gbg.colors.v1

This source files contains color definitions for GBG corporate design colors and a function to brighten or darken colors.

Libraries: none

Dependencies: none

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Constants:

| **Name** | **Description** |
| --- | --- |
| gbg.colors.MAGENTA.v1 | GBG’s magenta (pink): primary color |
| gbg.colors.GREEN.v1 | GBG’s green: secondary color |
| gbg.colors.GREY.v1 | GBG’s grey: secondary color |

All color definitions are from "G:\Vorlagen\Corporate Design inkl Logos\Corporate Design Handbuch.pdf" (file date: 2019-06-19).

Function “gbg.colors.brighter.v1”. Parameters:

| **Name** | **Values** | **Default** | **Description** |
| --- | --- | --- | --- |
| colors | character scalar or vector | <must be specified> | The color to manipulate. |
| shift | numeric scalar, must not be NA | <must be specified> | The amount of how much the color is manipulated:   * -Inf results in black * Negative values darken the color. Typical value for a darker color is -1. * 0 does not change the color (but converts the coding to RGB) * Positive values produce a lighter color. Typical value for a lighter color is 1. * Inf results in white |

Returns:

A vector of characters, each of the form “#xxxxxx” coding a color in RGB where “x” is a hexadecimal digit. The length of the vector corresponds to the length of parameter colors.

Examples:

# a color similar to GBG’s magenta, but brighter

gbg.colors.brighter.v1(gbg.colors.MAGENTA.v1, 1)

# dark red and dark GBG green

gbg.colors.brighter.v1(c("red", gbg.colors.GREEN.v1), -1)