

hryky::color::Rgb< RedT, GreenT, BlueT, AlphaT >

+ alpha()
+ alpha()
+ blue()
+ blue()
+ green()
+ green()
+ operator!=()
+ operator==()
+ red()
+ red()
+ Rgb()
+ Rgb()

< float >

hryky::color::Rgb< float >

+ alpha()
+ alpha()
+ blue()
+ blue()
+ green()
+ green()
+ operator!=()
+ operator==()
+ red()
+ red()
+ Rgb()
+ Rgb()