
About the Color Picker Package and System 7.0

The **Color Picker Package** allows you to offer users a standard dialog box for choosing a color. The **Color Picker Package** also provides routines for converting color specifications from one color model to another.

You should be familiar with the material in the **Graphics Overview**, especially the discussion of direct and indexed screen devices. Effective use of the **Color Picker** also requires familiarity with **Color QuickDraw**.

The **Color Picker Package** is available in system 4.1 and later. With system 7.0 or later the **Color Picker** dialog box can be displayed on black-and-white devices.

You need to know about the **Color Picker Package** if your application uses the color system introduced with **Color QuickDraw** (rather than the eight-color system available with the original **QuickDraw**) and you need to solicit color choices from users. If your application limits user selection to a specific list of colors, you may need to construct your own dialog box for color selection using **Palette Manager** routines, because the **Color Picker** allows users to choose colors from the entire range of 48-bit RGB values available with **Color QuickDraw**.

The **Color Picker Package** provides you with a standard way of soliciting a color choice from the user. When your application calls the **GetColor** function, the **Color Picker** presents its dialog box to the user, as shown in the figure below. When the user is satisfied with a chosen color and clicks the **OK** button, **GetColor** returns that color to your application as an RGB value.

The **Color Picker Package** also has utility routines for converting between RGB values and several other color models, and for converting between the fixed integers **Color QuickDraw** uses for RGB colors and the **SmallFract** values the **Color Picker Package** uses with alternate color models.

Color Models describes the color models the **Color Picker Package** works with. **Using the Color Picker Package** explains how to set up and present the **Color Picker** dialog box to users and how to use the conversion facilities.