



Color picker custom widget

This custom widget allows you to select a color by dragging your finger around an RGB wheel.

You can then call the method `getRgbColor()` to receive the selected color as a `TouchGFX` `colortype`.



How the color picker works

The only method externally accessible is the `getRgbColor()`, which allows you to retrieve the color selected.

```

colortype ColorPicker::getRgbColor()
{
    const Bitmap bitmapColors = Bitmap(BITMAP_CIRCLECOLORFADE_ID);
    const uint8_t* pixels = (const uint8_t*)bitmapColors.getData();

    int16_t _x = selector.getX() + SELECTOR_RADIUS - colorCircle.getX();
    int16_t _y = selector.getY() + SELECTOR_RADIUS - colorCircle.getY();

    pixels += (_x + _y * bitmapColors.getWidth()) * 4;

    uint8_t b = *pixels++;
    uint8_t g = *pixels++;
    uint8_t r = *pixels++;

    return touchgfx::Color::getColorFromRGB(r, g, b);
}

```

Fetch bitmap and data.

Get coordinates.

Get pixel data.

Split data.

Return data as colortype.

Example

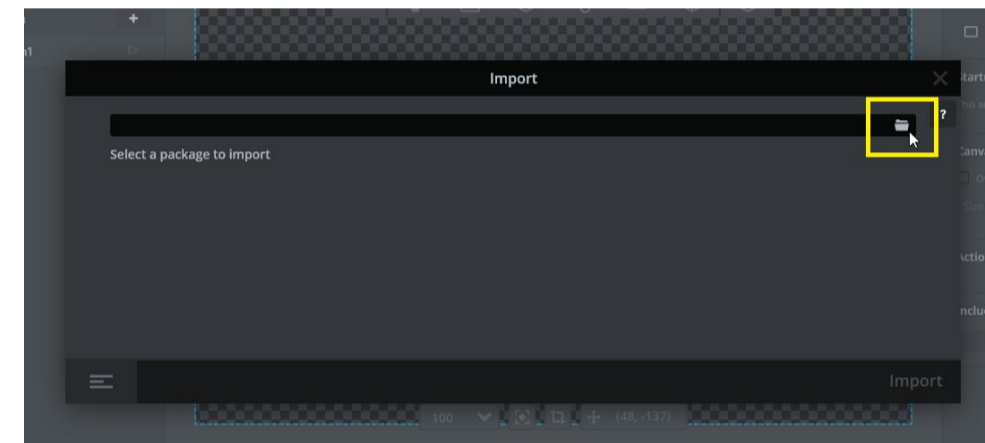
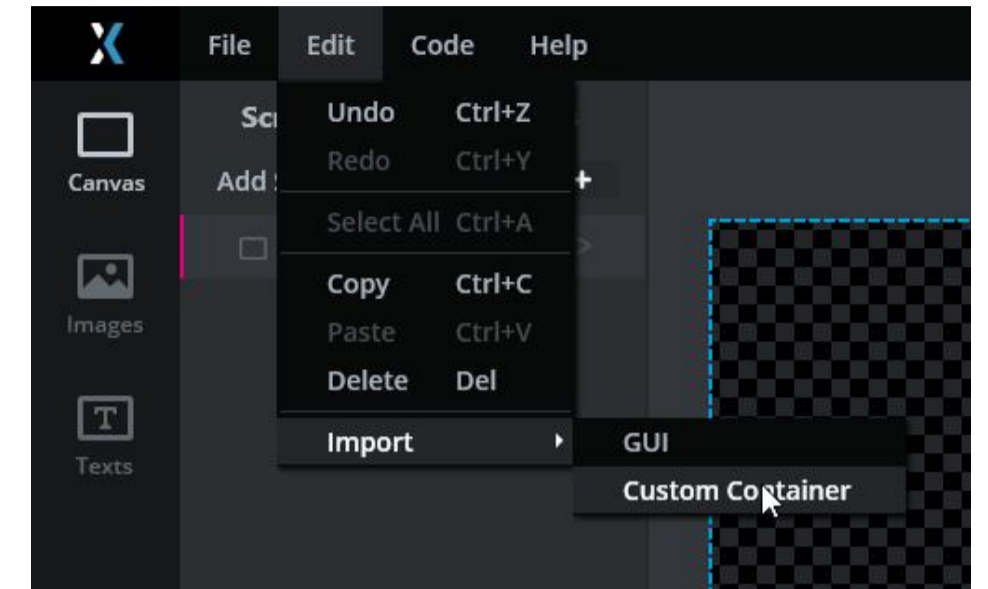
This widget comes with an example to display its features.

When clicking on a circle, it is colored with the currently selected color.



How to import a custom widget

Go to “Edit” => “Import” => “Custom Container”.
Open the file explorer.
Select the .tpkg file you want to import, then click on “Validate”.



You can now select the newly imported custom widget in the “Custom container” tab of the widget bar.

How to use the color picker

After importing the .tpkg file and adding the custom widget to your screen, you can create an interaction to change the color of e.g. a box.

