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Subject: RGBA ctor

Posted by [Mindtraveller](#) on Thu, 19 Mar 2009 19:52:32 GMT

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I think it will be good to have uniform ctor for RGBA. This will unify constructing colours on different platforms:

//Color.h

//add to each platform` implementation:

struct RGBA : Moveable<RGBA> {

RGBA (byte R, byte G, byte B, byte A = 0xFF) :r(R),g(G),b(B),a(A) {}

...

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