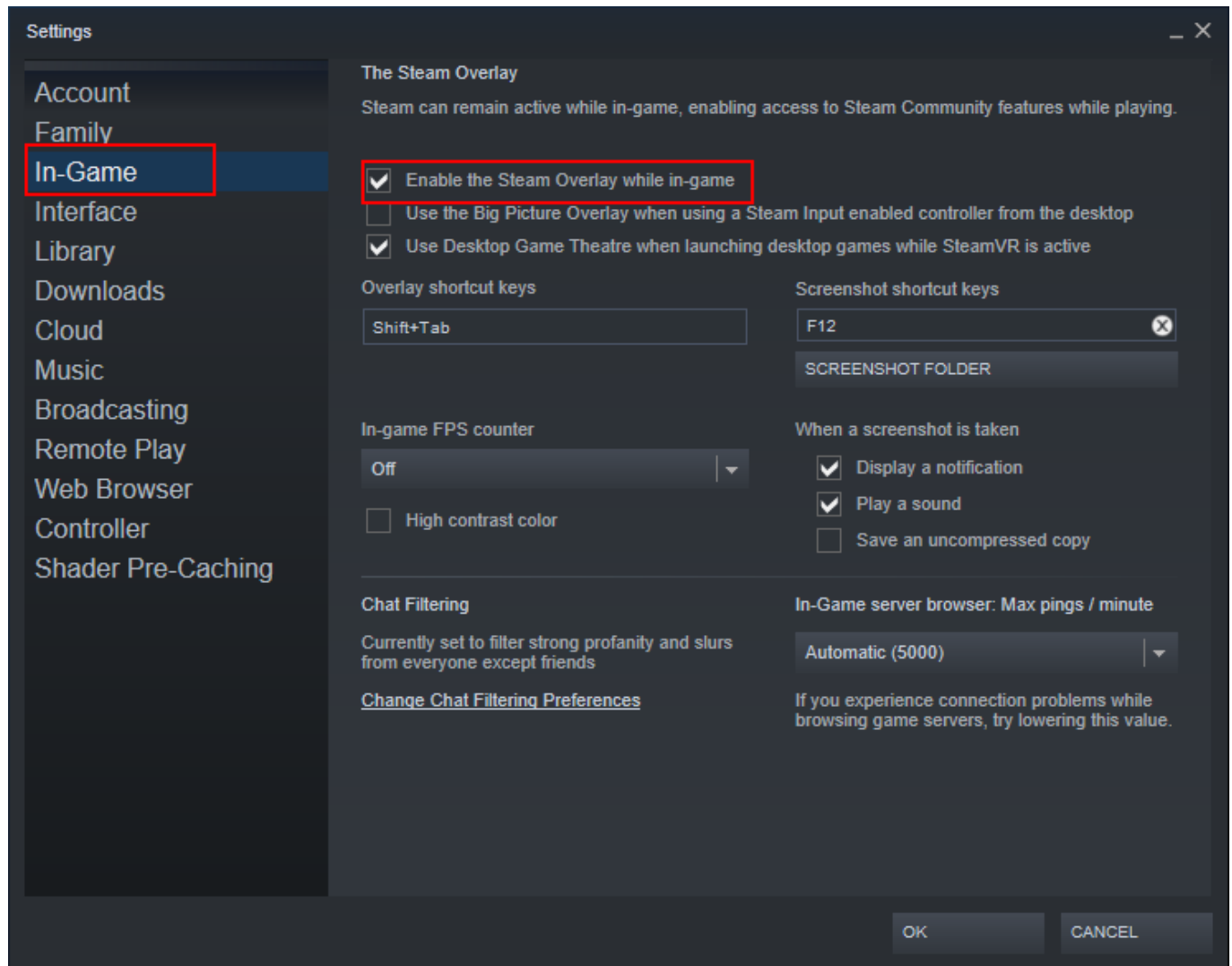
[->Contents](#)

## About the STORE

### NOT open the store page

If the store page does not open when you click the Go to store button in the app's item window, "Enable Overlays" may not be set in the steam settings.

Please check if it is checked, as shown in the following image.



->Contents

## Update history

version	date	Contents
1.0.0	2020/11/27	<ul style="list-style-type: none"><li>• First edition created</li></ul>
1.1.0	2020/12/18	<ul style="list-style-type: none"><li>• Preview screen mirroring function implemented.</li><li>• Changed so that the screen filter is also reset by resetting the preset.</li><li>• Added a function to select the resolution of the camera device.</li><li>• Equipped with tooltip function in various interfaces.</li><li>• Increase the number of places that support Japanese.</li><li>• Other minor bug fixes, etc.</li></ul>
1.3.0	2021/04/15	<ul style="list-style-type: none"><li>• Layer function added.</li><li>• Undo / Redo function implementation.</li><li>• Other minor bug fixes, etc.</li></ul>
1.5.0	2021/07/31	<ul style="list-style-type: none"><li>• Added text layer function.</li><li>• Preview screen mirroring function removed.</li><li>• Mirroring window implemented.</li><li>• Other minor bug fixes, etc.</li></ul>

[->Contents](#)