

---

Subject: RGBA ctor

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

[View Forum Message](#) <> [Reply to Message](#)

---

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) {}
```

```
  ...
```

---

---

Subject: Re: RGBA ctor

Posted by [mirek](#) on Fri, 20 Mar 2009 07:44:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It is sort of supposed to be constructed as:

```
RGBA c = alpha * Color(....);
```

or

```
RGBA c = Color(...);
```

Note that construction of RGBA really is not that simple because not all { r, g, b, a } combinations are valid - RGBA has to be in premultiplied format.

Mirek

---