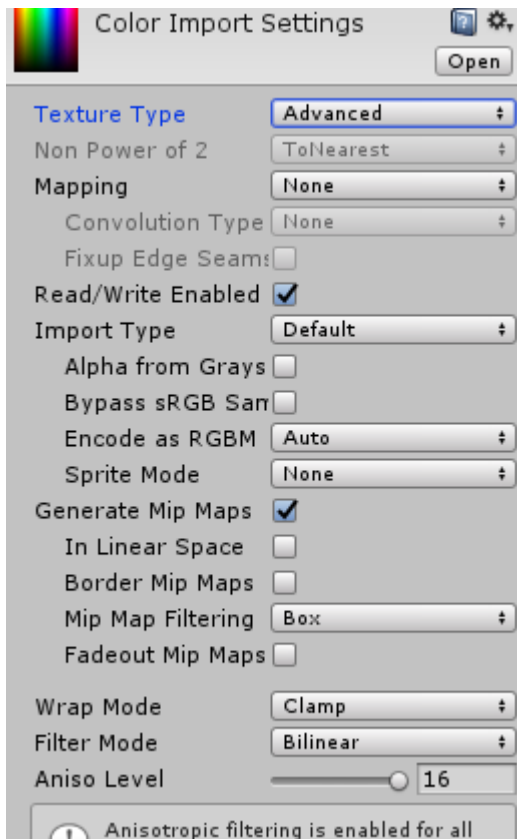
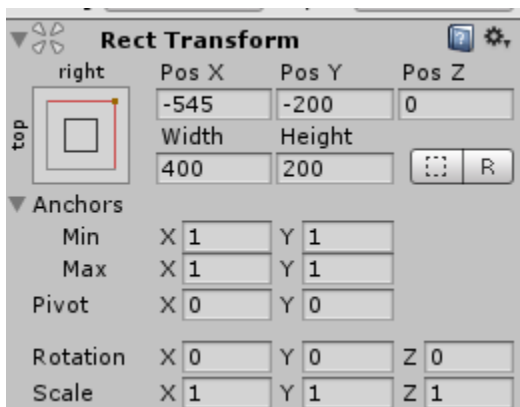


Color Picker

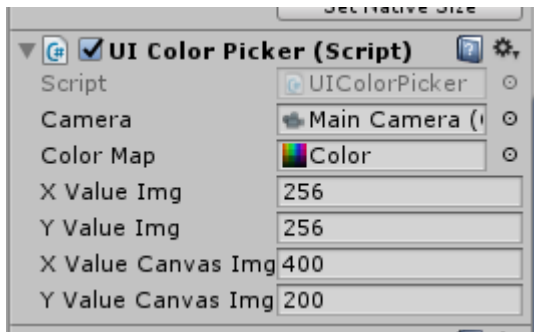
- 1) Add UIColorPicker.cs to any gameobject.
- 2) Take any image as texture type : texture. As seen in example.
- 3) make image read/write enable true in advance setting.



- 4) Make pivot 0,0 of image component



- 5) drag image in Color map field in UIColorPicker component.



6) Write actual size of image in XValueImg and YValueImg field: for example

My image size is 256*256



7) write size of image in XValueCanvasImg and YValueCanvasImg field :

For example my image size in canvas is 400*200.

8) please give img gameobject name as "ImgGetColor".

9) code.

```
UIColorPicker.MyColor += MyListener;
```

Add listener in code.

```
public void MyListener(Color color)
{
    exampleImg.color = color; // you can use this color any way. in texture in color
}
```

