
Subject: Named HTML Colors [FEATURE REQUEST].
Posted by [pveach1](#) on Mon, 24 Aug 2009 16:59:46 GMT
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Graphics Package should include named HTML colors for easy use.
Possibly with RGBA attribute

```
namespace draw
{
    enum colors
    {
        AliceBlue = 0xF0F8FF;
        AntiqueWhite = 0xFAEBD7;
        Aqua = 0x00FFFF;
        Aquamarine = 0x7FFFD4;
        Azure = 0xF0FFFF;
        Beige = 0xF5F5DC;
        Bisque = 0xFFE4C4;
        Black = 0x000000;
        BlanchedAlmond = 0xFFEBCD;
        Blue = 0x0000FF;
        BlueViolet = 0x8A2BE2;
        Brown = 0xA52A2A;
        BurlyWood = 0xDEB887;
        CadetBlue = 0x5F9EA0;
        Chartreuse = 0x7FFF00;
        Chocolate = 0xD2691E;
        Coral = 0xFF7F50;
        CornflowerBlue = 0x6495ED;
        Cornsilk = 0xFFFF8DC;
        Crimson = 0xDC143C;
        Cyan = 0x00FFFF;
        DarkBlue = 0x00008B;
        DarkCyan = 0x008B8B;
        DarkGoldenRod, = 0xB8860B;
        DarkGray = 0xA9A9A9;
        DarkGreen = 0x006400;
        DarkKhaki = 0xBDB76B;
        DarkMagenta = 0x8B008B;
        DarkOliveGreen = 0x556B2F;
        Darkorange = 0xFF8C00;
        DarkOrchid = 0x9932CC;
        DarkRed = 0x8B0000;
        DarkSalmon = 0xE9967A;
        DarkSeaGreen = 0x8FBC8F;
        DarkSlateBlue = 0x483D8B;
        DarkSlateGray = 0x2F4F4F;
```

DarkTurquoise = 0x00CED1;
DarkViolet = 0x9400D3;
DeepPink = 0xFF1493;
DeepSkyBlue = 0x00BFFF;
DimGray = 0x696969;
DodgerBlue = 0x1E90FF;
FireBrick = 0xB22222;
FloralWhite = 0xFFFFAF0;
ForestGreen = 0x228B22;
Fuchsia = 0xFF00FF;
Gainsboro = 0xDCDCDC;
GhostWhite = 0xF8F8FF;
Gold = 0xFFD700;
GoldenRod = 0xDAA520;
Gray = 0x808080;
Green = 0x008000;
GreenYellow = 0xADFF2F;
HoneyDew = 0xF0FFF0;
HotPink = 0xFF69B4;
IndianRed = 0xCD5C5C;
Indigo = 0x4B0082;
Ivory = 0xFFFFF0;
Khaki = 0xF0E68C;
Lavender = 0xE6E6FA;
LavenderBlush = 0xFFF0F5;
LawnGreen = 0x7CFC00;
LemonChiffon = 0xFFFFACD;
LightBlue = 0xADD8E6;
LightCoral = 0xF08080;
LightCyan = 0xE0FFFF;
LightGoldenRodYellow = 0xFAFAD2;
LightGrey = 0xD3D3D3;
LightGreen = 0x90EE90;
LightPink = 0xFFB6C1;
LightSalmon = 0xFFA07A;
LightSeaGreen = 0x20B2AA;
LightSkyBlue = 0x87CEFA;
LightSlateGray = 0x778899;
LightSteelBlue = 0xB0C4DE;
LightYellow = 0xFFFFE0;
Lime = 0x00FF00;
LimeGreen = 0x32CD32;
Linen = 0xFAF0E6;
Magenta = 0xFF00FF;
Maroon = 0x800000;
MediumAquaMarine = 0x66CDAA;
MediumBlue = 0x0000CD;
MediumOrchid = 0xBA55D3;

MediumPurple = 0x9370D8;
MediumSeaGreen = 0x3CB371;
MediumSlateBlue = 0x7B68EE;
MediumSpringGreen = 0x00FA9A;
MediumTurquoise = 0x48D1CC;
MediumVioletRed = 0xC71585;
MidnightBlue = 0x191970;
MintCream = 0xF5FFFA;
MistyRose = 0xFFE4E1;
Moccasin = 0xFFE4B5;
NavajoWhite = 0xFFDEAD;
Navy = 0x000080;
OldLace = 0xFDF5E6;
Olive = 0x808000;
OliveDrab = 0x6B8E23;
Orange = 0xFFA500;
OrangeRed = 0xFF4500;
Orchid = 0xDA70D6;
PaleGoldenRod = 0xEEE8AA;
PaleGreen = 0x98FB98;
PaleTurquoise = 0xAFEEEE;
PaleVioletRed = 0xD87093;
PapayaWhip = 0xFFEFD5;
PeachPuff = 0xFFDAB9;
Peru = 0xCD853F;
Pink = 0xFFC0CB;
Plum = 0xDDA0DD;
PowderBlue = 0xB0E0E6;
Purple = 0x800080;
Red = 0xFF0000;
RosyBrown = 0xBC8F8F;
RoyalBlue = 0x4169E1;
SaddleBrown = 0x8B4513;
Salmon = 0xFA8072;
SandyBrown = 0xF4A460;
SeaGreen = 0x2E8B57;
SeaShell = 0xFFFF5EE;
Sienna = 0xA0522D;
Silver = 0xC0C0C0;
SkyBlue = 0x87CEEB;
SlateBlue = 0x6A5ACD;
SlateGray = 0x708090;
Snow = 0xFFFFAFA;
SpringGreen = 0x00FF7F;
SteelBlue = 0x4682B4;
Tan = 0xD2B48C;
Teal = 0x008080;
Thistle = 0xD8BFD8;

```
Tomato = 0xFF6347;
Turquoise = 0x40E0D0;
Violet = 0xEE82EE;
Wheat = 0xF5DEB3;
White = 0xFFFFFFFF;
WhiteSmoke = 0xF5F5F5;
Yellow = 0xFFFF00;
YellowGreen = 0x9ACD32;
}
}
```

Subject: Re: Named HTML Colors [FEATURE REQUEST].
Posted by [mirek](#) on Mon, 24 Aug 2009 18:38:09 GMT
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Actually, Color is defined in Core. But I guess, using a little C++ magic, we can make this work without actually requiring any data...

Like

```
struct HtmlColor {
    enum Value {
        ... your list here
    }
};

class Color {
    .....
    Color(HtmlColor::Value x);
};
```

What do you think?

Mirek
