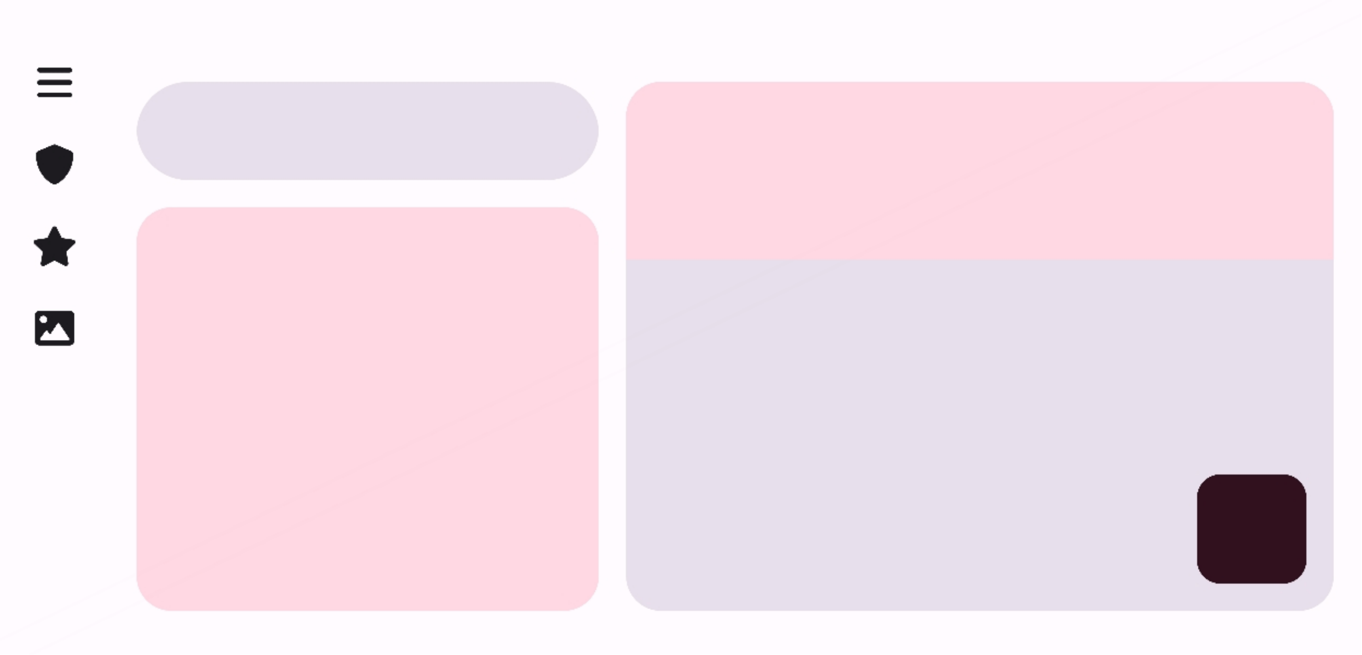
Unity-Theme

npm v4.1.0 openupm v4.1.0 license MIT #StandWithUkraine

Unity Version	Editor test	Player test	Build test
2022.3.57f1	2022.3.57f1-Editor passing	2022.3.57f1-Player passing	2022.3.57f1-Build passing
2023.1.20f1	2023.1.20f1-Editor passing	2023.1.20f1-Player passing	2023.1.20f1-Build passing
2023.2.20f1	2023.2.20f1-Editor passing	2023.2.20f1-Player passing	2023.2.20f1-Build passing
6000.0.37f1	6000.0.37f1-Editor passing	6000.0.37f1-Player passing	6000.0.37f1-Build passing

Create palettes of colors and components to change specific colors on a specific visual element. Very useful for UI.



