

Color Picker



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[Matt's Creations]



About

Color Picker is an easy plugin which allows you to pick any color index from target texture source. It works on **IPointer** events which are more effective and save more performance. It is specially designed for **UI Images**. Easy, fast and clear to use.

Application

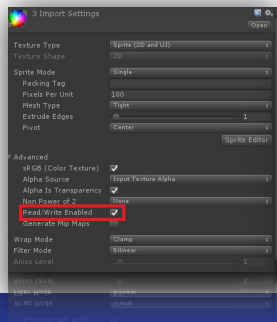
1. Create UI **Image**
2. Add **ColorPicker** to the image
3. Choose any picture that will represent 'palette' texture
4. Assign the picture to the **Image** and to the 'Texture Source'
5. Choose any UI **Image** as a Pointer
6. Done

Or just use the prefab object in the Prefabs folder.

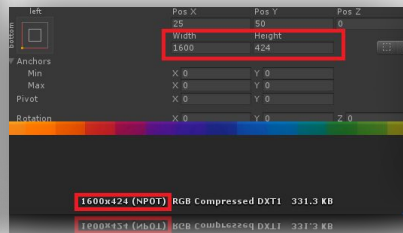
Notice

The **Color Picker** requirements:

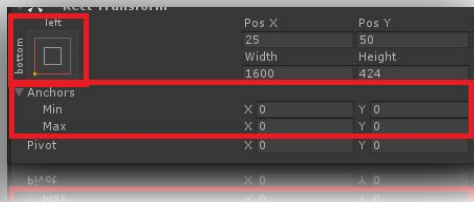
1. **Texture Source** must be readable/writable
2. UI **Image** with **Target Texture** must have the same delta size as the target **Texture Source**
3. UI **Image's** [with **Target Texture**] Anchors must be set to 0



1



2



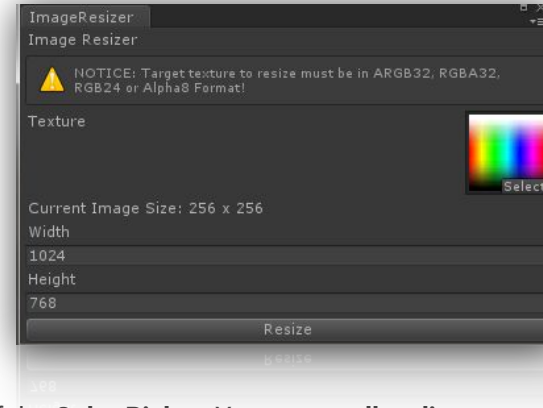
3

Examples & Addition

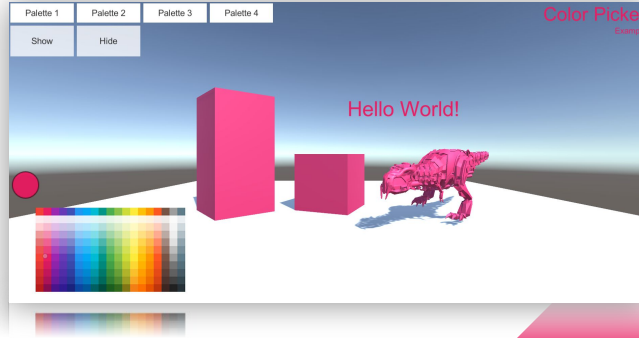
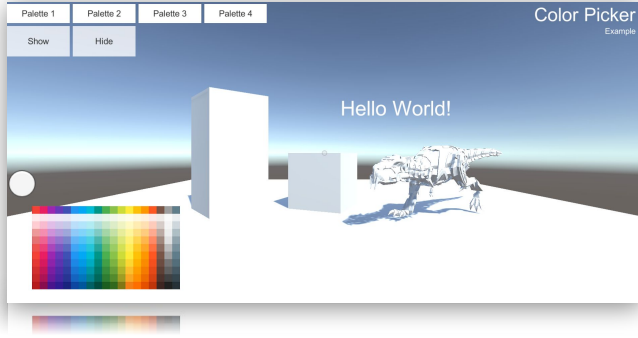
The Color Picker also includes few extra assets.

You are very free to use **Image Resizer** which is very helpful tool to resize any image to fulfill your requirements.

You can find this tool in **Window/Editor/Image Resizer**.



The plugin also includes **example scene** that shows basics and advanced usage of the **Color Picker**. You can **totally edit events** during the color picking. You are free to try the example scene [here](#)



API & Events

You don't need ANY programming skills. You are very free to use all the available events that are described below. Most of the events return or set the color which is picked from the cursor.

class **ColorPicker** contains these available public events:

PUBLIC_ShowHide()

PUBLIC_ShowHide(**bool** Active)

..... Show/ Hide Color Picker by it's hierarchy activation

..... Show/ Hide Color Picker by included bool parameter

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]

PUBLIC_GetColor()

..... Returns Picked Color [Internal]



Thank you

Thank you for your attention.

If you have any issues or questions,
just contact me here:

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Official Portfolio Page

<https://matejvanco.com>

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