

Readme - Advanced Color Picker

How to use:

A)

1. Drag the prefab (AColorPickerUGUI_Prefab) to your scene.
2. Make reference of the picker in your mono script:
 public AColorPicker m_Picker;
3. Do what you want with m_Picker in your script:
4. Run your scene

Or

B)

//Create the color picker with code like this:

```
AColorPicker picker = AColorPicker.Create(parentTransform);
picker.Setup(()=>{
    //Do what you want at picker exit
});
```

//The picker is created in the center of screen, you can set its position like this:

```
picker.transform.localPosition = new Vector3(0, -100, 0);
```

//To get the current picked color:

```
picker.CurrentColor;
```

//To get the current picked color sample texture:

```
if(picker.CurrentPickedColorSample){ //<————check null first
    //Do what you want with the picked texture here:
    texture2d = picker.CurrentPickedColorSample;
}
```

*** To enable alpha, check the "hasAlpha" boolean in the prefab (hasAlpha = true)

*** Do not change the scale of the prefab, and make sure the prefab's localScale must be Vector3.one

*** To replace the color space texture in prefab, make sure to use the texture's native size by clicking the button "SetNativeSize" of the RawImage in inspector.

*** Put your color picker prefabs in Resources folder