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//  
//  ColorSelector.swift  
//  ARHomeDesigner  
//  
//  Purpose:  
//  UI color picker element struct. Picks the color used in creating  
//  the texture mesh for model entities  
//  Use: In main ContentView tool bar  
//  
//  Created by Kyle McFadden on 2/23/25.  
//
```

```
import SwiftUI
```

```
struct ColorSelector: View {  
    @Binding var bgColor: Color  
  
    var body: some View {  
        ColorPicker("Select color:", selection: $bgColor,  
            supportsOpacity: true)  
            .labelsHidden()  
    }  
}
```

```
#Preview {  
    ColorSelector(bgColor: .constant(.yellow))  
}
```