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/**
 * Farbtastic Color Picker 1.2
 * © 2008 Steven Wittens
 *
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 * along with this program; if not, write to the Free Software
 * Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA
 */

jQuery.fn.farbtastic = function (callback) {
    $.farbtastic(this, callback);
    return this;
};

jQuery.farbtastic = function (container, callback) {
    var container = $(container).get(0);
    return container.farbtastic || (container.farbtastic = new jQuery._farbtastic(container, callback));
};

jQuery._farbtastic = function (container, callback) {
    // Store farbtastic object
    var fb = this;

    // Insert markup
    $(container).html('<div class="farbtastic"><div class="color"></div><div class="wheel"></div></div>');
    var e = $('.farbtastic', container);
    fb.wheel = $('.wheel', container).get(0);
    // Dimensions
    fb.radius = 84;
    fb.square = 100;
    fb.width = 194;

    // Fix background PNGs in IE6
    if (navigator.appVersion.match(/MSIE [0-6]\./)) {
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$( '*', e).each(function () {
    if (this.currentStyle.backgroundImage != 'none') {
        var image = this.currentStyle.backgroundImage;
        image = this.currentStyle.backgroundImage.substring(5, image.length - 2);
        $(this).css({
            'backgroundImage': 'none',
            'filter': "progid:DXImageTransform.Microsoft.AlphaImageLoader(enabled=true, s
        });
    }
});
}

/**
 * Link to the given element(s) or callback.
 */
fb.linkTo = function (callback) {
    // Unbind previous nodes
    if (typeof fb.callback == 'object') {
        $(fb.callback).unbind('keyup', fb.updateValue);
    }

    // Reset color
    fb.color = null;

    // Bind callback or elements
    if (typeof callback == 'function') {
        fb.callback = callback;
    }
    else if (typeof callback == 'object' || typeof callback == 'string') {
        fb.callback = $(callback);
        fb.callback.bind('keyup', fb.updateValue);
        if (fb.callback.get(0).value) {
            fb.setColor(fb.callback.get(0).value);
        }
    }
    return this;
}
fb.updateValue = function (event) {
    if (this.value && this.value != fb.color) {
        fb.setColor(this.value);
    }
}

/**
 * Change color with HTML syntax #123456
 */
fb.setColor = function (color) {
    var unpack = fb.unpack(color);
    if (fb.color != color && unpack) {
        fb.color = color;
    }
}

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        fb.rgb = unpack;
        fb.hsl = fb.RGBToHSL(fb.rgb);
        fb.updateDisplay();
    }
    return this;
}

/**
 * Change color with HSL triplet [0..1, 0..1, 0..1]
 */
fb.setHSL = function (hsl) {
    fb.hsl = hsl;
    fb.rgb = fb.HSLToRGB(hsl);
    fb.color = fb.pack(fb.rgb);
    fb.updateDisplay();
    return this;
}

////////////////////////////////////

/**
 * Retrieve the coordinates of the given event relative to the center
 * of the widget.
 */
fb.widgetCoords = function (event) {
    var x, y;
    var el = event.target || event.srcElement;
    var reference = fb.wheel;

    if (typeof event.offsetX != 'undefined') {
        // Use offset coordinates and find common offsetParent
        var pos = { x: event.offsetX, y: event.offsetY };

        // Send the coordinates upwards through the offsetParent chain.
        var e = el;
        while (e) {
            e.mouseX = pos.x;
            e.mouseY = pos.y;
            pos.x += e.offsetLeft;
            pos.y += e.offsetTop;
            e = e.offsetParent;
        }

        // Look for the coordinates starting from the wheel widget.
        var e = reference;
        var offset = { x: 0, y: 0 }
        while (e) {
            if (typeof e.mouseX != 'undefined') {
                x = e.mouseX - offset.x;
                y = e.mouseY - offset.y;
            }
        }
    }
}

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        break;
    }
    offset.x += e.offsetLeft;
    offset.y += e.offsetTop;
    e = e.offsetParent;
}

// Reset stored coordinates
e = e1;
while (e) {
    e.mouseX = undefined;
    e.mouseY = undefined;
    e = e.offsetParent;
}
}
else {
    // Use absolute coordinates
    var pos = fb.absolutePosition(reference);
    x = (event.pageX || 0*(event.clientX + $('html').get(0).scrollLeft)) - pos.x;
    y = (event.pageY || 0*(event.clientY + $('html').get(0).scrollTop)) - pos.y;
}
// Subtract distance to middle
return { x: x - fb.width / 2, y: y - fb.width / 2 };
}

/**
 * Mousedown handler
 */
fb.mousedown = function (event) {
    // Capture mouse
    if (!document.dragging) {
        $(document).bind('mousemove', fb.mousemove).bind('mouseup', fb.mouseup);
        document.dragging = true;
    }

    // Check which area is being dragged
    var pos = fb.widgetCoords(event);
    fb.circleDrag = Math.max(Math.abs(pos.x), Math.abs(pos.y)) * 2 > fb.square;

    // Process
    fb.mousemove(event);
    return false;
}

/**
 * Mousemove handler
 */
fb.mousemove = function (event) {
    // Get coordinates relative to color picker center
    var pos = fb.widgetCoords(event);

