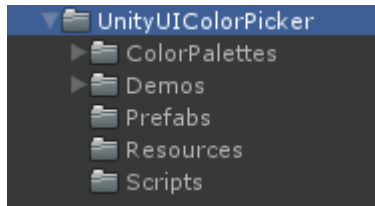
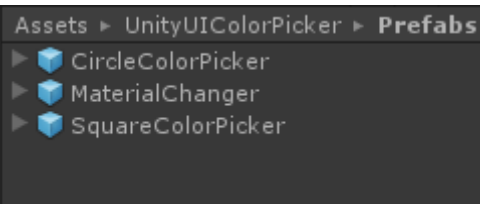


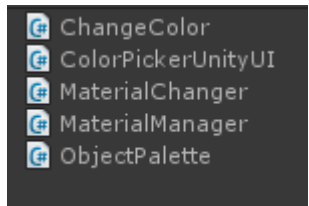
Getting Started:



The asset comes with the folders shown above. The Folders that are the most important are the **"Prefabs"** and **"Scripts"** Folder.



When Dragging in the **prefabs** make sure to have a 'canvas' already created with an **'EventSystem'**.



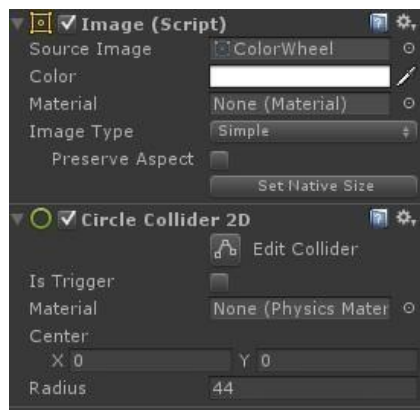
These scripts are essential to making the pack work. Only delete them if you know what you are doing

Color Picker Set Up:

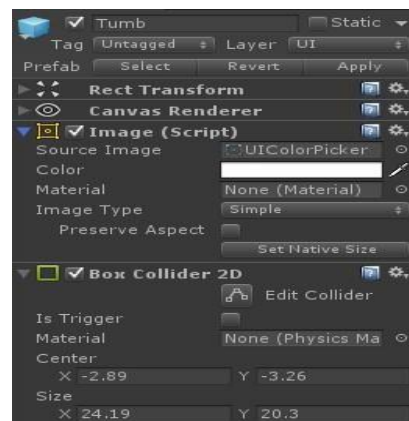


The **'Color Picker Unity UI'** script works for both circles and squares with a simple bool check.

Color Picker Requirements:

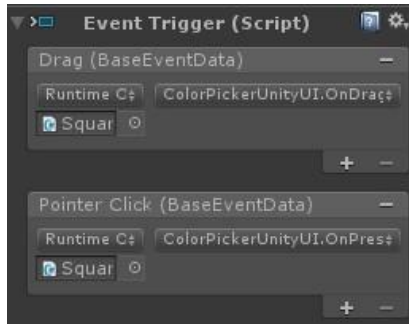


Every **'Color Palette'** requires an image component and a 2D Collider. **'Circle Collider 2D'** for circular and **'Box Collider 2D'** for squares.



The thumb requires a picture and any 2D Collider.

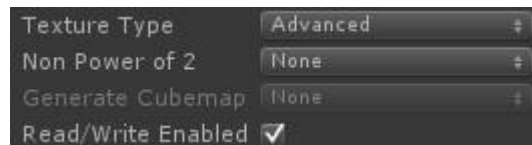
Color Picker IMPORTANT:



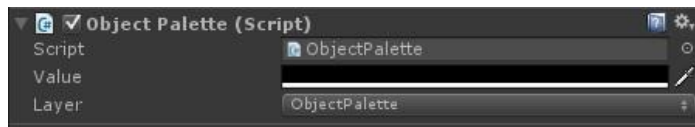
Thumb requires an 'Event Trigger' with the calling the scripts 'OnDrag' with 'Event Trigger Drag' and 'OnPress' with 'Event Trigger Pointer Click'

*** Make sure to have an Event System in the scene***

Color Picker Image Set Up:

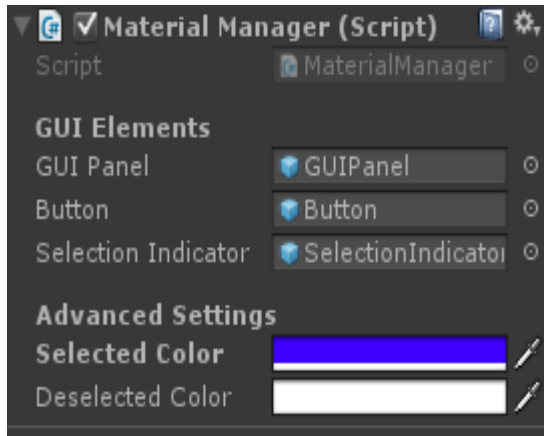


Go to the Texture and make it type advanced and make sure to turn on **Read/Write Enabled**.



Set a layer that you want the object palette to use. Important: Each object in the layer requires a '**Mesh Collider**' and the texture has to be set to '**read and write**'

Material Changer Set Up:



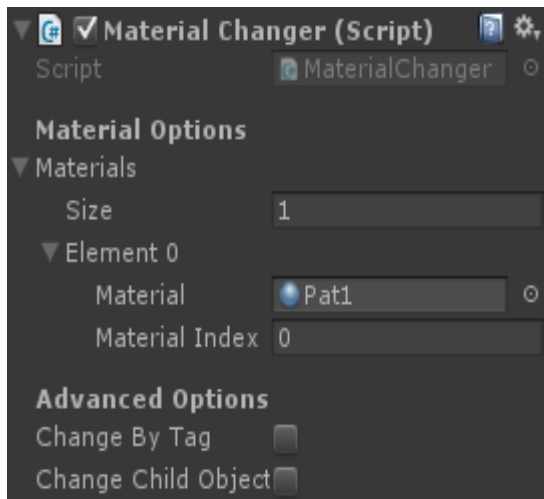
Drag and drop the '**MaterialChanger**' prefab into the scene.

GUI Panel: This is a child of the object. You can edit this to change the order and **layout** of the buttons.

Button: This is a prefab inside the Resources folder. Edit this button to change how the textures appear on the screen

Selection Indicator: This is an image that follows your mouse. The image can be changed inside the scene and the colors are set with the '**advanced settings**'

Setting up the Material Options:



Drag and Drop or use the component menu to add the **Material Changer** to your object that you want to change (Requires collider).

Material Options: Here is where you set the different styles.

Material Options-Material Index: chooses what material to change. **0 is the first material.**

Change by Tag: This allows object with the same tag to be changed with at the same time.

Change Child Objects: Changes the color of the children in the object along with the parent.

Contact:

More Info: If you need any help feel free to contact us:

Website: babilinapps.com

Email: contact@babilinapps.com