



 AHELP for CIAO 3.4

chips_color_value

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Synopsis

Converts the name of a color to its numeric value.

Syntax

```
Integer_Type chips_color_value(colorName)
```

Description

Returns the symbolic value for the supplied color name. The color values are described in the 'Attribute values' section of "ahelp chips". The "chips_color_name()" function can be used to convert the symbolic value back to the name of a color.

Arguments for chips_color_value

Name	Type	Default	Comment
colorName	String_Type	3	Case insensitive

The value of `_chips->default` will be returned when an unknown color is specified.

Example 1

```
chips> chips_color_value( "red" )
6
chips> _chips->red
6
```

Here we find the symbolic value for the color "red". Since we have ignored the return value ChIPS prints it out to the screen (see the 'Using ChIPS and Sherpa as a calculator' section of "ahelp tips").

Example 2

```
chips> chips_color_value( "green" )
4
chips> chips_color_value( "GREEN" )
4
chips> chips_color_value( "GrEEn" )
4
```

The case of the color name is unimportant, as shown here.

Example 3

```
chips> chips_color_value( "UnknownColor" )
3
chips> chips_color_value( "default" )
3
```

If a color is unknown, then the value for the default color is returned.

Example 4

```
chips> chips.curvecolor = chips_color_value( "red" );
```

Here we set the `curvecolor` attribute of the ChIPS state object (see "ahelp chips") to be red. Since `curvecolor` must be specified using the symbolic value for the color red, we use `chips_color_value()` to do the conversion. The following line of code can also be used to set the `curvecolor` attribute to red:

```
chips> chips.curvecolor = _chips->red;
```

Bugs

See the [bugs page for ChIPS](#) on the CIAO website for an up-to-date listing of known bugs.

See Also

chips

[chips auto redraw](#), [chips clear](#), [chips color name](#), [chips get pane](#), [chips get xrange](#), [chips get xscale](#), [chips get yrange](#), [chips get yscale](#), [chips get zrange](#), [chips get zscale](#), [chips label](#), [chips line](#), [chips pickpoints](#), [chips redraw](#), [chips set pane](#), [chips set xrange](#), [chips set xscale](#), [chips set yrange](#), [chips set yscale](#), [chips set zrange](#), [chips set zscale](#), [chips split](#), [chips version](#)