Class

NSColorWell

A control that displays a color value and lets the user change that color value.

macOS

```
@MainActor
class NSColorWell
```

Overview

An NSColorWell object lets people select colors from your interface. Incorporate this type of control if your app supports custom color selection. For example, a drawing app might include a color well to let someone choose the color to use when drawing. A color well control displays the currently selected color, and interactions with the color well display interfaces for selecting new colors.

When you create a color well programmatically or in Interface Builder, specify the appearance and interaction style you want. The color well supports color selection using a color picker popover or the system NSColorPanel object. When someone selects a new color in one of these interfaces, the color well updates its selected color to match. You can also provide your own color selection process using a custom action and update the color yourself.

Topics

Creating a color well

convenience **init**(style: NSColorWell.Style)

Creates a color well that adopts the specified appearance style.

Managing the selected color

`var color: NSColor`

The currently selected color for the color well.

`func takeColorFrom(Any?)`

Changes the currently selected color to the color of the specified object.

`var supportsAlpha: Bool`

A Boolean value that determines whether the color picker supports alpha values.

Supporting high dynamic range (HDR) colors

`var maximumLinearExposure: CGFloat`

The maximum linear exposure a color in this color well can be set to. Defaults to 1 and ignores any value less than 1. If set to a value >= 2, the color picked for this well may have a linear exposure applied to it.

Configuring the appearance

`var colorWellStyle: NSColorWell.Style`

The appearance and interaction style to apply to the color well.

`enum Style`

Constants that specify the appearance and interaction modes for a color well.

`var image: NSImage?`

The image to display on the button portion of a color well that adopts the expanded style.

~~`var isBordered: Bool`~~

A Boolean value that determines whether the color well has a border.

Deprecated

Activating and deactivating color wells

`func activate(Bool)`

Activates the color well, displays the color panel, and synchronizes the two UI elements.

```
var isActive: Bool
```
A Boolean value that indicates whether the color well is currently active.

```
func deactivate()
```
Deactivates the color well.

Drawing color wells

```
func drawWell(inside: NSRect)
```
Draws the area inside the color well at the specified location without drawing borders.

Customizing the color selection behavior

```
var pulldownAction: Selector?
```
The action to perform when someone clicks in the color area of the color well.

```
var pulldownTarget: AnyObject?
```
The target object that defines the action you want to perform when someone interacts with the color well.

Relationships

Inherits From

```
NSControl
```

Conforms To

```
CVarArg
CustomDebugStringConvertible
CustomStringConvertible
Equatable
Hashable
NSAccessibilityElementProtocol
NSAccessibilityProtocol
NSAnimatablePropertyContainer
NSAppearanceCustomization
NSCoding
```

NSDraggingDestination
NSObjectProtocol
NSStandardKeyBindingResponding
NSTouchBarProvider
NSUserActivityRestoring
NSUserInterfaceItemIdentification
Sendable
SendableMetatype

See Also

Color Selection

class `NSColorPicker`

An abstract superclass that implements the default color picking protocol.

class `NSColorPickerTouchBarItem`

A bar item that provides a system-defined color picker.