
Subject: Re: Should RGBA have got 4 arguments constructor?

Posted by [mirek](#) on Thu, 29 May 2014 09:18:30 GMT

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According to C++03 rules, adding constructor would make RGBA non-POD, which has implications on what operations are legal with it.

Furthermore, the issue is tricky, because the standard format is premultiplied, so e.g.

`RGBA(0, 255, 0, 128)`

would be wrong if constructor would just assign numbers to respective fields.

```
RGBA rgba = Color(255, 0, 0);  
rgba.a = 255;
```

No need to set `.a` here, it is automatically set to 255.

Note that there is also operator* to add alpha to Color:

```
RGBA x = 128 * Red(); // Sets Red with alpha = 128
```
