

Color Picker



Version 3.0.0

By Matej Vanco



About

Color Picker is a simple tool that allows you to select any color from any texture source. The system is based on IPointer events for PC and mobile devices, and uses raycasting for VR. It is compatible with the latest Unity LTS versions and supports all platforms.

Setup (PC/Mobile)

1. Create an UI Image
2. Add *ColorPicker* to the image
3. Choose any texture that will represent a *palette*
4. Set the chosen texture to *Read/Write*
5. Assign the texture to the *Image* source and to the *Target Palette Image* field
6. Choose any UI Image as a *Picking Pointer*
7. Done

...Or use the prefab object in the Prefabs folder.

Setup (VR)

1. Select one of your VR controllers
2. Add *ColorPickerVR* to the controller
3. Create a *Line Renderer* and any object with Mesh Renderer.
4. Assign both of them to the *Pointer & Pointer Line* fields
5. Enable *Picker Input*
(if you would like to pick a color right away)
6. Add a mesh collider (non-convex) and a material with texture 'read-write' enabled to the target 3D palettes in your scene.
7. Done

...Or use the prefab object in the Prefabs folder.

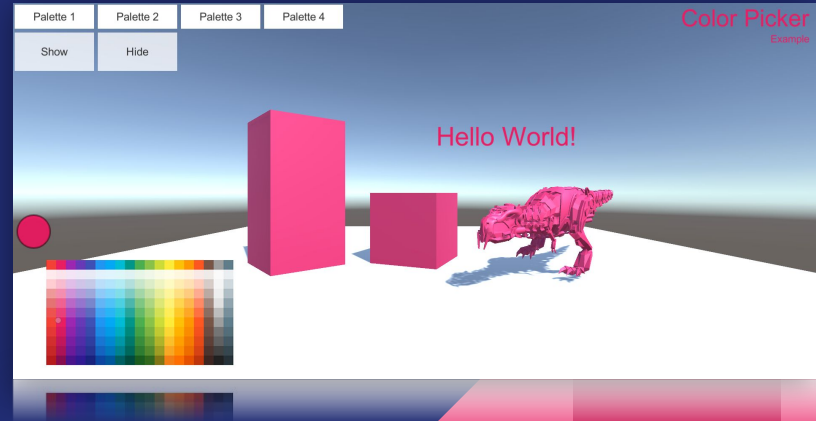
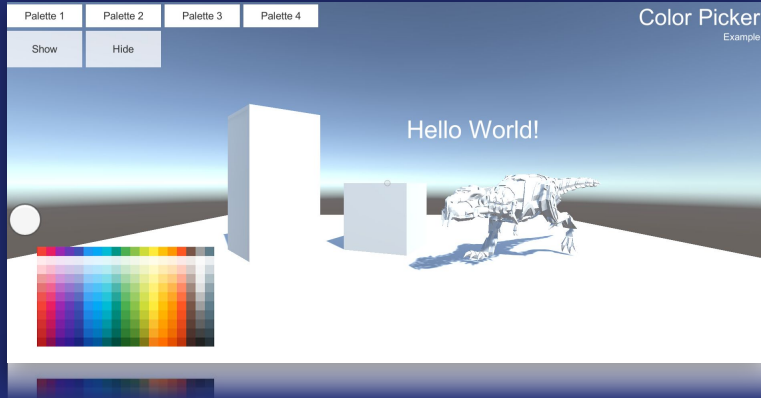
Please Notice:

- Target texture source (your chosen palette texture) must be set to 'read/ write' enabled!

Examples

The Color Picker contains few examples.

You are welcome to explore the example scene, which demonstrates both the basic and advanced usage of the Color Picker. You can freely edit events during the color picking process. Feel free to try the example scene [here](#).



API & Events

You don't need programming skills to use the Color Picker. You are free to use all the available events described below. Most of the events return or set the color picked from the cursor, finger, or raycast hit.

class **ColorPickerEvents** contains following public methods:

PUBLIC_SetColor(Image @Image)

..... Set Color to included Image

PUBLIC_SetColor(Text @Text)

..... Set Color to included Text

PUBLIC_SetColor(MeshRenderer @MeshRenderer)

..... Set Color to included Mesh Renderer material

PUBLIC_SetColor(Material @Material)

..... Set Color to included Material

PUBLIC_SetColor(TextMesh @TextMesh)

..... Set Color to included TextMesh

PUBLIC_SetColor_FindObjectsByTag(string Tag)

..... Set Color to objects with included tag

PUBLIC_SetColor_Mono(string VariableName)

..... Set Variable Name to change color

PUBLIC_SetColor_Mono(MonoBehaviour @MonoBehaviour)

..... Set Color to included variable name in target MonoBehaviour

PUBLIC_SetColor_Mono(MonoBehaviour @MonoBehaviour, string Variable)

..... Set Color to included variable name in target Mono [Internal]

FAQ

- **Is Color Picker Plugin compatible with URP/HDRP?**

Yes, ColorPicker is compatible with all rendering pipelines, however example scenes will not work as they are built with Built-In RP.

- **Does Color Picker Plugin support Meta Quest?**

Yes, ColorPicker supports all the possible platforms including cardboard. However, you are fully responsible for handling input.

- **Does Color Picker Plugin work in WebGL?**

Yes, ColorPicker works with any platform.



Thank you!

If you have any issues, suggestions or questions,
join my official Discord server for realtime support!
(Just click the image below)



If you don't like Discord, you can still contact me [here](#).
(But it could take some time to respond)

Curious what the future holds? Click the Trello icon!

