- **blue** (*float*) – Blue component in range 0-255.

> **Returns**
> A new color object.
>
> **Return type**
> *Color*

classmethod from_triplet(*triplet*)

> Create a truecolor RGB color from a triplet of values.
>
> **Parameters**
> **triplet** (*ColorTriplet*) – A color triplet containing red, green and blue components.
>
> **Returns**
> A new color object.
>
> **Return type**
> *Color*

get_ansi_codes(*foreground=True*)

> Get the ANSI escape codes for this color.
>
> **Parameters**
> **foreground** (*bool*)
>
> **Return type**
> *Tuple*[str, . . .]

get_truecolor(*theme=None*, *foreground=True*)

> Get an equivalent color triplet for this color.
>
> **Parameters**
>
> - **theme** (*TerminalTheme, optional*) – Optional terminal theme, or None to use default. Defaults to None.
>
> - **foreground** (*bool, optional*) – True for a foreground color, or False for background. Defaults to True.
>
> **Returns**
> A color triplet containing RGB components.
>
> **Return type**
> ColorTriplet

property is_default: bool

> Check if the color is a default color.

property is_system_defined: bool

> Check if the color is ultimately defined by the system.

name: str

> The name of the color (typically the input to Color.parse).

number: int | None

> The color number, if a standard color, or None.

classmethod parse(*color*)

> Parse a color definition.
>
> **Parameters**
> **color** (*str*)