UI Color Picker 1.1

Vancete.NET
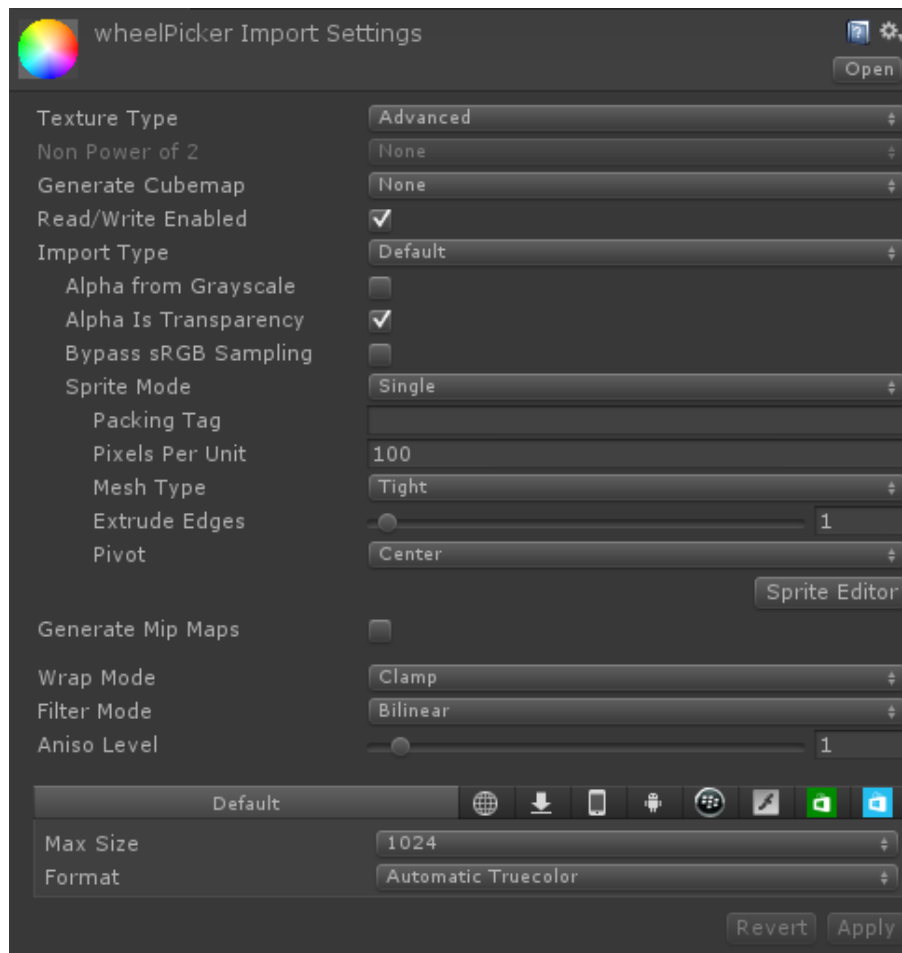
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Usage

Just import your preferred prefab to your canvas, then to access to the picker color reference the script, and call to **referencedScript.pickedColor;**

Check the included example scenes to see how it works.

Using custom image as Color Picker

Import your desired image and set the import settings like this:

IMPORTANT: The Image in your canvas SHOULD have his native size, you can resize with Scale x and y.

The pivot SHOULD be set to 0, 1.

Changelog

1.1

-The picker won't be draggable outside of the colors of the texture

-Minor scale fix