

id)getCyan:(float *)cyan
magenta:(float *)magenta
yellow:(float *)yellow
black:(float *)black
alpha:(float *)alpha

Returns the CMYK and alpha values in the respective arguments. If NULL is passed in as an argument, the method doesn't set that value. It's an error if the receiver isn't a CMYK color.

id)getHue:(float *)hue
saturation:(float *)saturation
brightness:(float *)brightness
alpha:(float *)alpha

Returns the HSB and alpha values in the respective arguments. If NULL is passed in as an argument, the method doesn't set that value. It's an error if the receiver isn't a CMYK color.

id)getRed:(float *)red
green:(float *)green
blue:(float *)blue
alpha:(float *)alpha

Returns the RGB and alpha values in the respective arguments. If NULL is passed in as an argument, the method doesn't set that value. It's an error if the receiver isn't a CMYK color.

id)getWhite:(float *)white
alpha:(float *)alpha

Returns the grayscale and alpha values in the respective arguments. If NULL is passed in as an argument, the method doesn't set that value. It's an error if the receiver isn't a CMYK color.

alphaComponent

Returns the alpha (opacity) component (1.0 by default).

	NSNamedColorSpace.
<code>-(float)cyanComponent</code>	Returns the cyan component. It's an error if the receiver is not an NSColor.
<code>-(float)greenComponent</code>	Returns the green component. It's an error if the receiver is not an NSColor.
<code>-(float)hueComponent</code>	Returns the hue component of the HSB color equivalent to the receiver. It's an error if the receiver isn't an RGB color.
<code>-(NSString *)localizedCatalogNameComponent</code>	Like <code>catalogNameComponent</code> , but returns a localized string.
<code>-(NSString *)localizedColorNameComponent</code>	Like <code>colorNameComponent</code> , but returns a localized string.
<code>-(float)magentaComponent</code>	Returns the magenta component. It's an error if the receiver is not an NSColor.
<code>-(float)redComponent</code>	Returns the red component. It's an error if the receiver is not an NSColor.
<code>-(float)saturationComponent</code>	Returns the saturation component of the HSB color equivalent to the receiver. It's an error if the receiver isn't an RGB color.
<code>-(float)whiteComponent</code>	Returns the white component. It's an error if the receiver is not an NSColor.
<code>-(float)yellowComponent</code>	Returns the yellow component. It's an error if the receiver is not an NSColor.
<code>-(NSString *)colorSpaceName</code>	Returns the name of the NSColor's color space.
<code>-(NSColor *)colorUsingColorSpaceName:(NSString *)colorSpace</code>	Returns a newly created NSColor whose color is the same as the receiver's except that the new NSColor is in the color space named <code>colorSpace</code> . This method calls <code>colorUsingColorSpaceName:device:</code> with <code>device</code> set to <code>NSDeviceDescriptionKeyCurrentDevice</code> indicating that the color is appropriate for the current device (the current window if drawing, or the current printer if printing).
<code>-(NSColor *)colorUsingColorSpaceName:(NSString *)colorSpace device:(NSDictionary *)deviceDescription</code>	Returns a newly created NSColor whose color is the same as the receiver's except that the new NSColor is in the color space named <code>colorSpace</code> and is specific to the device described by <code>deviceDescription</code> .
<code>-(NSColor *)blendedColorWithFraction:(float)fraction ofColor:(NSColor *)aColor</code>	Returns a newly created NSColor in NSCalibratedRGBColorSpace whose component values are a weighted sum of the receiver's and <code>aColor</code> 's. This method converts <code>aColor</code> and a copy of the receiver to RGB. The alpha component of the returned color is fraction of <code>aColor</code> 's alpha component of the receiver's. If the colors can't be converted to NSCalibratedRGBColorSpace, nil is returned.
<code>-(NSColor *)colorWithAlphaComponent:(float)alpha</code>	Returns a newly created NSColor that has the same color as the receiver, except that its alpha component is <code>alpha</code> . If the receiver's color space doesn't include an alpha component, nil is returned.

id)set

Sets the color of subsequent PostScript drawing to the color represented by the `color` argument. If the application is drawing to the screen rather than a printer, the `alpha` argument is ignored. If the `alpha` method also sets the current drawing context's alpha value to the value returned by `alphaComponent`.