**RGB Matcher FAQ**

1. **Why does my Timer go crazy fast?**

*Usually* this happens because you create more than one timer. Is your slider triggering the timer? Recall that every time the slider moves (at all) it triggers an event; there could be multiple events in one complete user drag event.

1. **What is a CGFloat?**

A floating-point type used in the Core Graphics framework. You should be able to use Double everywhere except where a CGFloat is required (and a simple cast will convert: CGFloat(theDouble)).