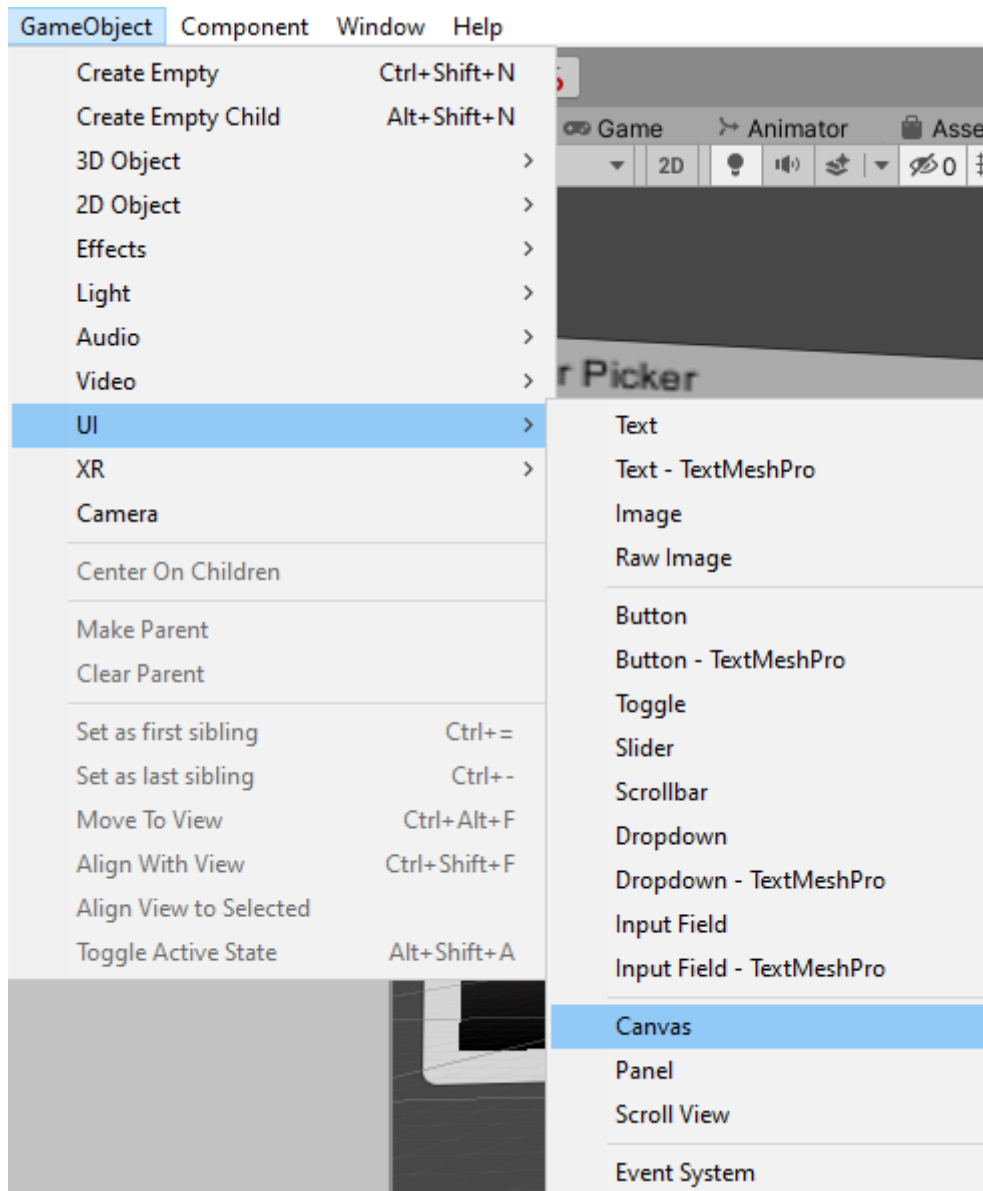# How to use Easy Color and Gradient Picker

As the name of this asset already suggests, it's very simple to setup a color or a gradient picker. Simply follow the steps in this description:
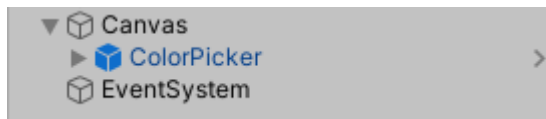
1. Create a Canvas in the scene where you want to use the color or gradient picker.

2. Drag and drop only **one** instance of the ColorPicker and **one** of the GradientPicker prefab onto the Canvas. (The GradientPicker depends on the ColorPicker but not the other way around)
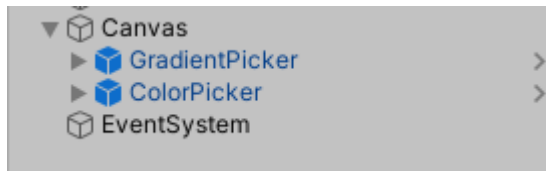
Or

3. If you want to remove the ability for the user to move around your pickers in the UI, delete the "DragWindowCntrl" from the instance.

4. Now you can use the static ColorPicker and GradientPicker class in your scripts to let users choose a color or gradient at the desired times.

```
public void ChooseColorButtonClick()
{
    ColorPicker.Create(r.sharedMaterial.color, "Choose the cube's color!", SetColor, ColorFinished, true);
}
private void SetColor(Color currentColor)
{
    r.sharedMaterial.color = currentColor;
}

private void ColorFinished(Color finishedColor)
{
    Debug.Log("You chose the color " + ColorUtility.ToHtmlStringRGBA(finishedColor));
}
```

Important:

- Keep in mind that there can only be one ColorPicker and one GradientPicker instance active at a time.
- When the ColorPicker.Create method is called and there is already an instance open, the Done function is automatically called and the method returns false.

Gradient usage:

- Left-click to add color or alpha key
- Right-click to remove color or alpha key