**Description:**
Default Color parser.

**Added In:** v0.50

# Function

```
public class UMFConfigColorHexRGBA : UMFConfigParser<Color>
{
    public Color DefaultValue;
    public bool RequiresRestart;

    public UMFConfigColorHexRGBA(Color defaultValues = default(Color),
bool requiresRestart = false)
    {
        DefaultValue = defaultValues;
        RequiresRestart = requiresRestart;
    }

    public override Color Parse(string value)
    {
        if (ColorUtility.TryParseHtmlString(value, out Color color))
return color;
        else return Color.white;
    }

    public override string ToString()
    {
        return "#" + ColorUtility.ToHtmlStringRGBA(DefaultValue);
    }

    public override string Default()
    {
        return "#" + ColorUtility.ToHtmlStringRGBA(DefaultValue);
    }

    public override string Restart()
    {
        return RequiresRestart.ToString();
    }
}
```

# Usage

```
//Coming soon
```

# Examples

```
//Coming soon
```

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