Volume uvec3(188, 101, 101)

Image uvec3(90, 127, 183)

Layer uvec3(95, 204, 114)

Mesh uvec3(188, 188, 101)

DataFrame uvec3(153, 76, 0)

BrushingAndLinking uvec3(160, 182, 240)

Rasterization uvec3(80, 160, 160)

TetraMesh uvec3(50, 161, 234)

VTK base color uvec3(102, 102, 153 + 5 * typeId)

Python uvec3(12, 240, 153)

MolecularStructure uvec3(56, 127, 66)

OpenSlideData uvec3(136, 195, 122)

TransferFunction uvec3(55, 66, 77)

Eigen::MatrixXf uvec3(141, 211, 199)

DataFormat color (datatraits.cpp)
red: data type <float: 30, int: 60, unsigned: 90, else 0>
green: # components * 30
blue: size in byte <1: 30, 2: 60, 3: 90, 4: 120, 8: 150, else 0>

float DataFormat uvec3(30, 30, 120)

float16 vec3 DataFormat uvec3(30, 90, 60)

ivec4 DataFormat uvec3(60, 120, 120)

std::filesystem::Path uvec3(129, 149, 33)

JSON uvec3(230, 200, 20)

Buffer uvec3(255, 113, 0)

LightSource uvec3(128,64,196)

PointCloud uvec3(255, 0, 255)

Plane uvec3(225, 174, 225);

SpatialSampler uvec3(153, 0, 76)

IntegralLineSet uvec3(255, 150, 0)