

# Colour effects

The CameraView allows you to add colour effects to the picture.

This demo shows which effects are available on your device.

## The code

[colorEffects.js](#)

```
var lay,layMnu,cam,lst;
function OnStart()
{
    lay = app.CreateLayout( "Absolute" );
    layMnu = app.CreateLayout( "Absolute" );

    cam=app.CreateCameraView(1,1);
    cam.SetOnReady(ready);
    lay.AddChild(cam);

    var btn=app.CreateButton("[fa-bars]",-1,-1,"Custom.fontawesome");
    btn.SetStyle( "#6666ee66", "#6677ff77", 15, "#ff006600", 2, 0 );
    btn.SetTextColor("#224422");
    btn.SetOnTouch(toggleMenu);
    btn.SetPosition(0.8,0);
    lay.AddChild(btn);

    lst=app.CreateList("",0.5);
    lst.SetBackColor("#cc77ff77");
    lst.SetTextColor("#ff224422");
    //lst.SetTextSize(14);
    lst.SetHiTextColor1("#ffddffdd");
    lst.SetOnTouch(effects);
    layMnu.SetPosition(0.5,0.1,0.5,1);
    layMnu.SetVisibility("Hide");
    layMnu.AddChild(lst);
    lay.AddChild(layMnu);

    app.AddLayout( lay );
}

function toggleMenu()
{
    if(layMnu.GetVisibility()=="Hide")
    {
        layMnu.Animate("SlideFromRight");
        lay.ChildToFront(layMnu);
    }
}
```

```
    }  
    else  
        layMnu.Animate("SlideToRight");  
}  
  
function effects(item)  
{  
    cam.SetColorEffect(item);  
    lst.SelectItem(item);  
    layMnu.Animate("SlideToRight");  
}  
  
function ready()  
{  
    var s = cam.GetColorEffects();  
    lst.SetList(s);  
    lst.SelectItem("none");  
    layMnu.Animate("SlideToRight");  
    cam.StartPreview();  
}
```

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