
HSLColor structure

#include <Picker.h>

typedef struct HSLColor {	<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>SmallFract</u> hue;	2	0	Fraction of circle, red at 0
<u>SmallFract</u> saturation;	2	2	0-1, 0 for gray, 1 for pure color
<u>SmallFract</u> lightness;	2	4	0-1, 0 for black, 1 for white
} HSLColor ;	6		

Notes: For developmental simplicity in switching between the HLS and HSVmodels, HLS is reordered into HSL. Thus both models start with hue and saturation values; value/lightness/brightness is last.