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**About the Color Picker** Information on the standard color-selection user interface

This topic covers ways to present users with a standard interface for color selection. The **Color Picker Package** also gives users a choice between the hue/saturation/brightness model of color choice and the red/green/blue method. The first is the standard Macintosh model while the second is offered as a convenience for users such as artists, photographers or printers who may be more familiar with alternate color selection methods.

Of itself, the **Color Picker** doesn't alter a monitor's color look-up table and deals only with the application. The application can then apply color changes that will show up on the screen unless the hardware itself is in less than 4-bit mode or is a monochrome monitor.

Direct device hardware duplicates color exactly, while fixed devices show an approximation of the selected colors. On device's with variable color look-up tables, it is the application that decides how closely the displayed color will match the requested color.

The GetColor routine, called from an application, shows the user a dialog box in which the user can select which color to modify and what degree of modification to apply. After the user chooses which color to change, clicking on a color wheel selects hue and saturation together. Choices range from a minimum of zero saturation in the middle of the wheel (where the color shows up as gray) to the outer edge of the wheel where the hues are undiluted with any gray at all. A vertical scroll bar ranges the brightness of the color from bright (top) to dim (bottom). The color wheel/scrollbar set of controls only relate to the hue/saturation/brightness color model. The red/green/blue model is completely controlled by incrementing or decrementing the individual component's values.