ColorMixer.py 1

```
1
    # ColorMixer
 2
 3
    '''A simple RGB color mixer with three sliders. The selected color can be
    copied to the clipboard as an HTML hex string.'''
 4
 5
    import ui
 6
    import clipboard
    from random import random
 7
    from console import hud_alert
 8
 9
    def slider_action(sender):
10
11
       # Get the root view:
       v = sender.superview
12
       # Get the sliders:
13
       r = v['slider1'].value
14
15
       q = v['slider2'].value
       b = v['slider3'].value
16
       # Create the new color from the slider values:
17
       v['view1'].background_color = (r, q, b)
18
       v['label1'].text = '#%.02X%.02X%.02X' % (int(r*255), int(g*255),
19
       int(b*255))
20
21
    def copy_action(sender):
       clipboard.set(sender.superview['label1'].text)
22
23
       hud alert('Copied')
24
25
    def shuffle action(sender):
26
       v = sender.superview
27
       s1 = v['slider1']
       s2 = v['slider2']
28
       s3 = v['slider3']
29
       s1.value = random()
30
       s2.value = random()
31
32
       s3.value = random()
33
       slider_action(s1)
34
    v = ui.load_view('ColorMixer')
35
    slider action(v['slider1'])
36
37
    if ui.get screen size()[1] >= 768:
38
       # iPad
39
       v.present('sheet')
40
    else:
       # iPhone
41
42
       v.present()
```