

# Grayscale rendering with rgb-icc()

These are examples of rendering in grayscale by specifying `rgb-icc(#Grayscale, <Scale>)` or `rgb-icc(<R>, <G>, <B>, #Grayscale, <Scale>)`. Scale is either a number in the range 0.0 (black) to 1.0 (white) or a percentage in the range 0% (black) to 100% (white). R, G, and B, if present, specify a fallback RGB color that is used when the device cannot display the grayscale color. See also “`rgb-icc()`” in the Online Manual for details.

## Scale as a number

	1.0	
<code>rgb-icc(#Grayscale, 0.9)</code>	0.9	<code>rgb-icc(230, 230, 230, #Grayscale, 0.9)</code>
<code>rgb-icc(#Grayscale, 0.8)</code>	0.8	<code>rgb-icc(205, 205, 205, #Grayscale, 0.8)</code>
<code>rgb-icc(#Grayscale, 0.7)</code>	0.7	<code>rgb-icc(180, 180, 180, #Grayscale, 0.7)</code>
<code>rgb-icc(#Grayscale, 0.6)</code>	0.6	<code>rgb-icc(153, 153, 153, #Grayscale, 0.6)</code>
<code>rgb-icc(#Grayscale, 0.5)</code>	0.5	<code>rgb-icc(128, 128, 128, #Grayscale, 0.5)</code>
<code>rgb-icc(#Grayscale, 0.4)</code>	0.4	<code>rgb-icc(102, 102, 102, #Grayscale, 0.4)</code>
<code>rgb-icc(#Grayscale, 0.3)</code>	0.3	<code>rgb-icc(77, 77, 77, #Grayscale, 0.3)</code>
<code>rgb-icc(#Grayscale, 0.2)</code>	0.2	<code>rgb-icc(51, 51, 51, #Grayscale, 0.2)</code>
<code>rgb-icc(#Grayscale, 0.1)</code>	0.1	<code>rgb-icc(26, 26, 26, #Grayscale, 0.1)</code>
<code>rgb-icc(#Grayscale, 0.0)</code>	0.0	<code>rgb-icc(0, 0, 0, #Grayscale, 0.0)</code>

## Scale as a percentage

	100%	
<code>rgb-icc(#Grayscale, 90%)</code>	90%	<code>rgb-icc(90%, 90%, 90%, #Grayscale, 90%)</code>
<code>rgb-icc(#Grayscale, 80%)</code>	80%	<code>rgb-icc(80%, 80%, 80%, #Grayscale, 80%)</code>
<code>rgb-icc(#Grayscale, 70%)</code>	70%	<code>rgb-icc(70%, 70%, 70%, #Grayscale, 70%)</code>
<code>rgb-icc(#Grayscale, 60%)</code>	60%	<code>rgb-icc(60%, 60%, 60%, #Grayscale, 60%)</code>
<code>rgb-icc(#Grayscale, 50%)</code>	50%	<code>rgb-icc(50%, 50%, 50%, #Grayscale, 50%)</code>
<code>rgb-icc(#Grayscale, 40%)</code>	40%	<code>rgb-icc(40%, 40%, 40%, #Grayscale, 40%)</code>
<code>rgb-icc(#Grayscale, 30%)</code>	30%	<code>rgb-icc(30%, 30%, 30%, #Grayscale, 30%)</code>
<code>rgb-icc(#Grayscale, 20%)</code>	20%	<code>rgb-icc(20%, 20%, 20%, #Grayscale, 20%)</code>
<code>rgb-icc(#Grayscale, 10%)</code>	10%	<code>rgb-icc(10%, 10%, 10%, #Grayscale, 10%)</code>
<code>rgb-icc(#Grayscale, 0%)</code>	0%	<code>rgb-icc(0%, 0%, 0%, #Grayscale, 0%)</code>