More colors!
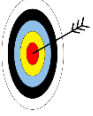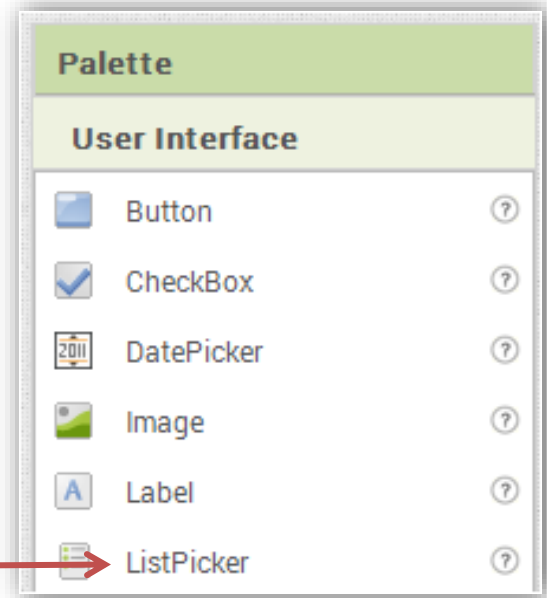
> For now, you only have four colors to work with. Now you will add a whole color palette to choose from!
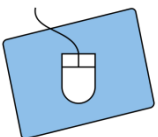
ListPicker

You don't want to add a new button for every color, so it would be wise to use a selection menu to choose the colors. For that, you can use a **ListPicker**.
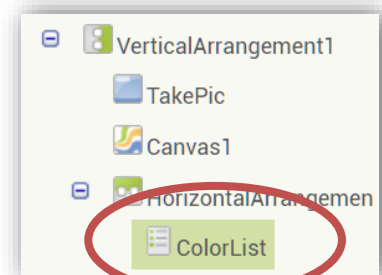
You can now decide if you want to keep the basic color buttons or if you want to delete them and choose all colors with the menu.
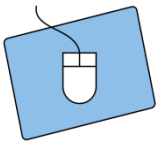
Let's start!

a) Go to the **Designer** and drag a **ListPicker** into your app. Delete the old color buttons if you want to.

b) Rename the ListPicker appropriately!

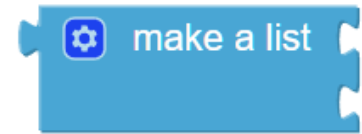c) Adjust the Design according to your taste.

On the next page, you will learn how to work with lists.
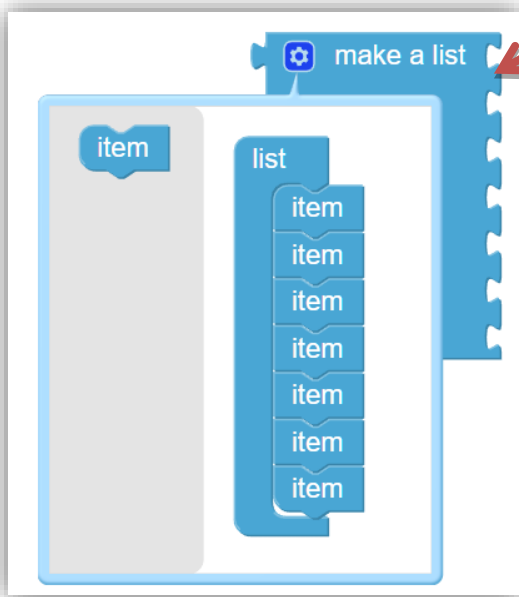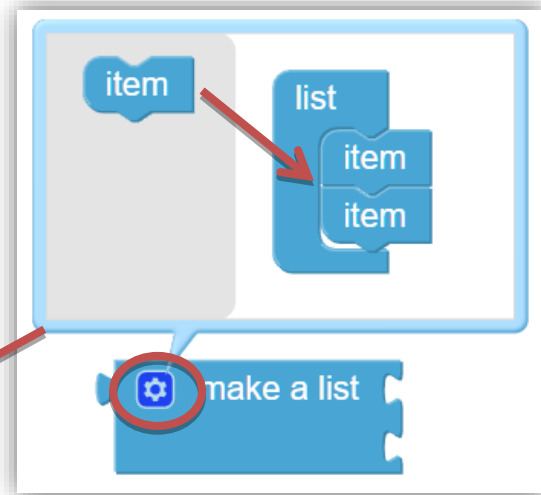
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The lists

Switch to the **Blocks Editor**. You can create a list by using the block **make a list** from the built-in menu **Lists**. You can add as many elements to the list as you like:

a) Click on the little cogwheel and add as many elements to the list as you need (HINT: The App Inventor has 13 built-in colors).

b) When your list is long enough, you need to copy it (right click → duplicate), as you need two lists: One for the colors, the other for their names that are shown in the selection menu.

c) Add the colors from the **Colors menu** to the first list. The other list gets the block below from **Text**:

(one for every color, of course).

d) Type in the color names into the text blocks in the same order as the colors in the first list.

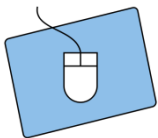e) Now you need two new variables with suitable names and connect your lists to them.

On the next page, you can see how that might look like when it's done.

This is how the lists could look like:

The selection

Almost done! You only need the blocks below from the menu of your color palette (the ListPicker)

Now you need to implement the option to choose your color through the palette. This can be achieved with the following blocks from the Listpicker menu.:

The green block goes into the **BeforePicking**-block of the ListPicker and gets added the list with the color names. That should look like this:
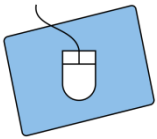

The assignment to the colors is done with the **AfterPicking**-block: Here, the paint color of the canvas has to be changed. Additionally, you can show the current paint color in the background of the screen (this is done by the second block). You need the following blocks from your **canvas** and **Screen1**, respectively:

Now you need the following block from the Lists menu: . It relays an element of a list according to the index. The space after list needs the *color list*, the index the following block from the ListPicker:

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You need this block twice, so clone it with *right click + Duplicate*.

The result should look like this:

```
when ColorList .AfterPicking
do  set Canvas1 . PaintColor to   select list item list  get global colors
                                             index  ColorList . SelectionIndex
    set Screen1 . BackgroundColor to  select list item list  get global colors
                                             index  ColorList . SelectionIndex
```

It's done!

Now you can work with a lot of colors and let your creativity flow!

Congratulations!

You have successfully enhanced your first app! You can polish up the design further or test the app exceedingly.

If you can think of additional features, you can try to add them on your own!

Have fun!