


```
-- Get Value of RGB picker
value_d = event.getvalue()

-- Convert to HEX for splitting to 3 byte values
value = Imcore.inttohex(value_d, 3) -- 3 = number of bytes inside value

-- Split First 2 byte HEX values from 3 byte HEX
redandgreen = string.sub(value, 1, 4)

-- Split First Value from 2 byte HEX
red = string.sub(redandgreen, 1, 2)

-- Split Last value from 2 byte HEX
green = string.sub(redandgreen, -2)

-- Split Last byte value from 3 byte HEX
blue = string.sub(value, -2)

-- Convert HEX values back to integer
valuered = Imcore.hextoint (red)
valuegreen = Imcore.hextoint (green)
valueblue = Imcore.hextoint (blue)

-- Calculate lowest value of RGB value
low = math.min(unpack({valuered, valuegreen, valueblue}))

-- Calculate highest value of RGB value
high = math.max(unpack({valuered, valuegreen, valueblue}))

-- Calculate Saturation (The saturation is the colorfulness of a color relative to its own brightness)
saturation = math.floor((255 * ((high - low) / high)) + 0.5)
if valuered == 0 and valuegreen == 0 and valueblue == 0 then
```

```
white = 0
else
white = math.floor(((255 - saturation) / 255 * (valuered + valuegreen + valueblue) / 3)+ 0.5)
end
```

-- Write integer RGB values and Calculated White & Saturation to KNX

```
grp.write('0/0/4', valuered, dt.uint8)
grp.write('0/0/5', valuegreen, dt.uint8)
grp.write('0/0/6', valueblue, dt.uint8)
```

--Fin del script

De esta forma vamos a obtener los valores de R, G y B descompuestos.

0/0/3		09. 2 byte floating point	28.00	<input type="checkbox"/>	<input type="checkbox"/>
0/0/4	R	05. 1 byte unsigned integer	0	<input type="checkbox"/>	<input type="checkbox"/>
0/0/5	G	05. 1 byte unsigned integer	102	<input type="checkbox"/>	<input type="checkbox"/>
0/0/6	B	05. 1 byte unsigned integer	76	<input type="checkbox"/>	<input type="checkbox"/>
0/2/31		05. 1 byte unsigned integer	0	<input type="checkbox"/>	<input type="checkbox"/>