

# AnotherColorPicker

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**AnotherColorPicker (ACP)** is a simple color palette using unity UGUI. Unlike other color pickers and palettes, ACP focuses on user experience and provides a simple way for picking colors for normal users who don't know much about coloring systems and color theory.

## Why Another Color Picker?

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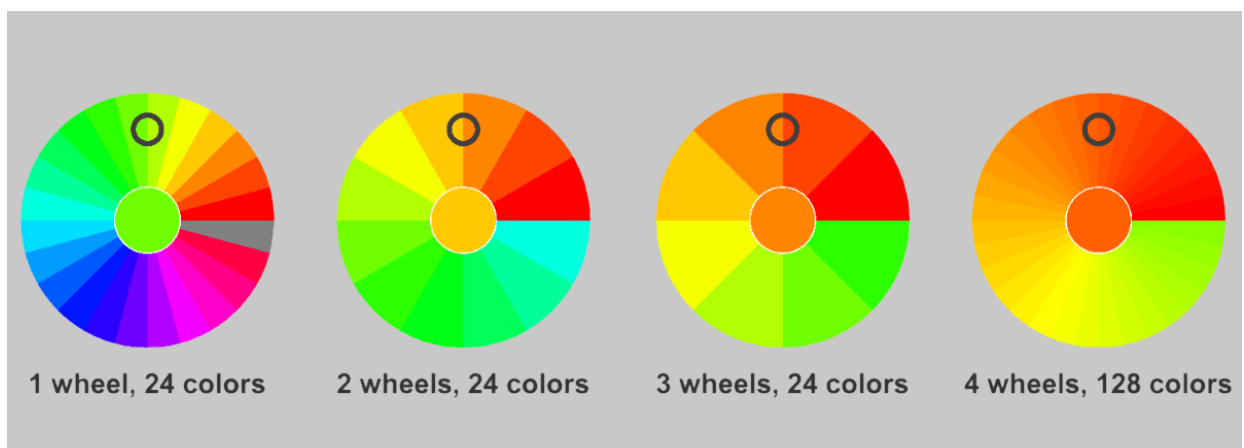
There were two reasons for me to create another color picker:

- **UX:** other color pickers/palettes available online are a bit complex, they are emulating the color picker used in photo editing/painting softwares which is not user friendly for kids and casual users
- **Customization:** in this color picker colors are generated using shader which makes it easy to customize number of colors without having to create a special graphics for color wheel

## How it Works

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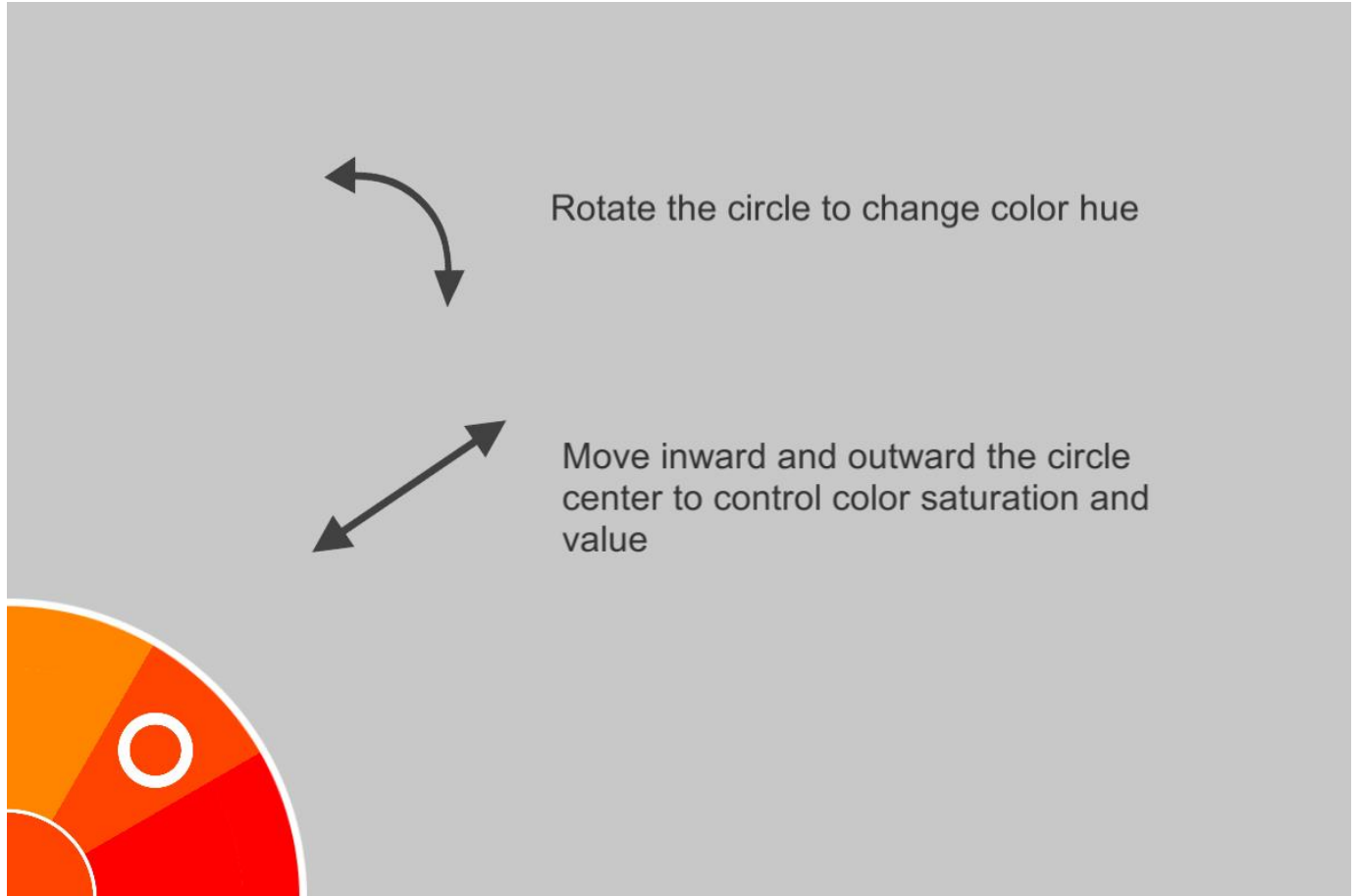
ACP shows multiple color wheels connected together, you can think about it as a [spiral worm](#), you can customize the number of wheels and the number of colors (segments).



