
Subject: Re: Some new functions

Posted by [dolik.rce](#) on Sat, 20 Nov 2010 23:40:08 GMT

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koldo wrote on Sun, 21 November 2010 00:05Just some more ...

...

```
Color RandomColor() {  
    int num = Random();  
    return Color(num&0xFF, (num&0xFF00)>>8, (num&0xFF0000)>>16);  
}
```

Just some more comments

```
Color RandomColor() {Color(Random(),0);}
```

BTW: Color BW() is useful sometimes, but it might deserve bit more readable name. What about ToGrayscale() ?

Honza

EDIT: Now I see conversion to grayscale is already available in Core: int Grayscale(const Color& c)

```
{  
    return (77 * c.GetR() + 151 * c.GetG() + 28 * c.GetB()) >> 8;  
}
```
