



Volume::COLOR\_CODE = uvec3(188, 101, 101)



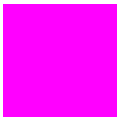
Image::COLOR\_CODE = uvec3(90, 127, 183)



Buffer::COLOR\_CODE = uvec3(255, 113, 0)



LightSource::COLOR\_CODE = uvec3(128, 64, 196)



PointCloud::COLOR\_CODE = uvec3(255, 0, 255)



Plane::COLOR\_CODE = uvec3(225, 174, 225);



Mesh::COLOR\_CODE = uvec3(188, 188, 101)



OpenSlideData::COLOR\_CODE = uvec3(136, 195, 122)