```
#define TFT_WHITE          0xFFFF       /* 255, 255, 255 */
#define TFT_BLACK          0x0000       /*   0,   0,   0 */
#define TFT_NAVY           0x000F       /*   0,   0, 128 */
#define TFT_DARKGREEN      0x03E0       /*   0, 128,   0 */
#define TFT_DARKCYAN       0x03EF       /*   0, 128, 128 */
#define TFT_MAROON         0x7800       /* 128,   0,   0 */
#define TFT_PURPLE         0x780F       /* 128,   0, 128 */
#define TFT_OLIVE          0x7BE0       /* 128, 128,   0 */
#define TFT_LIGHTGREY      0xD69A       /* 211, 211, 211 */
#define TFT_DARKGREY       0x7BEF       /* 128, 128, 128 */
#define TFT_BLUE           0x001F       /*   0,   0, 255 */
#define TFT_GREEN          0x07E0       /*   0, 255,   0 */
#define TFT_CYAN           0x07FF       /*   0, 255, 255 */
#define TFT_RED            0xF800       /* 255,   0,   0 */
#define TFT_MAGENTA        0xF81F       /* 255,   0, 255 */
#define TFT_YELLOW         0xFFE0       /* 255, 255,   0 */
#define TFT_ORANGE         0xFDA0       /* 255, 180,   0 */
#define TFT_GREENYELLOW    0xB7E0       /* 180, 255,   0 */
#define TFT_PINK           0xFE19       /* 255, 192, 203 */
#define TFT_BROWN          0x9A60       /* 150,  75,   0 */
#define TFT_GOLD           0xFEA0       /* 255, 215,   0 */
#define TFT_SILVER         0xC618       /* 192, 192, 192 */
#define TFT_SKYBLUE        0x867D       /* 135, 206, 235 */
#define TFT_VIOLET         0x915C       /* 180,  46, 226 */
```