Features

- ✔ Name colors
- ✔ Create custom themes with names
- ✔ Add as many colors as you need
- ✔ Name a theme as you want
- ✔ Change theme any moment by name
- ✔ Bind color to: `Image`, `SpriteRenderer`, `TextMeshPro`, etc
- ✔ Easy way to add custom color binder by new C# class with just a few lines of code
- ✔ Rename color even after binding to a component, with no broken links

Installation

- Install OpenUPM-CLI

- Open command line in Unity project folder

```
openupm add extensions.unity.theme
```

Usage

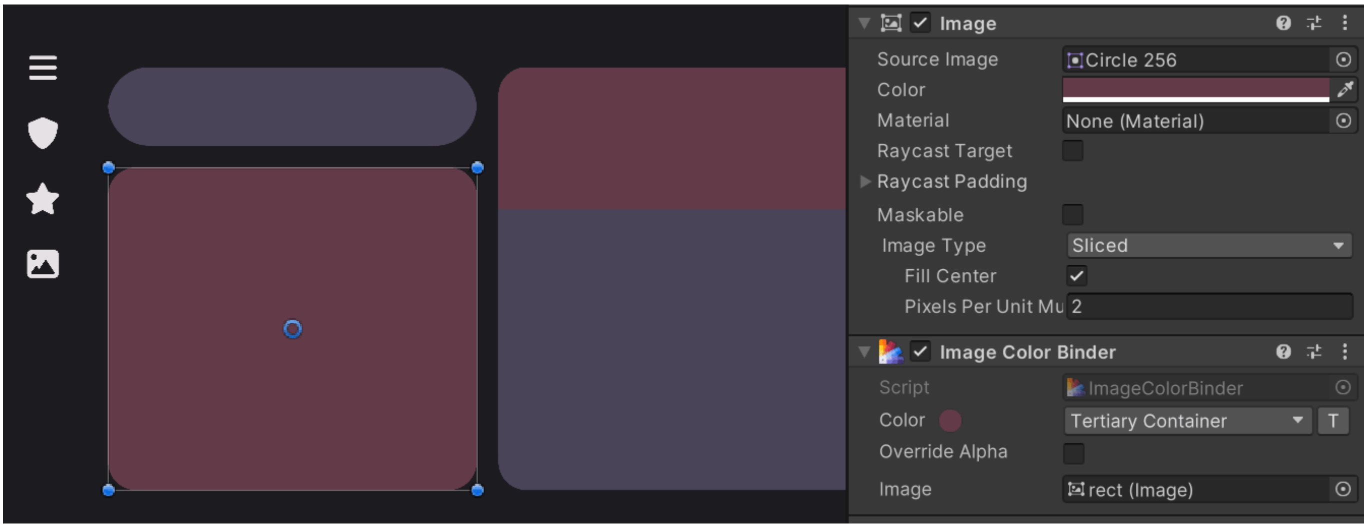
- Go to `Window/Unity-Theme`
- Customize color palettes as you want
- Add `ColorBinder` components to a target GameObject

Color Binder

A component that binds a color to a specific target, such as `Image`, `SpriteRenderer`, `TextMeshPro`, or anything else.

There is a list of built-in color binders:

- `ImageColorBinder`
- `SpriteRendererColorBinder`
- `TextMeshProColorBinder`



☑ Image

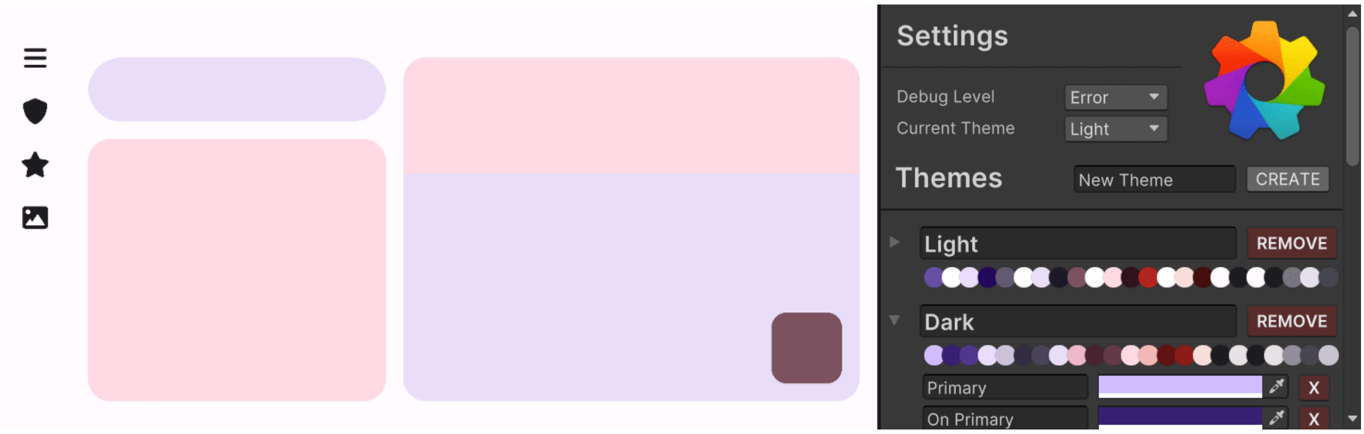
Source Image: Circle 256
Color
Material: None (Material)
Raycast Target ☐
Raycast Padding
Maskable ☐
Image Type: Sliced
Fill Center ☑
Pixels Per Unit Mu: 2

