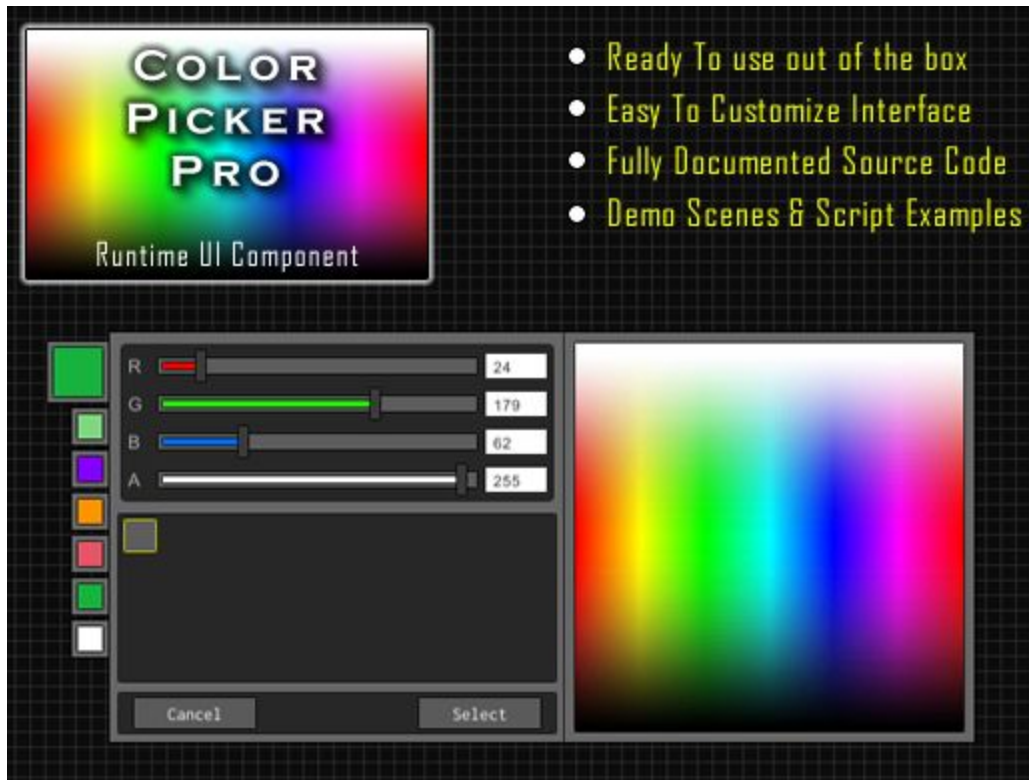# Color Picker Pro

A Runtime Color Selection UI

Overview

Color Picker Pro is a ready to use drop in UI prefab that allows your players to select colors from a clean easy to use interface.

Features

- Clean and easy to use runtime interface
- Toggleable Color Chart and Color History panels.
- Save colors to a color palette
- Easy to customize its appearance.
- Well documented Runtime API
- Demo Scenes and Code
- Callback for live preview of the color during the selections process

Using the Color Picker Pro

To use the Color Picker Pro simply drag the color ColorPickerPro prefab from the '630Studios/UIElements/' folder into your scene. **DO NOT** Deactivate/Disable the GameObject. It will take care of hiding itself automatically when the game starts, and makes use of the Awake functionality to set things up.

Once you have done that you can use the UI one of two ways. UI Components & Events, or through the Runtime API.

Using Other UI components and events.

The UI_ColorPicker component on your ColorPickerPro prefab has several built in functions for displaying the UI, which can be linked via another button's OnClick Event. Doing this will cause the Color Picker to appear.

It also has several Events for then the selectedColor is changed, when the user cancels the selection process, and when the user finally selects the color they wish to use.

Using Runtime API

The runtime API is to expansive to cover in the scope of this document. A seperate .rar file called 'SourceDocumentation.rar' has been included with the package. Extract the contents of this file somewhere OTHER than your assets folder (unity complains about the .js files it includes), and browse the Index.html file.

You can also view the online-source documentation at the following address

http://630studios.com/ColorPickerPro/source-documentation/v1/

NOTE: DemoScene_000 demonstrates the use of the Runtime API to control and react to the Color Selection UI.