## hexToRgb(hexValue) 儲存至變數hexValue hexValue=#ffffff R色塊 **HEX** input R input rgbToHex(r, g, b) G input hexOutput(hexValue) B色塊 B input settingToRGBinput(r, g, b) rgbOutput(r,g,b) HEX 色塊 rgbSetting = {r:0,g:0,b:0} R色塊 R slider 儲存 G slider setting oRGBslider(r, g, b) B slider B色塊 advanceRgbOutput(r, g, b)