

FLEX - COLORPICKER CONTROL

http://www.tutorialspoint.com/flex/flex_colorpicker_control.htm

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Introduction

The ColorPicker control provides user a way to choose a color from a swatch list. The default mode is to show a single swatch in a square button.

When the user clicks the swatch button, the swatch panel appears and displays the entire swatch list.

Class declaration

Following is the declaration for **mx.controls.ColorPicker** class:

```
public class ColorPicker
    extends ComboBase
```

Public properties

S.N.	Property & Description
1	colorField : String Name of the field in the objects of the dataProvider Array that specifies the hexadecimal values of the colors that the swatch panel displays.
2	labelField : String Name of the field in the objects of the dataProvider Array that contain text to display as the label in the SwatchPanel object text box.
3	selectedColor : uint The value of the currently selected color in the SwatchPanel object.
4	selectedIndex : int [override] Index in the dataProvider of the selected item in the SwatchPanel object.
5	showTextField : Boolean Specifies whether to show the text box that displays the color label or hexadecimal color value.

Protected properties

S.N.	Property & Description
1	swatchStyleFilters : Object

[read-only] Set of styles to pass from the ColorPicker through to the preview swatch.

Public methods

S.N.	Method & Description
1	ColorPicker Constructor.
2	close <i>trigger: Event = null: void</i> Hides the drop-down SwatchPanel object.
3	open: void Displays the drop-down SwatchPanel object that shows colors that users can select.

Events

S.N.	Event & Description
1	change Dispatched when the selected color changes as a result of user interaction.
2	close Dispatched when the swatch panel closes.
3	enter Dispatched if the ColorPicker editable property is set to true and the user presses Enter after typing in a hexadecimal color value.
4	itemRollOut Dispatched when the user rolls the mouse out of a swatch in the SwatchPanel object.
5	itemRollOver Dispatched when the user rolls the mouse over a swatch in the SwatchPanel object.
6	open Dispatched when the color swatch panel opens.

Methods inherited

This class inherits methods from the following classes:

- mx.controls.comboBase
- mx.core.UIComponent
- mx.core.FlexSprite
- flash.display.Sprite
- flash.display.DisplayObjectContainer
- flash.display.InteractiveObject
- flash.display.DisplayObject
- flash.events.EventDispatcher
- Object

Flex ColorPicker Control Example

Let us follow the following steps to check usage of ColorPicker control in a Flex application by creating a test application:

