

aColor

Color

Color class

Key  
instance-of  
→→

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instance ? class

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**hue**

"Return the hue of this color, an angle in the range [0.0..360.0]."

```
| r g b max min span h |  
r _ self privateRed.  
g _ self privateGreen.  
b _ self privateBlue.  
  
max _ ((r max: g) max: b).  
min _ ((r min: g) min: b).  
span _ (max - min) asFloat.  
span = 0.0 ifTrue: [ + 0.0 ].
```

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instance ? class

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**wheel: thisMany**

"Return a collection of thisMany colors evenly spaced around the color wheel."  
"Color showColors: (Color wheel: 12)"

+ Color wheel: thisMany saturation: 0.9 brightness: 0.7