Readme - Advanced Color Picker 1.1

**An easy-to-use color picker made for Unity3D, using UGUI.
Suit for mobile platforms and desktop platforms.**

Features:
- Touch on the palette to pick color
- Touch on the screen to pick color(s) & texture
- Adjust the RGBA sliders to pick color

- Adjustable touch picker area size
- Show/Hide alpha setting
- Flexible change palette color textures at runtime & editing time
- Palette templates included
- Auto-fit with screen size

- Show RGB/RGBA values, show hex color code, show the captured texture
- Save color sample(captured texture) as JPG/PNG
- Mobile & desktop friendly

How to use:
A) Drop the prefab in your scene and run:
1. Drag the color picker prefab (in the Resources folder) 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

B) Coding:
- *Instantiate the prefab:*

AColorPicker picker = AColorPicker.Create(parentTransform, "ColorPicker_Prefab_Name");

- *Setup methods(either one):*

picker.Setup(Action: onCloseAction);
picker.Setup(bool: hasAlpha, Action: onCloseAction);
picker.Setup(bool: hasAlpha, bool: hasPickerRect, Action: onCloseAction);
picker.Setup(bool: hasAlpha, int: pickerRectSize, Action: onCloseAction);

– **Close:**
The color picker can be closed by clicking on the whole screen button(btn_Close) in AColorPicker.cs.
If in some case you want to disable it, just disable the button.
Otherwise, to close and destroy an existing color picker with code, you can simply call:
picker.Close();

– **Change Position:**
*The picker(**AColorPickerUGUI_2_Prefab** / **AColorPickerUGUI_Prefab**) is created at the center of the screen,*
You can set its position(Vector3):
picker.transform.localPosition = NewPosition;

– **Get the current picked color:**
picker.CurrentColor;

– **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;
}

– **Save the current picked texture in app folder**
picker.SaveCurrentColorSample();

– **Toggle the alpha gradient texture for setting transparency or grey scale:**
picker.ToggleAlphaGradient(bool: isEnabled);

– **Enable/Disable the picker rect (for picking color on the screen):**
picker.TogglePickerRect(bool: isEnabled);

– **Change the picker rect size:**
picker.SetPickerRectSize(int: size);

– **Change the palette color texture:**
picker.ChangePaletteColorTexture(int: index);
or
picker.ChangePaletteColorTexture(Texture2D: newTexture);

– **Change the palette alpha gradient texture:**
picker.ChangePaletteAlphaGradientTexture(int: index);
or
picker.ChangePaletteAlphaGradientTexture(Texture2D: newTexture);

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