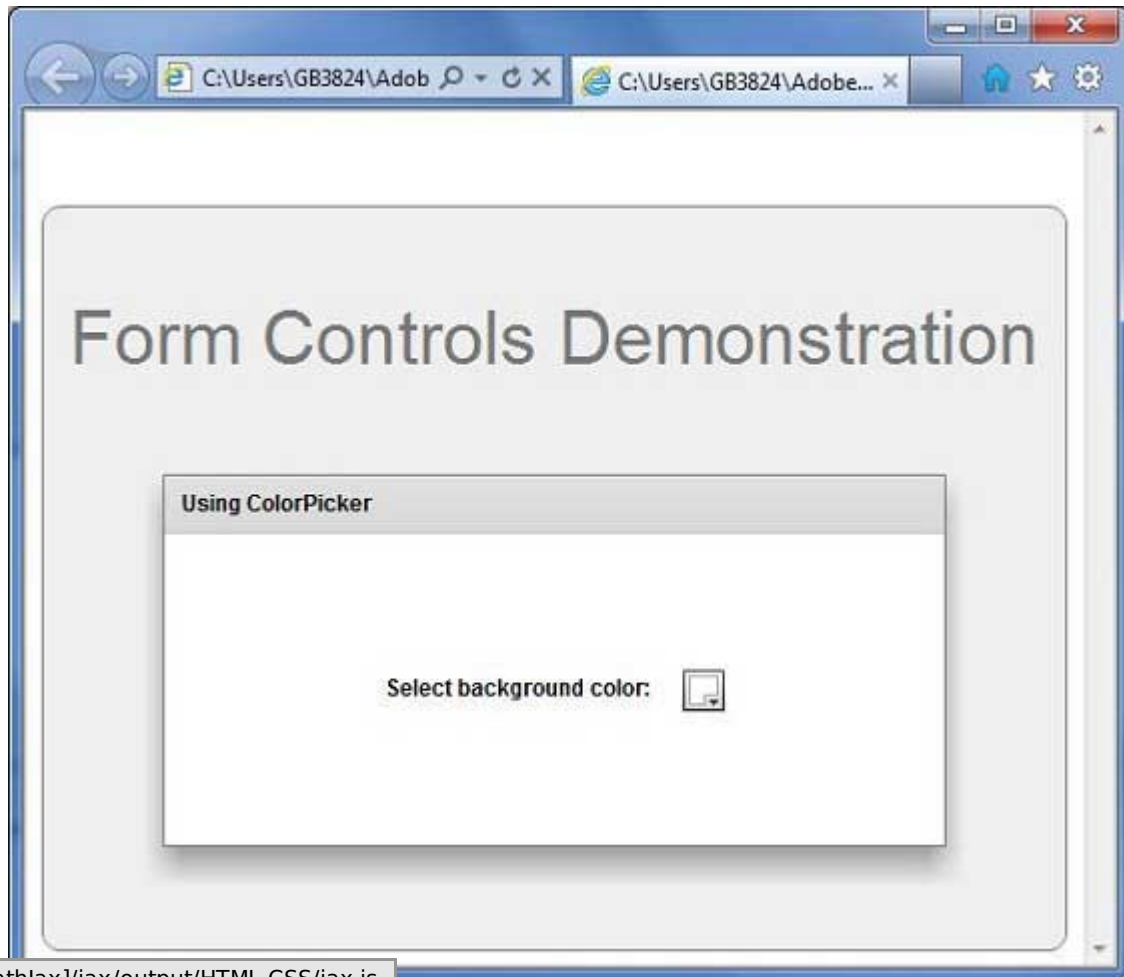
Step	Description
1	Create a project with a name <i>HelloWorld</i> under a package <i>com.tutorialspoint.client</i> as explained in the <i>Flex - Create Application</i> chapter.
2	Modify <i>HelloWorld.mxml</i> as explained below. Keep rest of the files unchanged.
3	Compile and run the application to make sure business logic is working as per the requirements.

Following is the content of the modified mxml file **src/com.tutorialspoint/HelloWorld.mxml**.

```
<?xml version="1.0" encoding="utf-8"?>
<s:Application xmlns:fx="http://ns.adobe.com/mxml/2009"
  xmlns:s="library://ns.adobe.com/flex/spark"
  xmlns:mx="library://ns.adobe.com/flex/mx"
  width="100%" height="100%" minWidth="500" minHeight="500"
  >
  <fx:Style source="/com/tutorialspoint/client/Style.css"/>
  <s:BorderContainer width="550" height="400"
    styleName="container">
    <s:VGroup width="100%" height="100%" gap="50"
      horizontalAlign="center" verticalAlign="middle">
      <s:Label
        fontSize="40" color="0x777777" styleName="heading"/>
      <s:Panel
        backgroundColor="{colorPicker.selectedColor}"
        title="Using ColorPicker" width="420" height="200">
        <s:layout>
          <s:HorizontalLayout gap="10" verticalAlign="middle"
            horizontalAlign="center"/>
        </s:layout>
        <s:Label width="150" color="black"
          text="Select background color: " fontWeight="bold"/>
        <mx:ColorPicker
```

```
        showTextField="true" selectedColor="0xFFFFFFFF"/>
    </s:Panel>
</s:VGroup>
</s:BorderContainer>
</s:Application>
```

Once you are ready with all the changes done, let us compile and run the application in normal mode as we did in [Flex - Create Application](#) chapter. If everything is fine with your application, this will produce following result: [[Try it online](#)]



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