☑ Image Color Binder

Script: ImageColorBinder
Color: Tertiary Container T
Override Alpha ☐
Image: rect (Image)

Color palettes

Modify palettes, instant response with all connected GameObjects.



Settings

Debug Level: Error
Current Theme: Light

Themes: New Theme CREATE

Light REMOVE
Dark REMOVE
Primary X
On Primary X

C# Api

Colors

```
using Unity.Theme;

Theme.Instance.AddColor("Primary", "#6750A4");
Theme.Instance.AddColor("Primary", Color.white);

Theme.Instance.SetColor("Primary", "#6750A4");
Theme.Instance.SetColor("Primary", Color.white);

Theme.Instance.SetOrAddColor("Primary", "#6750A4");
Theme.Instance.SetOrAddColor("Primary", Color.white);

Theme.Instance.RemoveColorByName("Primary");
Theme.Instance.RemoveColor(colorData);
Theme.Instance.RemoveAllColors();
```

Themes

```
using Unity.Theme;

Theme.Instance.AddTheme("Light");
Theme.Instance.SetOrAddTheme("Light");

Theme.Instance.CurrentThemeName = "Light";
Theme.Instance.CurrentThemeIndex = 0;

Theme.Instance.RemoveTheme("Light");
Theme.Instance.RemoveAllThemes();
```

Create a custom `ColorBinder`

If you need to bind color to something else, you may extend from `BaseColorBinder` as listed below.

```
using UnityEngine;
using TMPro;

namespace Unity.Theme.Binders
{
    [AddComponentMenu("Theme/TextMeshPro Color Binder")]
    public class TextMeshProColorBinder : GenericColorBinder<TextMeshProUGUI>
    {
        protected override void SetColor(TextMeshProUGUI target, Color color)
            => target.color = color;

        protected override Color? GetColor(TextMeshProUGUI target)
```

```
                => target.color;
        }
    }
```

Other

- **Color palette builder** by Google's Material Design V3

Migration from `2.x.x` version

The version `3.x.x` or newer has a different database structure, so you need to migrate your data manually if you want to keep existed binders to still be connected to a right color. The binders are using GUIDs to connect to colors.

> **❗ ❗ ❗ Please follow the exact steps order**

Step 1

Close Unity project to avoid any data loss.

Step 2 - backup

- Make a backup copy of `Assets/Resources/Unity-Theme Database.asset`, put it outside of a project.
- Make a screenshot of colors in each theme to reproduce them later with color picker.

Step 3 - database template

- Download Unity-Theme-Database.json.
- Save it at `Assets/Resources/Unity-Theme-Database.json`.
- Use it as a template. Feel free to delete all existed colors if you want.

Step 4 - data migration

You need to copy GUIDs from `Assets/Resources/Unity-Theme Database.asset` to `Assets/Resources/Unity-Theme-Database.json`. To do that, please take a look at the samples below. You may see what is data format of old and new databases, and how to copy GUIDs. You may ignore color for now, it is easier to change color values later using color picker tool and the screenshot of old color palette.

