Color

+ mU32
+ r
+ g
+ b
+ a
+ @2
+ r
+ g
+ b
+ a
+ sRed
+ sYellow
+ sPurple
+ sOrange
+ sWhite

+ Color()
+ Color()
+ operator=()
+ Color()
+ Color()
+ Color()
+ operator==()
+ operator!=()
+ GetUInt32()
+ operator()()
+ operator()()
+ ToVec4()
+ GetIntensity()
+ sGetDistinctColor()

+sBlack
+sBlue
+sCyan
+sDarkBlue
+sDarkGreen
+sDarkOrange
+sDarkRed
+sGreen
+sGrey
+sLightGrey
...