Readme - Advanced Color Picker 1.01

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;
}
```

The color picker can be closed by clicking on the whole screen button(btn_Close) in AColorPicker.cs.
In some case you want to disable it, just disable the button.

And, you can close and destroy an existing color picker with code, simply call:

```
	picker.Close();
```

*** 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