

# 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 own 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 scenes for tools usage. The corresponding sample scripts are in "ColorBoard/TestScript"

## Contact Info

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