# NSColorPicker

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| **Inherits From:** | NSObject |
| **Conforms To:** | NSColorPickingDefault |
| **Declared In:** | appkit/NSColorPicker.h |

## Initializing an NSColorPicker

- (id)**initWithPickerMask:**(int)*aMask* **colorPanel:**(NSColorPanel *)*colorPanel*

Initializes the receiver for the specified mask and color panel, caching the *colorPanel* value so it can later be returned by the **colorPanel** method.

## Getting the Color Panel

- (NSColorPanel *)**colorPanel**

Returns the NSColorPanel that owns this NSColorPicker.

## Adding Button Images

- (void)**insertNewButtonImage:**(NSImage *)*newImage* **in:**(NSButtonCell *)*newButtonCell*

Called by the color panel to insert a new image into the specified cell. Override this method to customize *newImage* before insertion in *newButtonCell*.

- (NSImage *)**provideNewButtonImage**

Returns the button image for the color picker. The color panel will place this image in the mode button that the user uses to select this picker. (This is the same image that the color panel uses as an argument when sending the **insertNewButtonImage:in:** message.) The default implementation looks in the color picker's bundle for a TIFF file named after the color picker's class, with the extension ".tiff".

**Setting the Mode**

   - (void)**setMode:**(int)*mode*                           Does nothing. Override to set the color picker's mode.

**Using Color Lists**

   - (void)**attachColorList:**(NSColorList *)*colorList*  Does nothing. Override to attach a color list to a color picker.
   - (void)**detachColorList:**(NSColorList *)*colorList*  Does nothing. Override to detach a color list from a color picker.

**Responding to a Resized View**

   - (void)**viewSizeChanged:**(id)*sender*                 Does nothing. Override to respond to a size change.