

Setup Guide

Simply add the DatePicker Prefab to your canvas and you should be good to go.

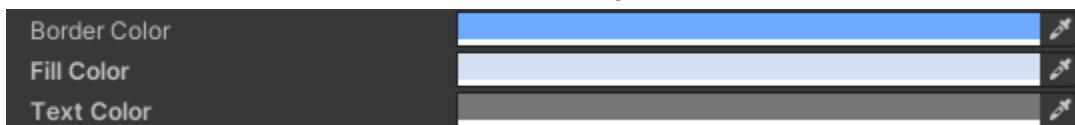
Minimum Year and Maximum Year is configurable on the DatePicker component, or via script



Or via code with the DatePicker.MinYear and MaxYear Properties
Populate() Method will force updating the dropdown lists

Coloring:

Border, Fill and Text element color can be configured on the DatePicker component.



Event:

A UnityEvent of Type DateTime has been added for responding to the Date being selected by its user. Also included is a script called "DateTimeView" which you can add to any component, and use to Update UI components, or just anywhere you need the result as a string with the DateTime formatted in some preset methods, with the option to change Cultures and Formatting of the result.

