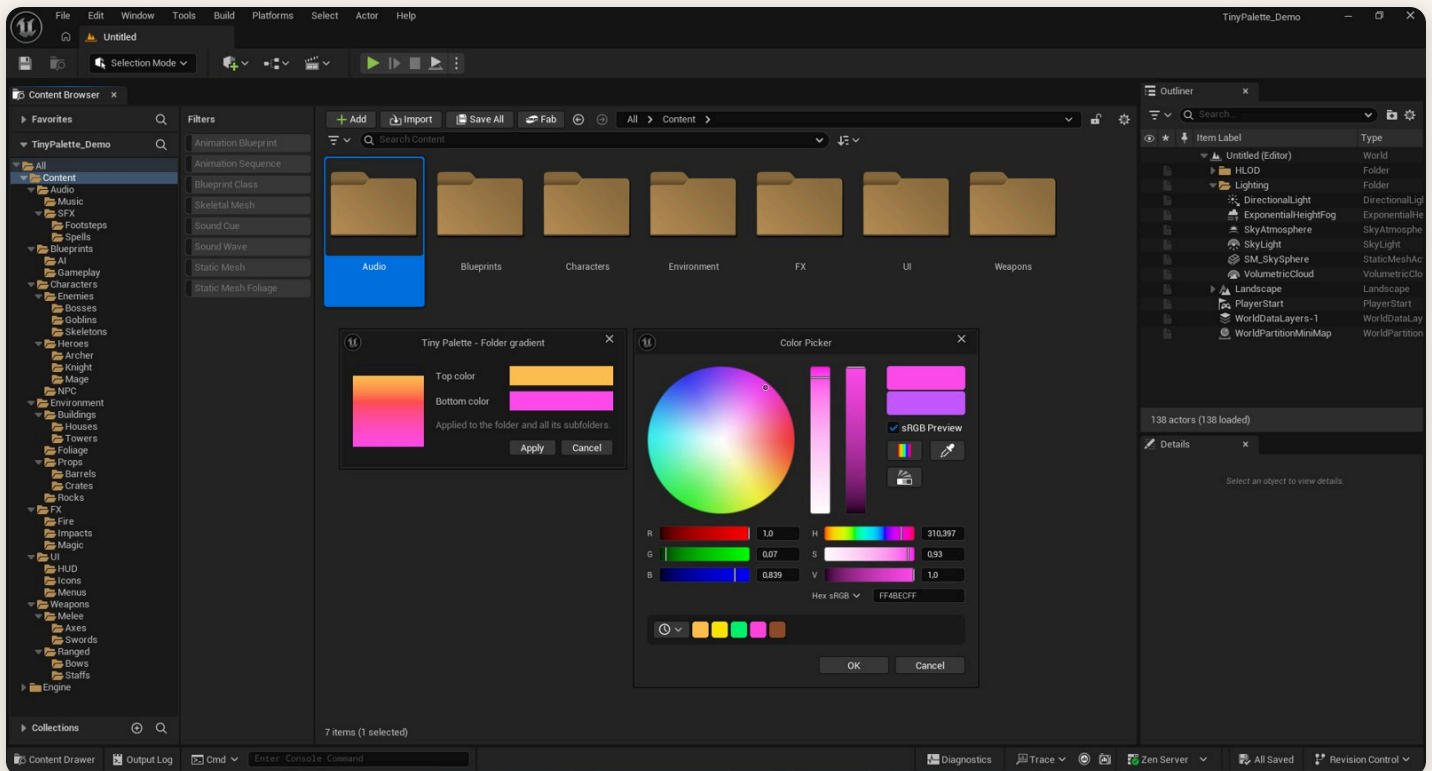


Tiny Palette

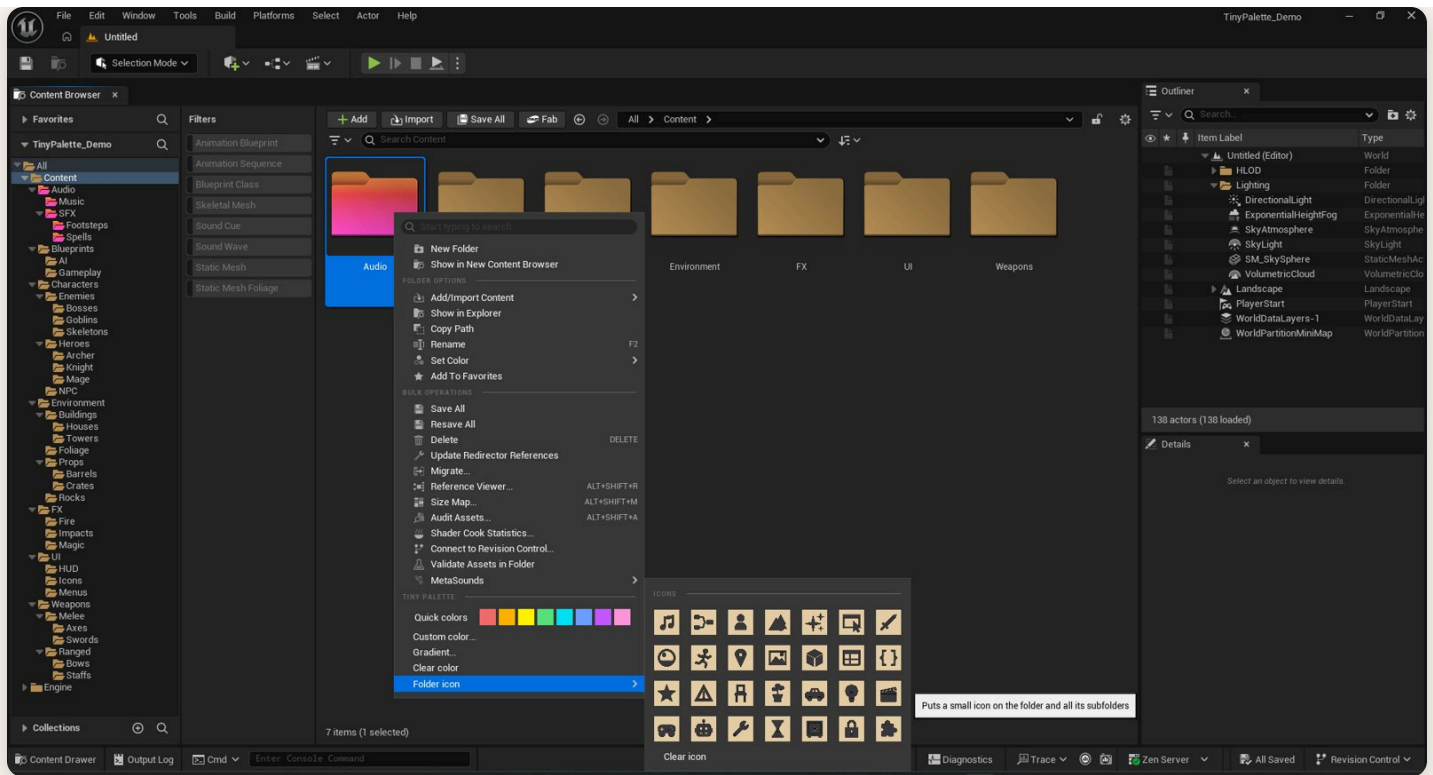
Colorize your Content Browser folders in one click: solid colors, two-color gradients and 28 small icons. Every change applies to the folder and all its subfolders, and survives project cleanup.

UE 5.5 → 5.8 · v1.1.1 · TINY RPG



Installation

- Install it from Fab / the Epic Games Launcher, or copy the `Tiny_Palette` folder into your project's `Plugins/` directory.
- Launch the editor (rebuild the plugin when asked if you installed it from source).



Usage

- Right-click any folder in the Content Browser and open the **Tiny Palette** section.
- **Quick colors**: 8 one-click swatches. **Custom color...**: the native UE color picker.
- **Gradient...**: pick a top and a bottom color, check the preview, then Apply.
- **Folder icon**: 28 icons (Audio, Blueprints, Characters, FX, UI, Weapons...). **Clear color** / **Clear icon** to go back.
- The folder and all its subfolders get the same look. Right-click a subfolder to give its branch a different one.

Backup and team work

- Colors, gradients and icons are saved in `Config/TinyPaletteColors.ini` and restored at every launch, even after deleting Saved, Intermediate or DerivedDataCache.
- Commit this file to share your folder colors with your team.

Your own icons

- Drop a square PNG (128×128, transparent background) into `Plugins/Tiny_Palette/Resources/FolderIcons/` and restart the editor.

What's new

- **1.1.1**: the folder tree keeps its gradients and icons while scrolling.
- **1.1**: English menu, gradients, folder icons.
- **1.0**: quick colors, custom color, crash-proof backup.

 Get it on Fab ↗ <https://www.fab.com/listings/ad3904a6-e60a-4de2-a150-9ebd827f27e2>

► Watch the video : youtu.be/wvuRcdl2vX4

✉ Still stuck? Write to contact@stanlab.dev · tinyrpg.stanlab.dev