#### color (Data Bar Color)

One of the [colors](colors.docx) associated with the data bar or color scale.

Note: the auto attribute is not used in the context of data bars.

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| Parent Elements |
| bottom (§); [colorScale](colorScale.docx) (§); [dataBar](dataBar.docx) (§); [diagonal](diagonal.docx) (§); font (§); [horizontal](horizontal.docx) (§); left (§); [mruColors](mruColors.docx) (§); right (§); [rPr](rPr.docx) (§); [stop](stop.docx) (§); top (§); [vertical](vertical.docx) (§) |

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| Attributes | Description |
| auto (Automatic) | A boolean value indicating the color is automatic and system color dependent.  The possible values for this attribute are defined by the XML [Schema](Schema.docx) boolean datatype. |
| indexed (Index) | Indexed color value. Only used for backwards compatibility. References a color in [indexedColors](indexedColors.docx).  The possible values for this attribute are defined by the XML [Schema](Schema.docx) unsignedInt datatype. |
| rgb (Alpha Red Green Blue Color Value) | Standard Alpha Red Green Blue color value (ARGB).  The possible values for this attribute are defined by the [ST\_UnsignedIntHex](ST_UnsignedIntHex.docx) simple type (§). |
| theme (Theme Color) | Index into the <clrScheme> collection, referencing a particular <sysClr> or <srgbClr> value expressed in the Theme part.  The possible values for this attribute are defined by the XML [Schema](Schema.docx) unsignedInt datatype. |
| tint (Tint) | Specifies the tint value applied to the color.  If tint is supplied, then it is applied to the RGB value of the color to determine the final color applied.  The tint value is stored as a double from -1.0 .. 1.0, where -1.0 means 100% darken and 1.0 means 100% lighten. Also, 0.0 means no change.  In loading the RGB value, it is converted to HLS where HLS values are (0..HLSMAX), where HLSMAX is currently 255.  [Example:  Here are some examples of how to apply tint to color:  If (tint < 0)  Lum’ = Lum \* (1.0 + tint)  For example: Lum = 200; tint = -0.5; Darken 50%  Lum‘ = 200 \* (0.5) => 100  For example: Lum = 200; tint = -1.0; Darken 100% (make black)  Lum‘ = 200 \* (1.0-1.0) => 0  If (tint > 0)  Lum‘ = Lum \* (1.0-tint) + (HLSMAX – HLSMAX \* (1.0-tint))  For example: Lum = 100; tint = 0.75; Lighten 75%  Lum‘ = 100 \* (1-.75) + (HLSMAX – HLSMAX\*(1-.75))  = 100 \* .25 + (255 – 255 \* .25)  = 25 + (255 – 63) = 25 + 192 = 217  For example: Lum = 100; tint = 1.0; Lighten 100% (make white)  Lum‘ = 100 \* (1-1) + (HLSMAX – HLSMAX\*(1-1))  = 100 \* 0 + (255 – 255 \* 0)  = 0 + (255 – 0) = 255  end example]  The possible values for this attribute are defined by the XML [Schema](Schema.docx) double datatype. |

The following XML [Schema](Schema.docx) fragment defines the contents of this element:

<complexType [name](name.docx)="CT\_Color">

<attribute [name](name.docx)="auto" type="xsd:boolean" use="optional"/>

<attribute [name](name.docx)="indexed" type="xsd:unsignedInt" use="optional"/>

<attribute [name](name.docx)="rgb" type="[ST\_UnsignedIntHex](ST_UnsignedIntHex.docx)" use="optional"/>

<attribute [name](name.docx)="theme" type="xsd:unsignedInt" use="optional"/>

<attribute name="tint" type="xsd:double" use="optional" default="0.0"/>

</complexType>