Color Pickers

   "Color Picker" controls are a special case of pop-up resource lists (described above in "Pop-Up Palettes" topic).   The primary purpose of such controls is to provide the user with a simple way to pick an RGB color, although they can also be used to display static colors that are not user-selectable.
   Color Picker controls must be linked to clut 1310, and have their "content" color defined (via ViewIt's Style menu).   (This contrasts with other clut-based pop-ups that can be linked to any clut and do not make use of the control's content color.)   If they are also type "List or Menu" (versus "Static"), then the control's content color will be user-selectable via a pop-up palette and the Color Picker dialog.

Operation

   Color Picker controls always display the control's current content color within the content area of the control.   If the control is clicked (and is type "List or Menu"), then the Color Picker dialog is opened so that the user can select a new control content color.   If the control is clicked and the mouse button is held down, then a palette is popped up showing the colors of the current program-wide color palette. Choosing a color from this palette also results in resetting the control's content color.
   If the program does not have a program-wide palette (most FaceIt-based programs do), then only the Color Picker is displayed when the control is hit.   If Color QuickDraw is not supported, then neither the palette nor the Picker dialog is displayed, and the user will not be able to change the control's color.
   If the current program-wide palette is changed via the UtilIt command SetPal2, then the popped-up palette will display the new program palette.   When operating on a 2 to 8-bit deep monitor, the program palette determines the colors that can be shown on the monitor, and a pop-up palette is a good way to choose one of these colors.   With deeper screens, the pop-up palette will not show all of the displayable colors, but can still serve as a quick way to choose colors.

Data Linking

   Unlike simple clut-based pop-ups that base data linking on the standard control Value, color picker controls base linking on the control's content color.   Thus color picker controls should be linked to 6-byte RGB-type program variables (data type = 9) for use with GetVal or SetVal.   You can also get the current content color of any control (after calling GetCtl) by passing the control's color table handle to GetFgC:
 FaceIt(nil,GetFgC,0,-2,ord(cColors),2);
where "2" is the part number corresponding to the control's content, and the color is returned in uRGB.

Limitations

   No support for control colors other than frame, body, & content.   No support for hand scrolling.