## Controls:

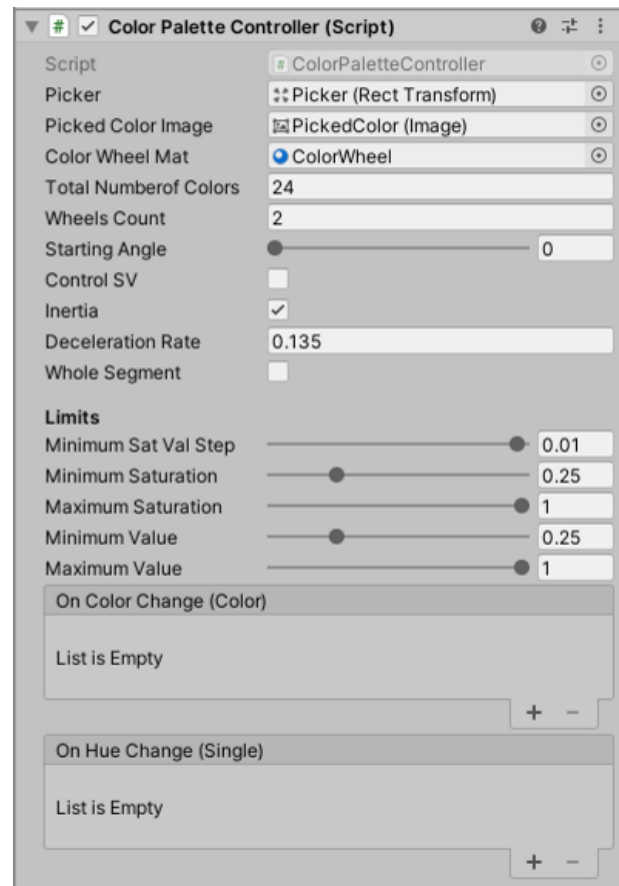
There are two main controls:

- Rotate the wheel to change the selected color (change color's hue)
- Drag inward and outward to change brightness (control color's value and saturation)



## Properties & Customization:

- **Picker:** Rect transform represent the picker position
- **Picked Color Image:** an image that show the current selected color
- **Color Wheel Material:** a material that is used for the color wheel, this material should use "CustomUI/ColorWheel" shader
- **Total Number of Colors:** represents the total number of colors showed by the palette in all wheels.
- **Wheels Count:** represents the number of wheels in the palette
- **Starting Angle** a starting angle of the wheel (in degrees from 0 to 360), it's important to change this value if you have multiple wheels and position the palette in a position in which the right half of it is visible (e.g. left middle of the screen), so by changing this value you can hide the spawning point of colors.
- **Control SV:** a boolean value that represent whether you want the palette to control the saturation and value of the color by dragging or you will externally changing them.
- **Whole Segment:** whether you want the circle to rotate smoothly or to rotate segment by segment



## Customizations:

