



Loxodon Framework FairyGUI

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release	v2.0.0

Developed by Clark

这是一个支持FairyGUI的插件，安装此插件后可以对FairyGUI的UI控件进行数据绑定。

要求

[Loxodon Framework](#)

[FairyGUI](#)

本项目作为Loxodon.Framework插件，必须在Loxodon.Framework环境下使用，请在安装使用前先安装Loxodon.Framework和FairyGUI。

快速开始

```
public class FairyGUIDatabindingExample : MonoBehaviour
{
    public GButton button;
    public GTextInput textInput;

    protected virtual void Awake()
    {
        ApplicationContext context = Context.GetApplicationContext();
        //初始化数据绑定服务,如果使用XLua, 则初始化 LuaBindingServiceBundle模块
        BindingServiceBundle bindingService = new BindingServiceBundle(context.GetContainer());
        bindingService.Start();

        //初始化支持FairyGUI的数据绑定相关组件, 请在BindingServiceBundle启动后执行
        FairyGUIBindingServiceBundle fairyGUIBindingServiceBundle = new FairyGUIBindingServiceBu
        fairyGUIBindingServiceBundle.Start();
    }

    protected virtual void Start()
    {
        var bindingSet = this.CreateBindingSet<FairyGUIDatabindingExample, AccountViewModel>();

        bindingSet.Bind(this.textInput).For(v => v.text, v => v.onChanged).To(vm => vm.Username)
        bindingSet.Bind(this.button).For(v => v.onClick).To(vm => vm.OnSubmit);

        bindingSet.Build();
    }
}
```

Contact Us

Email: yangpc.china@gmail.com

Website: <https://vovgou.github.io/loxodon-framework/>

QQ Group: 622321589

