#### [ST\_ColorType](ST_ColorType.docx) (Color Type)

This simple type specifies a color. Colors are specified in one of three ways - named color, hexadecimal RGB or color palette entry. One of two optional descriptors may follow the color and a space: a number in square brackets or a recoloring instruction. [Rationale: An application might store the color's index in a system color palette using the numeric storage. An application might choose to make one color dependent on another using a recoloring instruction. end rationale] In cases where it is appropriate for an application to indicate that no color exists, the value none may be used.

A named color is specified using the name of the color. The following named colors are supported:

* Black (#000000) 
* Silver (#C0C0C0) 
* Gray (#808080) 
* White (#FFFFFF) 
* Maroon (#800000) 
* Red (#FF0000) 
* Purple (#800080) 
* Fuchsia (#FF00FF) 
* Green (#008000) 
* Lime (#00FF00) 
* Olive (#808000) 
* Yellow (#FFFF00) 
* Navy (#000080) 
* Blue (#0000FF) 
* Teal (#008080) 
* Aqua (#00FFFF) 

[Example:

<... color="red" ... >

end example]

Hexadecimal RGB is specified using a hash symbol (#) followed by six hexadecimal characters, where each pair represents the red, green and blue component of the color.

[Example:

<... color="#5f2726" ... >

end example]

Hexadecimal RGB is also optionally be specified using a hash symbol followed by three hexadecimal characters, where each character stands in for two characters in each of the red, green and blue components. For clarity, applications should use the full six character representation rather than this short form.

[Example: The following two representations are equivalent:

<... color="ff4400" ... >

<... color="f40" ... >

end example]

A color palette [entry](entry.docx) is specified using the name of the color in the palette.

[Example: This example also demonstrates the optional numeric storage:

<... color="buttonFace [67]" ... >

end example]

Recoloring instructions indicate that the given color is to be modified a particular amount. The instruction consists of a named instruction followed by the amount, a number in the range 0-255, in parenthesis. There are no required implementations for these recoloring instructions - applications are free to implement their own versions of each. A particular implementation should achieve the result implied by the instruction name. The instructions are:

* darken
* lighten
* add
* subtract
* reverseSubtract
* blackWhite
* invert
* invert128
* grayScale

[Example: The color is darker than the [fill](fill.docx) color by 50 units:

<... color="[fill](fill.docx) darken(50)">

end example]

This simple type's contents are a restriction of the XML Schema string datatype.

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| Referenced By |
| bottom@color (§); bottom@color2 (§); colormenu@extrusioncolor (§); colormenu@fillcolor (§); colormenu@shadowcolor (§); colormenu@strokecolor (§); column@color (§); column@color2 (§); extrusion@color (§); left@color (§); left@color2 (§); right@color (§); right@color2 (§); shapedefaults@fillcolor (§); shapedefaults@strokecolor (§); top@color (§); top@color2 (§) |

The following XML Schema fragment defines the contents of this simple type:

<simpleType name="[ST\_ColorType](ST_ColorType.docx)">

 <restriction base="xsd:string"/>

</simpleType>