Color Manager

Description

This asset is an implementation for categorizing colors in your game!

If it is a struggle for you to remember:

- Which shade of **blue** you have been using for the good guys.
- Whether you have been using **black** or **dark grey** text on top of your **white** buttons.
  - Which shade of **white** you have been using for your **white** buttons…
- Anything else about the colors in your project…

This asset can help you!

Integration

1. Go to the (new!) Color Manager tab in your Project Settings.
   a. In this tab, you can designate categories with associated colors.
   b. Categories must be uniquely named, and once they are created, their name can never change *(so make sure you give it a good, descriptive name!).* You can always update the color, though!
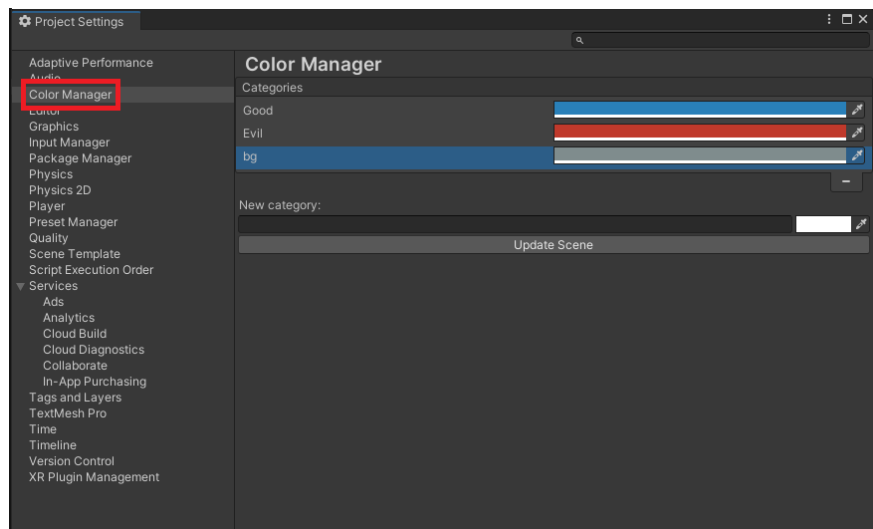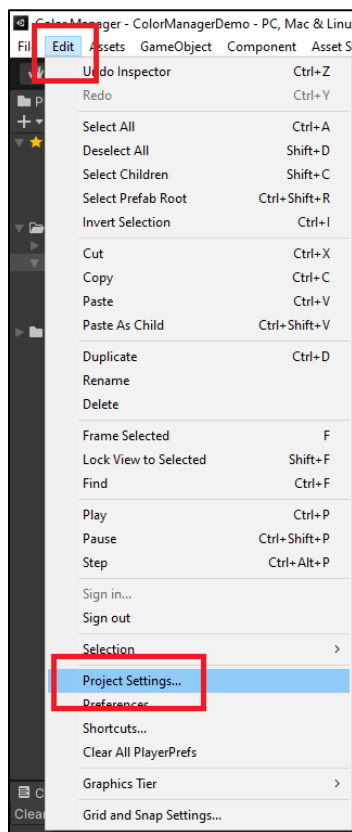
2. Then add the Colorable script to any of your GameObjects
   a. The Colorable script lets you choose the category that this GameObject belongs to, then applies the color from the Project Settings to it.
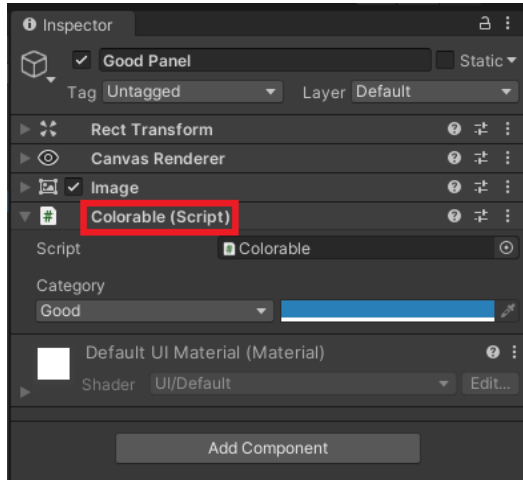
You may find that you will have to update the Colorable script to make it work with the components that you want! *(Right now, it works with Text, Images, SpriteRenderers, and the Camera).*

```csharp
public class Colorable : IColorable
{
    public override void SetColor(Color color)
    {
        if (TryGetComponent(out Text text))
            text.color = color;
        if (TryGetComponent(out Image image))
            image.color = color;
        if (TryGetComponent(out SpriteRenderer sr))
            sr.color = color;
        if (TryGetComponent(out Camera cam))
            cam.backgroundColor = color;

        #if UNITY_2018_1_OR_NEWER
        if (TryGetComponent(out TMPro.TMP_Text tmp))
            tmp.color = color;
        #endif
    }
}
```

Contact
If you have any questions, you can reach me at MLKKuhn@live.com. Thanks and God bless you!