HSVColor   structure

#include <Picker.h>

typedef struct **HSVColor** {		Size	Offset	Description
SmallFract	hue;	2	0	Fraction of circle, red at 0
SmallFract	saturation;	2	2	0-1, 0 for gray, 1 for pure color
SmallFract	value;	2	4	0-1, 0 for black, 1 for max intensity
} HSVColor;		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.