Color Board V0.9

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Introduction

Thank you for purchasing "Color Board V0.9". This asset contains a color palette and a color picker to use in your game. Also you can change or separate code parts for your own usage.

How to Use it

ColorTerminal

First of all, You need to drag "ColorBoard/Prefab/ ColorBoard.prefab" into your scene, then to use it in your code you need to use "Fardin.ColorTools" namespace, then create a variable of type "ColorTerminal".

- **colorForm**
    - **RGB:** Get red, green, blue color, must not to change (type Color)
    - **Alpha:** Get alpha, must not to change (type float)
    - **HSB:** Get hue, saturation and brightness, must not to change (type ColorHSB*)
    - **HexColor:** Get hex color, must not to change (type string)
    - **Initialize:** Initialize "colorForm" parameters with parameter of type "Color"
- **changedColor:** the event that executes all registered handler for any change in color

```
0 references
void Start () {
    if(cTerminal==null)
        cTerminal = GameObject.FindGameObjectWithTag("ColorTerminal").GetComponent<ColorTerminal>();

    /// Set event handler method so we can get colorChanges On the color change
    cTerminal.changedColor += On_Color_Change;
}
```

Figure 1: Adding event handler method for color board to the event list

```
//This method only runs on each color changes
1 reference
void On_Color_Change(object o, OnChangeColorHandler e)
{
    color = e.form.RGB;
}
```

Figure 2: Creating event handler method for color board, you can put your own implementations

- **SetColorForm:** Any color changes outside color board should submitted by this method
- **methodRegistered:** Test if "changedColor" event contains a handler method

ColorPick

"ColorBoard/Prefab/ ColorPick.prefab" contains a button that can be used easily. You just need to use "Fardin.ColorTools" namespace, then create a variable of type "ColorPick". There is an event that is raised anytime you picking a color.

- **OnPickColor:** the event that executes all related method on any color change that registered

For using the information distributed by "OnPickColor" event you just need to create a method with your out implementations in it and add it to that event:

```
0 references
void Start () {
    if(cPick==null)
        cPick = GameObject.FindGameObjectWithTag("ColorPick").GetComponent<ColorPick>();

    /// Set event handler method so we can get colorChanges On the color change
    cPick.OnPickColor += OnPickColorChange;
}
```

Figure 3: Adding event handler method for color board to the event list

```
//This method only runs on each color changes
1 reference
void OnPickColorChange(object o, OnPickColorHandler e)
{
    color = e.color;
}
```

Figure 4: Creating event handler method for color board, you can put your own implementations

Samples

From directory "ColorBoard/Scene" you can find two sample scene for tools usage. The corresponding sample scripts are in "ColorBoard/TestScript"

Contact Info

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