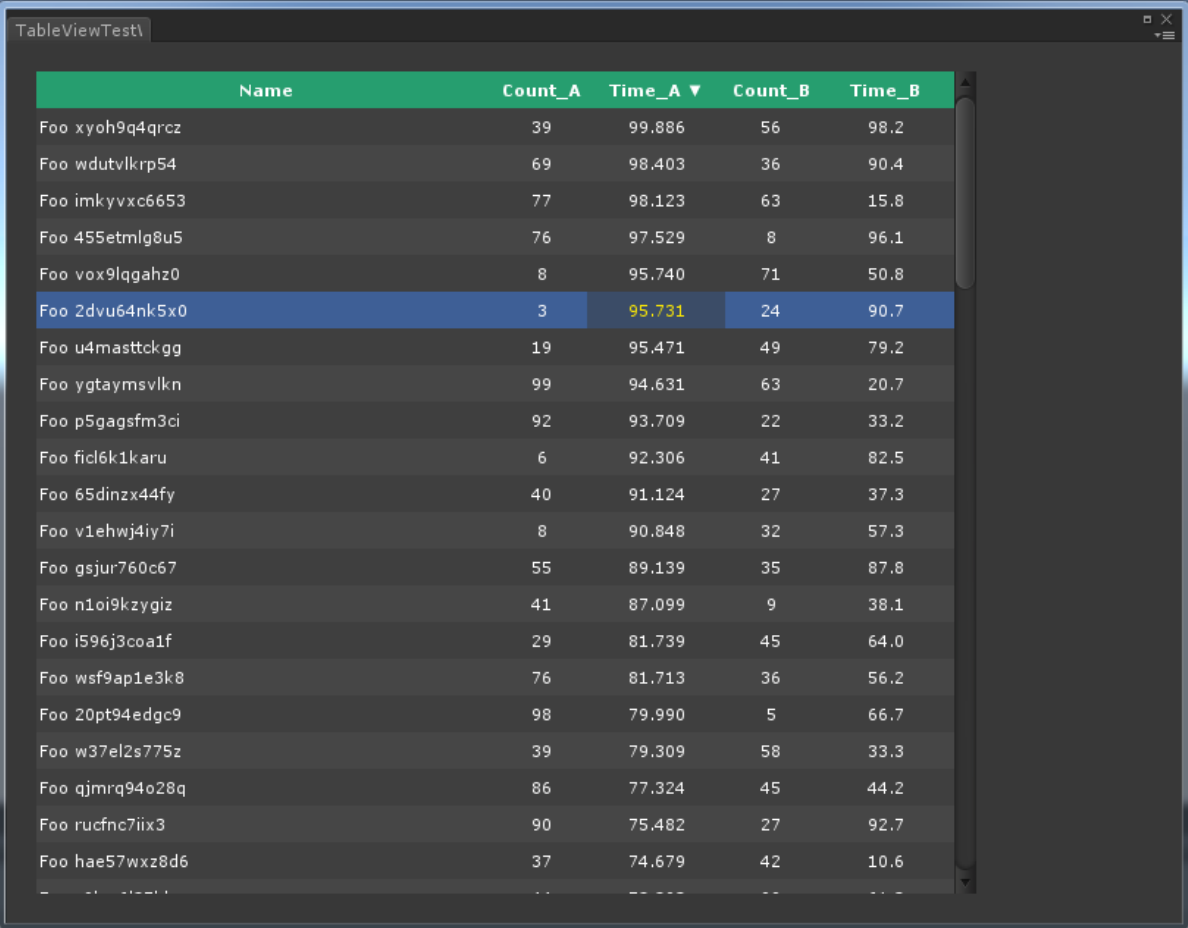


# TableView

## Screenshot



Name	Count_A	Time_A ▼	Count_B	Time_B
Foo xyoh9q4qrcz	39	99.886	56	98.2
Foo wdutvlkrp54	69	98.403	36	90.4
Foo imkyvxc6653	77	98.123	63	15.8
Foo 455etmlg8u5	76	97.529	8	96.1
Foo vox9lqgahz0	8	95.740	71	50.8
Foo 2dVu64nk5x0	3	95.731	24	90.7
Foo u4masttckgg	19	95.471	49	79.2
Foo ygtaymsvlkn	99	94.631	63	20.7
Foo p5gagsfm3ci	92	93.709	22	33.2
Foo fid6k1karu	6	92.306	41	82.5
Foo 65dinzx44fy	40	91.124	27	37.3
Foo v1ehwj4iy7i	8	90.848	32	57.3
Foo gsjur760c67	55	89.139	35	87.8
Foo n1oi9kzygiz	41	87.099	9	38.1
Foo i596j3coa1f	29	81.739	45	64.0
Foo wsf9ap1e3k8	76	81.713	36	56.2
Foo 20pt94edgc9	98	79.990	5	66.7
Foo w37el2s775z	39	79.309	58	33.3
Foo qjmrq94o28q	86	77.324	45	44.2
Foo rucfnc7iix3	90	75.482	27	92.7
Foo hae57wxz8d6	37	74.679	42	10.6
...	...	...	...	...

## Features

`TableView` browses data set in a neat table view in Unity Editor.

- easy-to-use interface for minimal learning time
  - less than 10 lines of code to get it working
- data browsing and selecting
  - get the selected data and column from the `onSelected` event
- data sorting by titlebar-clicking
  - ascending & descending for each column without providing comparing function
- smart scrolling and clipping for large data set
  - only visible data are rendered in the target area
- full detail control if you want to
  - line height, cell width, cell alignment, value formatting, etc...

## A Minimal Sample

A typical table is built in 3 steps:

1. create the table object and setup columns

```
// create the table with a specified object type
_table = new TableView(this, typeof(FooItem));

// setup the description for content
_table.AddColumn("Name", "Name", 0.5f, TextAnchor.MiddleLeft);
_table.AddColumn("Count_A", "Count_A", 0.1f);
_table.AddColumn("Time_A", "Time_A", 0.15f, TextAnchor.MiddleCenter, "0.000");
```

#### 1. add test data

```
// add test data
List<object> entries = new List<object>();
for (int i = 0; i < 100; i++)
    entries.Add(FooItem.MakeRandom());
_table.RefreshData(entries);
```

#### 1. add event handler

```
// register the event-handling function
_table.OnSelected += TableView_Selected;
```

## History

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- [2016-10-14] initial version