

# cColor

## Constructors

Constructor	Description
cColor()	Creates a color with a default value of opaque black.
cColor(float, float)	Creates a color with the first parameter given to all the RGB values (the color will be a shade of grey) and the second parameter given to the alpha channel.
cColor(float, float, float)	Creates an opaque color using the given values as RGB data.
cColor(float, float, float, float)	Creates a color using the given values as RGBA data.

## Fields

Field Name	Type	Description
r	float	The value of the red channel.
g	float	The value of the green channel.
b	float	The value of the blue channel.
a	float	The value of the alpha channel.

## Functions

Return Type	Function Name	Parameters	Description
<a href="#">cColor</a>	ToLinearSpace	const float afPower, const bool abCorrectAlpha, const	Returns the color converted into the linear space.
<a href="#">cColor</a>	ToSRGB	const bool abCorrectAlpha, const	Returns the color converted into the <a href="#">sRGB</a> space.

## Remarks

Color channel values are stored using a 0.0 - 1.0 range, where 0.0 is equal to 0 and 1.0 is equal to 255.

Read [this post on StackOverflow](#) for an explanation on the differences between the linear color space and the sRGB color space.

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