



Simple Color Picker

By Hippo Games

Welcome! Hope you will enjoy working with my asset!

Features:

- RGBA/HSV switch
- Color sliders
- Color component input fields
- Hex color input field
- Color comparator and transparency view
- Clean and simple C# code
- Unity 2017, 2018 support
- Any platform (Standalone, Android, iOS, WebGL)

Usage:

- Open and run Scene
- Click any point in working field (Saturation/Brightness) to pick color
- Set hue level using Hue slider (vertical rainbow slider)
- Use RGB/HSV button to switch mode
- Change RGBA or HSV sliders to change color
- You can set RGBA and HSV values with input fields
- You can set hex color value with HEX field (#)
- Press Select button to select color
- Press Review button to write a review and make me happy =)

