

Color4

```
- _data: GLfloat[4]

+ Color4()
+ Color4(r: GLfloat, g: GLfloat, b: GLfloat, a: GLfloat = 1.0)
+ <<const>> operator [] (rhs: GLint): const GLfloat&
+ <<const>> r(): GLfloat
+ <<const>> g(): GLfloat
+ <<const>> b(): GLfloat
+ <<const>> a(): GLfloat
+ operator [] (rhs: GLint): GLfloat&
+ r(): GLfloat&
+ g(): GLfloat&
+ b(): GLfloat&
+ a(): GLfloat&
+ <<const>> operator +(rhs: const Color4&): const Color4
+ <<const>> operator -(rhs: const Color4&): const Color4
+ <<const>> operator *(rhs: const Color4&): const Color4
+ <<const>> operator *(rhs: const GLfloat&): const Color4
+ <<const>> operator /(rhs: const Color4&): const Color4
+ <<const>> operator /(rhs: const GLfloat&): const Color4
+ operator +=(rhs: const Color4&): Color4&
+ operator -=(rhs: const Color4&): Color4&
+ operator *=(rhs: const Color4&): Color4&
+ operator *=(rhs: const GLfloat&): Color4&
+ operator /=(rhs: const Color4&): Color4&
+ operator /=(rhs: const GLfloat&): Color4&
+ <<const>> address(): const GLfloat * const
+ <<const>> clone(): Color4*
+ <<friend>> operator *(lhs: const GLfloat&, rhs:const Color4&): const Color4
+ <<friend>> operator <<(lhs: std::ostream&, rhs: const Color4&): std::ostream&
+ <<friend>> operator >>(lhs: std::istream&, rhs: Color4&): std::istream&
```