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// Set new HSL parameters
if (fb.circleDrag) {
    var hue = Math.atan2(pos.x, -pos.y) / 6.28;
    if (hue < 0) hue += 1;
    fb.setHSL([hue, fb.hsl[1], fb.hsl[2]]);
}
else {
    var sat = Math.max(0, Math.min(1, -(pos.x / fb.square) + .5));
    var lum = Math.max(0, Math.min(1, -(pos.y / fb.square) + .5));
    fb.setHSL([fb.hsl[0], sat, lum]);
}
return false;
}

/**
 * Mouseup handler
 */
fb.mouseup = function () {
    // Uncapture mouse
    $(document).unbind('mousemove', fb.mousemove);
    $(document).unbind('mouseup', fb.mouseup);
    document.dragging = false;
}

/**
 * Update the markers and styles
 */
fb.updateDisplay = function () {
    // Markers
    var angle = fb.hsl[0] * 6.28;
    $('.h-marker', e).css({
        left: Math.round(Math.sin(angle) * fb.radius + fb.width / 2) + 'px',
        top: Math.round(-Math.cos(angle) * fb.radius + fb.width / 2) + 'px'
    });

    $('.sl-marker', e).css({
        left: Math.round(fb.square * (.5 - fb.hsl[1]) + fb.width / 2) + 'px',
        top: Math.round(fb.square * (.5 - fb.hsl[2]) + fb.width / 2) + 'px'
    });

    // Saturation/Luminance gradient
    $('.color', e).css('backgroundColor', fb.pack(fb.HSLToRGB([fb.hsl[0], 1, 0.5])));

    // Linked elements or callback
    if (typeof fb.callback == 'object') {
        // Set background/foreground color
        $(fb.callback).css({
            backgroundColor: fb.color,
            color: fb.hsl[2] > 0.5 ? '#000' : '#fff'
        });
    }
}

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    });

    // Change linked value
    $(fb.callback).each(function() {
        if (this.value && this.value != fb.color) {
            this.value = fb.color;
        }
    });
}
else if (typeof fb.callback == 'function') {
    fb.callback.call(fb, fb.color);
}
}

/**
 * Get absolute position of element
 */
fb.absolutePosition = function (el) {
    var r = { x: el.offsetLeft, y: el.offsetTop };
    // Resolve relative to offsetParent
    if (el.offsetParent) {
        var tmp = fb.absolutePosition(el.offsetParent);
        r.x += tmp.x;
        r.y += tmp.y;
    }
    return r;
};

/* Various color utility functions */
fb.pack = function (rgb) {
    var r = Math.round(rgb[0] * 255);
    var g = Math.round(rgb[1] * 255);
    var b = Math.round(rgb[2] * 255);
    return '#' + (r < 16 ? '0' : '') + r.toString(16) +
        (g < 16 ? '0' : '') + g.toString(16) +
        (b < 16 ? '0' : '') + b.toString(16);
}

fb.unpack = function (color) {
    if (color.length == 7) {
        return [parseInt('0x' + color.substring(1, 3)) / 255,
            parseInt('0x' + color.substring(3, 5)) / 255,
            parseInt('0x' + color.substring(5, 7)) / 255];
    }
    else if (color.length == 4) {
        return [parseInt('0x' + color.substring(1, 2)) / 15,
            parseInt('0x' + color.substring(2, 3)) / 15,
            parseInt('0x' + color.substring(3, 4)) / 15];
    }
}

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fb.HSLToRGB = function (hsl) {
  var m1, m2, r, g, b;
  var h = hsl[0], s = hsl[1], l = hsl[2];
  m2 = (l <= 0.5) ? l * (s + 1) : l + s - l*s;
  m1 = l * 2 - m2;
  return [this.hueToRGB(m1, m2, h+0.33333),
    this.hueToRGB(m1, m2, h),
    this.hueToRGB(m1, m2, h-0.33333)];
}

fb.hueToRGB = function (m1, m2, h) {
  h = (h < 0) ? h + 1 : ((h > 1) ? h - 1 : h);
  if (h * 6 < 1) return m1 + (m2 - m1) * h * 6;
  if (h * 2 < 1) return m2;
  if (h * 3 < 2) return m1 + (m2 - m1) * (0.66666 - h) * 6;
  return m1;
}

fb.RGBToHSL = function (rgb) {
  var min, max, delta, h, s, l;
  var r = rgb[0], g = rgb[1], b = rgb[2];
  min = Math.min(r, Math.min(g, b));
  max = Math.max(r, Math.max(g, b));
  delta = max - min;
  l = (min + max) / 2;
  s = 0;
  if (l > 0 && l < 1) {
    s = delta / (l < 0.5 ? (2 * l) : (2 - 2 * l));
  }
  h = 0;
  if (delta > 0) {
    if (max == r && max != g) h += (g - b) / delta;
    if (max == g && max != b) h += (2 + (b - r) / delta);
    if (max == b && max != r) h += (4 + (r - g) / delta);
    h /= 6;
  }
  return [h, s, l];
}

// Install mousedown handler (the others are set on the document on-demand)
$('*', e).mousedown(fb.mousedown);

// Init color
fb.setColor('#000000');

// Set linked elements/callback
if (callback) {
  fb.linkTo(callback);
}

```

}



Desktop version