Sample of `Assets/Resources/Unity-Theme Database.asset` - old file (source)

Take a look at the `guid: 6b934efb-0b9b-42fd-82fd-7a0dbd1de53c`, the file contains it 3 times, depends on your setup. You would need to copy the guid to the `Unity-Theme-Database.json` file.

```
  colors:
  - guid: 6b934efb-0b9b-42fd-82fd-7a0dbd1de53c
    name: Primary
  - guid: 520b0288-c5e4-4106-95ae-095ad2dcceb8
```

```
    name: Primary Text
  - guid: 465741bc-25d8-4722-a981-7e4a18074d83
    name: Primary Container
  themes:
  - guid: 6d1fce4e-1938-4d6d-93b0-b4b9f6497293
    expanded: 1
    themeName: Light
    colors:
    - guid: 6b934efb-0b9b-42fd-82fd-7a0dbd1de53c
      color: {r: 0.40392157, g: 0.3137255, b: 0.6431373, a: 1}
    - guid: 520b0288-c5e4-4106-95ae-095ad2dcceb8
      color: {r: 1, g: 1, b: 1, a: 1}
    - guid: 465741bc-25d8-4722-a981-7e4a18074d83
      color: {r: 0.91764706, g: 0.8666667, b: 1, a: 1}
  - guid: 54c71f36-6023-4d84-bce7-c8192cf7ba40
    expanded: 1
    themeName: Dark
    colors:
    - guid: 6b934efb-0b9b-42fd-82fd-7a0dbd1de53c
      color: {r: 0, g: 0.4784314, b: 1, a: 1}
    - guid: 520b0288-c5e4-4106-95ae-095ad2dcceb8
      color: {r: 1, g: 1, b: 1, a: 1}
    - guid: 465741bc-25d8-4722-a981-7e4a18074d83
      color: {r: 0.15294118, g: 0.15294118, b: 0.15686275, a: 1}
```

Sample of `Assets/Resources/Unity-Theme-Database.json` - new file (destination)

That is the file that you need to make in the end of the migration process. When you done, you may need to close & open Unity project to let Unity-Theme to reload the data.

```
{
  "debugLevel": 2,
  "currentThemeIndex": 1,
  "colors": [
    { "guid": "6b934efb-0b9b-42fd-82fd-7a0dbd1de53c", "name": "Primary" },
    { "guid": "520b0288-c5e4-4106-95ae-095ad2dcceb8", "name": "Primary Text" },
    { "guid": "465741bc-25d8-4722-a981-7e4a18074d83", "name": "Primary Container"
}
  ],
  "themes": [
    {
      "guid": "4cfe4185-bc3e-4247-969f-1da1d3f2bdec",
      "expanded": true,
      "themeName": "Light",
      "colors": [
        { "guid": "6b934efb-0b9b-42fd-82fd-7a0dbd1de53c", "colorHex": "#6750A4FF"
},
        { "guid": "520b0288-c5e4-4106-95ae-095ad2dcceb8", "colorHex": "#FFFFFFFF"
},
        { "guid": "465741bc-25d8-4722-a981-7e4a18074d83", "colorHex": "#EADDFFFF"
}
```

```
        ]
      },
      {
        "guid": "dca52c83-4f79-4fee-854e-0defe9ccbe07",
        "expanded": true,
        "themeName": "Dark",
        "colors": [
          { "guid": "6b934efb-0b9b-42fd-82fd-7a0dbd1de53c", "colorHex": "#007AFFFF" },
          { "guid": "520b0288-c5e4-4106-95ae-095ad2dcceb8", "colorHex": "#FFFFFFFF" },
          { "guid": "465741bc-25d8-4722-a981-7e4a18074d83", "colorHex": "#272728FF" }
        ]
      }
    ]
}
```

Step 5 - package update

- Delete Unity-Theme `2.x.x` from the project while Unity is closed

```
openupm remove extensions.unity.theme
```

- Install latest Unity-Theme

```
openupm add extensions.unity.theme
```

Step 6 - cleaning up

- Delete the `Assets/Resources/Unity-Theme Database.asset` file (original and copy).
- ☑ migration completed, well done!