

Color Switcher

by OctoMan 2015

This script includes:

- switching main colors RGB values of a material
- is easy and quick to setup
- uses a changeable switching interval
- can switch any amount of colors you want
- supports multiple materials

Version History:

V1.04

- improved Inspector GUI
- function added to set all intervals at the same time(GUI-based)
- capped begin with element (GUI-based)

V1.03

- added a lot more flexibility
- every color has it's own interval now
- every color can fade now into the next color
- you can start with any color by setting the begin element

V1.02 (skipped version)

- PingPong is now available

V1.01:

- Enable Button (enable/disable the functionality from anywhere)
- Reverse Button (switch forwards then backwards and keep repeating)
- Use Current As First button (use current main as first element)

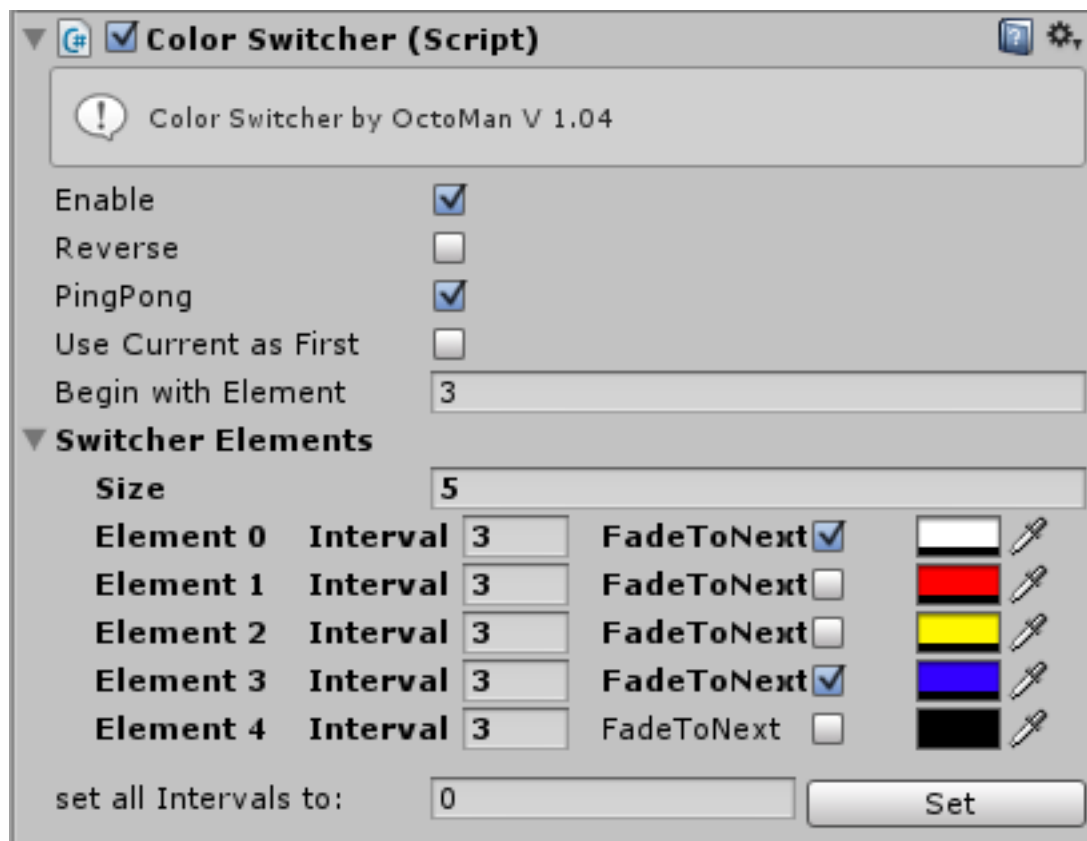
Usage:

- drag the script on an any GameObject or 3D Model
- make sure there is a Mesh Renderer Component on it
- choose the amount of colors you need (Size)
- set it to Enable
- choose all colors
- set all Intervals (in seconds)
- done

Example:

the following screenshot of Color Switcher would do pingpong:

- start at element 3 (blue)
- fades to element 4 (black) in 3 seconds
- switches back to element 3 after 3 seconds
- fades to element 2 (yellow) in 3 seconds
- switch to element 1 (red) after 3 seconds
- switch to element 0 (white) after 3 seconds
- fades to element 1 in 3 seconds
- switch to element 2 after 3 seconds
- switch to element 3 after 3 seconds
- ... and continues as it started



Previews:

Video #01 V 1.00: <https://www.youtube.com/watch?v=JgoTgnA9Cto>

Video #02 V 1.01: https://www.youtube.com/watch?v=_Vy-XoCQxCM

Video #03 V 1.03: <https://www.youtube.com/watch?v=kMPKKRFsCU0>

Video #04 V 1.04:

Forum: <http://forum.unity3d.com/threads/announcement-color-switcher.285509/>

Contact:

Need help or have questions? Mail me: octoman@arcor.de

English/German language support.

I hope you enjoy my work.