

Welcome to the

ColorPaletterV2!

v1.2

The Color Paletter is a Unity package (made in version 2021.3.12f1) that allows you to create and manage custom color palettes easily. It provides a simple and intuitive interface for creating, organizing, and accessing color palettes in your Unity projects.



Features:

- Create custom color palettes: Design and organize your own palettes to suit your project's needs
- Create random color palettes: Generate random color palettes of any length, from 5 to an infinite amount
- Accessible through code: Use Color Paletter's class name to access and utilize color palettes programmatically in your scripts
- Simple to use: Color Paletter's user-friendly interface makes it easy to create and manage color palettes without any hassle

Editor Usage:

Palette Creation:

- To access the Color Paletter Window, go to "ColorPaletterV2>Color Paletter" or "Window>ColorPaletterV2>Color Paletter" in the top bar
- Create a new palette by clicking "Add Palette"
- Expand the custom palettes section and open your new palette
- Give the new palette a name of your choice and click "Add Color"
- Set a color
- Toggle "Auto" if you'd like the name to be automatically generated based on the inputted color

Importing/Exporting Palettes:

- On the palette you'd like to export, click "Get Preset String"
- To import, click "Import" and paste in your preset string. Simple!
- To export multiple, I suggest just creating a list of palette strings in some sort of document :)

- You can also import preset palettes

Palette Randomization:

- Have at least one color in the list
- Press "Random". This will generate 5 new carefully selected colors for your Palette
- If you want more colors to be generated, add some new entries, then click "Random"

Code Usage (Under the "ColorPaletterV2" namespace)

(there are other public static methods, but you shouldn't really need to mess with them at all):

- `ColorPaletter.GetColor(string colorName)`
 - returns first palette color with the inputted name, null if not found
 - `Color myColor = ColorPaletter.GetColor("My Color").color;`
- `ColorPaletter.GetColorFromPalette(string paletteName, string colorName)`
 - returns first found palette color from specified palette
 - overloads:
 - `(ColorPalette colorPalette, string colorName)`
- `ColorPaletter.AddNewCustomPalette(string paletteName)`
 - add a new custom palette with the provided name
 - returns newly created palette
 - overloads:
 - `(string paletteName, List<PaletteColor> paletteColors)`
- `ColorPaletter.GetCustomPalettes()`
 - returns a list of your custom created color palettes

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If you have any further questions, please let me know at christian.oxdude@gmail.com
I hope you enjoy this package :)