

# Modul:Color/Doku

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## Dies ist die Dokumentationsseite für Modul:Color

This module is used primarily by [Vorlage:TI](#), eliminating the need for external color converters and preventing mismatch between color coordinates.

## Usage

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To use this module, you may use one of the above listed templates or invoke the module directly. All functions that accept **hexadecimal triplets** also handle the shorthand three-digit format.

To convert a hexadecimal triplet to an RGB triplet as comma-separated values:

```
{{#invoke:Color|hexToRgbTriplet|color}}
```

To convert a hexadecimal triplet to the **CMYK color model** without a color profile:

```
{{#invoke:Color|hexToCmyk|color|precision=?|pctsign=?}}
```

To convert a hexadecimal triplet to **HSL or HSV**:

```
{{#invoke:Color|hexToHsl|color|precision=?}}
```

```
{{#invoke:Color|hexToHsv|color|precision=?}}
```

To convert a hexadecimal triplet to the perceptual **CIE LCh<sub>uv</sub>** color space:

```
{{#invoke:Color|hexToCielch|color|precision=?}}
```

To mix two colors in the more physically correct linear RGB space:

```
{{#invoke:Color|hexMix|color1|color2|proportion|min=?|max=?}}
```

The following parameters are optional:

- **precision**: defaults to 0 (zero)
- **pctsign**: set to 0 (zero) to suppress percent signs in the generated output
- **proportion**: proportion of `color2`, defaults to 50
- **min**: minimum value of proportion range, defaults to 0
- **max**: maximum value of proportion range, defaults to 100