



# Gnome::Gtk3::ColorChooser

**Interface implemented by widgets for choosing colors**

## Table of Contents

- 1 [Description](#)
- 1.1 [See Also](#)
- 2 [Synopsis](#)
- 2.1 [Declaration](#)
- 2.2 [Example](#)
- 3 [Methods](#)
- 3.1 [new](#)
- 3.2 [\[gtk\\_color\\_chooser\\_\] get\\_rgba](#)
- 3.3 [\[gtk\\_color\\_chooser\\_\] set\\_rgba](#)
- 3.4 [\[gtk\\_color\\_chooser\\_\] get\\_use\\_alpha](#)
- 3.5 [\[gtk\\_color\\_chooser\\_\] set\\_use\\_alpha](#)
- 3.6 [\[gtk\\_color\\_chooser\\_\] add\\_palette](#)
- 4 [Properties](#)
- 4.1 [rgba](#)
- 4.2 [use-alpha](#)
- 5 [Signals](#)
- 5.1 [Not yet supported signals](#)
- 5.1.1 [Gnome::Gtk3::ColorChooser ::color-activated:](#)

## Description

`Gnome::Gtk3::ColorChooser` is an interface that is implemented by widgets for choosing colors. Depending on the situation, colors may be allowed to have alpha (translucency).

In GTK+, the main widgets that implement this interface are `Gnome::Gtk3::ColorChooserWidget`, `Gnome::Gtk3::ColorChooserDialog` and `Gnome::Gtk3::ColorButton`.

## See Also

`Gnome::Gtk3::ColorChooserDialog`, `Gnome::Gtk3::ColorChooserWidget`, `Gnome::Gtk3::ColorButton`

# Synopsis

## Declaration

```
unit class Gnome::Gtk3::ColorChooser;  
also is Gnome::GObject::Interface;
```

## Example

```
my Gnome::Gtk3::ColorChooserDialog $ccdiallog .= new(  
  :title('my color dialog')  
);  
  
# get color chooser widget  
my Gnome::Gtk3::ColorChooser $cc .= new(:widget($ccdiallog));
```

## Methods

### new

```
multi method new ( Gnome::GObject::Object :$widget! )
```

Create an object using a native object from elsewhere. See also [Gnome::GObject::Object](#).

### [[gtk\\_color\\_chooser](#)] get\_rgba

Gets the currently-selected color.

```
method gtk_color_chooser_get_rgba ( N-GObject $color)
```

- N-GObject \$color; (out): a [Gnome::Gdk3::RGBA](#) to fill in with the current color

### [[gtk\\_color\\_chooser](#)] set\_rgba

Sets the color.

```
method gtk_color_chooser_set_rgba ( N-GObject $color)
```

- N-GObject \$color; the new color

## [gtk\_color\_chooser\_] get\_use\_alpha

Returns whether the color chooser shows the alpha channel.

```
method gtk_color_chooser_get_use_alpha ( --> Int )
```

Returns Int; 1 if the color chooser uses the alpha channel, 0 if not.

## [gtk\_color\_chooser\_] set\_use\_alpha

Sets whether or not the color chooser should use the alpha channel.

```
method gtk_color_chooser_set_use_alpha ( Int $use_alpha)
```

- Int \$use\_alpha; 1 if color chooser should use alpha channel, 0 if not

## [gtk\_color\_chooser\_] add\_palette

Adds a palette to the color chooser. If @orientation is horizontal, the colors are grouped in rows, with @colors\_per\_line colors in each row. If @horizontal is 0, the colors are grouped in columns instead.

The default color palette of `Gnome::Gtk3::ColorChooserWidget` has 27 colors, organized in columns of 3 colors. The default gray palette has 9 grays in a single row.

The layout of the color chooser widget works best when the palettes have 9-10 columns.

Calling this function for the first time has the side effect of removing the default color and gray palettes from the color chooser.

If @colors is %NULL, removes all previously added palettes.

```
method gtk_color_chooser_add_palette ( GtkOrientation $orientation, Int $colors_per_line, GdkRGBA $colors )
```

- GtkOrientation \$orientation; `GTK_ORIENTATION_HORIZONTAL` if the palette should be displayed in rows, `GTK_ORIENTATION_VERTICAL` for columns
- Int \$colors\_per\_line; the number of colors to show in each row/column
- Int \$n\_colors; the total number of elements in @colors
- GdkRGBA \$colors; (allow-none) (array length=n\_colors): the colors of the palette, or `Any`.

## Properties

An example of using a string type property of a `Gnome::Gtk3::Label` object. This is just showing how to set/read a property, not that it is the best way to do it. This is because a) The class initialization often provides some options to set some of the properties and b) the classes provide many methods to modify just those properties.

```
my Gnome::Gtk3::Label $label .= new(:empty);
my Gnome::GObject::Value $gv .= new(:init(G_TYPE_STRING));
$label.g-object-get-property( 'label', $gv);
$gv.g-value-set-string('my text label');
```

## rgba

The `rgba` property contains the currently selected color, as a `Gnome::Gdk3::RGBA` struct. The property can be set to change the current selection programmatically.

## use-alpha

When `::use-alpha` is 1, colors may have alpha (translucency) information. When it is 0, the `Gnome::Gdk3::RGBA` struct obtained via the `Gnome::Gtk3::ColorChooser::rgba` property will be forced to have `alpha == 1`.

Implementations are expected to show alpha by rendering the color over a non-uniform background (like a checkerboard pattern).

## Signals

Register any signal as follows. See also `Gnome::GObject::Object`.

```
my Bool $is-registered = $my-widget.register-signal (
  $handler-object, $handler-name, $signal-name,
  :$user-option1, ..., $user-optionN
)
```

## Not yet supported signals

### `Gnome::Gtk3::ColorChooser::color-activated:`

Emitted when a color is activated from the color chooser. This usually happens when the user clicks a color swatch, or a color is selected and the user presses one of the keys Space, Shift+Space, Return or Enter.

```
method handler (  
  :$chooser, :$color,  
  :$user-option1, ..., $user-optionN  
);
```

- \$chooser; the object which received the signal
- \$color; the color

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