```
/****
 *
 * Implementation of white-background-tray.h.
 *
 */

#include "white-background-tray.h"
#include <InterViews/color.h>
#include <InterViews/painter.h>


WhiteBackgroundTray::WhiteBackgroundTray(Interactor* i) : Tray(i) {
    output = new Painter;
    output->SetColors(nil, new Color("white"));
}
```