COLOROBJ

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uses: COLOR

COLOROBJ provides an Interlisp-D imageobject which allows the color to be set on an imagestream. The default image looks like this:

```
Unknown IMAGEOBJ
GETFN:  COLOROBJ.GETFN
```

The color of the object can be changed by middle-clicking on the object.

(COLOROBJ.CREATE Color)   [Function]

Creates a single colorobj. Color is optional and defaults to COLOROBJ.DEFAULT.COLOR.

COLOROBJ.DEFAULT.COLOR   [Variable]

Determines the initial color of a colorobj. Default is RED.