

## Connecting the ColorPicker Dialog

Now that we have a dialog, we also need an input to show the current color:

**Commit 9e9c02f: Add a simple ColorPickerButton**

**common/components/ColorPickerButton.jsx**

```
import React from "react";

import {Button} from "semantic-ui-react";

const ColorPickerButton = ({value, onClick, disabled=false}) => {
  return (
    <Button
      type="button"
      style={{padding: "4px", margin: 0}}
      disabled={disabled}
      onClick={onClick}
    >
      <div
        style={{
          width : 30,
          height : 15,
          backgroundColor : value
        }}
      />
    </Button>
  )
}

export default ColorPickerButton;
```

We take a standard SUI-React `Button`, and put a `<div>` in the middle to show the current color value.

We also need to actually add a color value to our store, and can use the

`ColorPickerButton` to show that:

**Commit 80349bc: Add color field to unit info sample data and reducer**

[features/unitInfo/unitInfoReducer.js](#)

```
const initialState = {
  name : "N/A",
  affiliation : "",
+ color : "blue"
};
```

[features/unitInfo/UnitInfo/UnitInfo.jsx](#)

```
import FormEditWrapper from "common/components/FormEditWrapper";
+import ColorPickerButton from "common/components/ColorPickerButton";

// skip ahead

render() {
  const {unitInfo, updateUnitInfo} = this.props;
-  const {name, affiliation} = unitInfo;
+  const {name, affiliation, color} = unitInfo;

  return (
    <Segment attached="bottom">

// skip ahead
+      <Form.Field name="color">
+        <label>Color</label>
+        <ColorPickerButton value={color} />
+      </Form.Field>
    </Form>
  </Segment>
```

We should now see our `ColorPickerButton` onscreen:

Project Mini-Mek				
Unit Info	Pilots	Mechs	Unit Organization	Tools
<div>Unit Name</div> <div>N/A</div> <div>Affiliation</div> <div></div>				

And finally, we need to hook up the `ColorPickerDialog` so that it is shown when we click the `ColorPickerButton`. While we're at it, let's move the two color components into a separate subfolder so that we also have a place to put some Redux-related files:

**Commit 88b3eb5: Move ColorPicker components into a separate folder**

**Commit cd7dbc2: Connect UnitInfo color button to show the ColorPickerDialog**

### `common/components/ColorPicker/colorPickerActions.js`

```
import {
  openModal
} from "features/modals/modalActions";

export function showColorPicker(initialColor) {
  return openModal("ColorPickerDialog", {color : initialColor});
}
```

### `features/unitInfo/UnitInfo.jsx`

```
import {getValueFromEvent} from "common/utils/clientUtils";
+import {showColorPicker} from "common/components/ColorPicker/colorPickerA
ctions";

import {selectUnitInfo} from "./unitInfoSelectors";
import {updateUnitInfo} from "./unitInfoActions";

const actions = {
  updateUnitInfo,
+  showColorPicker,
};

// skip ahead

+  onColorClicked = () => {
```

```

+       this.props.showColorPicker(this.props.unitInfo.color);
+   }

  render() {
    const {unitInfo, updateUnitInfo} = this.props;

// skip ahead

        <Form.Field name="color">
          <label>Color</label>
-          <ColorPickerButton value={color} />
+          <ColorPickerButton
+            value={color}
+            onClick={this.onColorClicked}
+          />
        </Form.Field>

```

And with that, clicking on the color button in the Unit Info tab should now show our color picker with the current color that's in the store. Progress!