RGBA Color Codes
Posted by keithy397 - 2010/06/08 02:45

Is there some kind of swatch or graph or similar I can refer to so I can cut out the trial and error when it comes to altering the text color codes in the skin?

Or, is there something that also explains the RGBA color code used in the Rainlendar skins.

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Re: RGBA Color Codes
Posted by Rainy - 2010/06/08 08:53

There are probably a million websites which explain the RGB colors (the A is transparency). Here's one of the first hits from Google: http://www.tayloredmktg.com/rgb/

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Re: RGBA Color Codes
Posted by keithy397 - 2010/06/08 12:12

I did do a good search Rainy but things were not adding up. Everywhere I looked the RGB codes were all 3 sets of 3 numbers, eg: 200-200-200. My understanding of the transparency (RGBa) was 0 - 1.0 eg: 200-200-200-0.4

However, Rainlendars colors are depicted thus:

Am I missing something, could you explain please?

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Re: RGBA Color Codes
Posted by Rainy - 2010/06/09 06:12

The A (alpha) is a value from 0 (fully transparent) to 255 (opaque).

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Re: RGBA Color Codes
Posted by keithy397 - 2010/06/09 09:16

I must have misread the Alpha part but I'm still a little confused.

If the code is depicted thus:
R.....G.....B.....A
100-100-100-50

Am I correct in thinking the last (or fourth) set of digits is the transparency/opacity code and the first 3 (RGB) the color code?

I ask because I tested the colors in Rainlendar with just 3 sets of digits and it worked ok.

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Re:RGBA Color Codes

Posted by Archange - 2010/06/11 09:03

255,255,255,255
Red,Green,Blue,Alpha

* you must put a , not a - between numbers.

Ex: Green is : 0,255,30,255

Remember the last numbers are for the transparency...255 being opaque.

Sheers :)

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Re:RGBA Color Codes

Posted by keithy397 - 2010/06/11 12:46

Eureka!!

Time to play!

Thanks guys

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