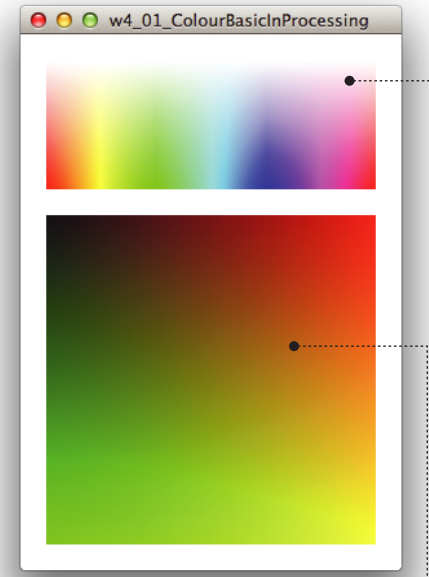
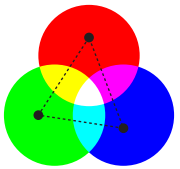



```
void setup() {
  size(295, 415);
  colorMode(RGB, 200);
}

void draw() {
  background(255);

  colorMode(HSB, 255, 100, 100);
  for (int i=0; i<255; i++) {
    for (int j=0; j<100; j++) {
      stroke(i, j, 100);
      point(20+i, 20+j);
    }
  }

  colorMode(RGB, 255, 255, 255);
  for (int i=0; i<255; i++) {
    for (int j=0; j<255; j++) {
      float bValue = map (mouseY,0,height, 0,255);
      stroke(i, j, bValue);
      point(20+i, 140+j);
    }
  }
}
```

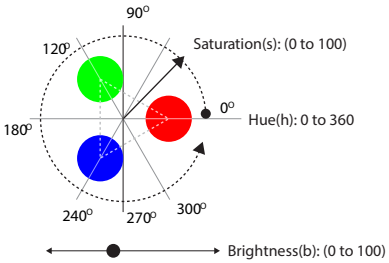
colorMode

Changes the way Processing interprets color data. By default, the parameters for fill(), stroke(), background(), and color() are defined by values between 0 and 255 using the RGB color model.

RGB MODE



HSB MODE



colorMode(RGB, r, g, b, a);

colorMode(HSB, h, s, b, a);

The colorMode() function is used to change the numerical range used for specifying colors and to switch color systems (RGB or HSB). RGB uses a mixture of Red, Green and Blue. HSB uses Hue, Saturation and Brightness and is more intuitive for specifying colours. Internally, HSB is converted to RGB by Processing.

For example, calling colorMode(RGB, 255) will specify that values are specified between 0 and 255. The limits for defining colors are altered by se ing the parameters the range of red (r), green(g), blue(b), and alpha(a).

*Use a color selector to find out specific values for a color. Color Selector is simple interface for selecting colors as RGB, HSB, and Hex (web) values.

* Color data type

Creates colors for storing in variables of the color datatype.The parameters are interpreted as RGB or HSB values depending on the current colorMode().

```
c = color(255, 128, 0);
```

In the default RGB mode (range from 0 to 255), color(255, 128, 0) will return a bright orange color (see the first example above).