EContent_Task

System Documentation

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Thu Mar 12 2020

E-Content Store Task Documentation

Project built with Unity 2019.3.1f

Task content

- [User documentation](#)
- [Windows executable](#)
- [Android executable](#)
- [Zipped project](#)

Credits

- Color picker by [Unity UI Extensions](#)
- Button icons by [IconArchive](#)

Namespace Index

Packages

Here are the packages with brief descriptions (if available):

Hierarchical Index

Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Class Index

Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Namespace Documentation

## EContent_Task Namespace Reference

Classes

- class [DrawTrail](#)
  Handles drawing system
- class [ScreenshotController](#)
  Class responsible for taking screenshots
- class [UIController](#)
  Handles UI states and button OnClick methods

Class Documentation

EContent_Task.DrawTrail Class Reference

Handles drawing system
Inheritance diagram for EContent_Task.DrawTrail:
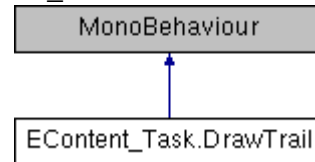
Public Member Functions

- void **UndoLastDraw** ()
  Undo last drawn line. Can be repeated multiple times

Public Attributes

- GameObject **linePrefab**
- RectTransform **canvasRect**
- RectTransform **screenshotImage**
- List< GameObject > **lineRenderers**

Properties

- bool **CanDraw** `[get, set]`
- Color **BrushColor** `[get, set]`

Private Member Functions

- void **Awake** ()
  Initialize variables at the start

- void **Update** ()
  Checks for draw input every frame

- void **DrawingLineRenderer** ()
  Dependent on touch phase creates new line or modifies it

- void **EndDrawing** ()
  Handles end of touch phase. If line has just one point (e.g. click without move) deletes it

- void **AddNewPoint** ()
  Modifies points of created line

- Vector2 **ConvertMousePositionToCanvas** (Vector2 mousePosition)
  Converts input to canvas position in order to put line points in correct position

- void **OnDrawStateChange** (bool newState)
  When drawing is being disabled ends modyfing current line

Private Attributes

- bool **canDraw**
- Color **brushColor**
- GameObject **curLine**

Detailed Description

Handles drawing system

Member Function Documentation

void EContent_Task.DrawTrail.AddNewPoint ()`[private]`

Modifies points of created line

void EContent_Task.DrawTrail.Awake ()`[private]`

Initialize variables at the start

Vector2 EContent_Task.DrawTrail.ConvertMousePositionToCanvas (Vector2 *mousePosition*)`[private]`

Converts input to canvas position in order to put line points in correct position

Point (0, 0) for mouse input is in left down corner, for canvas it's in the middle of the screen

Parameters

mousePosition	Vector2 coordinates of mouse position

Returns

Vector2 line position in canvas for given mouse position

void EContent_Task.DrawTrail.DrawingLineRenderer ()`[private]`

Dependent on touch phase creates new line or modifies it

void EContent_Task.DrawTrail.EndDrawing ()`[private]`

Handles end of touch phase. If line has just one point (e.g. click without move) deletes it

void EContent_Task.DrawTrail.OnDrawStateChange (bool _newState_)`[private]`

When drawing is being disabled ends modyfing current line

Parameters

newState	New state of drawing possibility

void EContent_Task.DrawTrail.UndoLastDraw ()

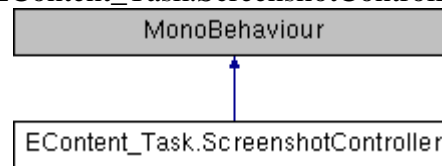Undo last drawn line. Can be repeated multiple times

void EContent_Task.DrawTrail.Update ()`[private]`

Checks for draw input every frame

EContent_Task.ScreenshotController Class Reference

Class responsible for taking screenshots
Inheritance diagram for EContent_Task.ScreenshotController:

```
MonoBehaviour
       ▲
       │
EContent_Task.ScreenshotController
```

Public Member Functions

- void OnScreenshotButton ()
  Method exposed to add as OnClick() for taking screenshot button

- void OnSaveScreenshotButton ()
  Method exposed to add as OnClick() for saving edited screenshot button

- IEnumerator TakeScreenshot ()
  Coroutine for taking screenshot to edit. Uses coroutine in order to hide UI before taking screenshot, waits until end of frame and shows screenshot on UI Image object, enabling UI again

- IEnumerator SaveScreenshot ()
  Coroutine for saving edited screenshot. Uses coroutine in order to hide UI before saving final screenshot, waits until end of frame and saves screenshot in persistent data path of the device

Public Attributes

- Image **targetImage**
- UIController **uIController**

Detailed Description

Class responsible for taking screenshots

Member Function Documentation

void EContent_Task.ScreenshotController.OnSaveScreenshotButton ()

Method exposed to add as OnClick() for saving edited screenshot button

void EContent_Task.ScreenshotController.OnScreenshotButton ()

Method exposed to add as OnClick() for taking screenshot button

IEnumerator EContent_Task.ScreenshotController.SaveScreenshot ()

Coroutine for saving edited screenshot. Uses coroutine in order to hide UI before saving final screenshot, waits until end of frame and saves screenshot in persistent data path of the device

Returns
IEnumerator, necessary to wait until end of the frame

IEnumerator EContent_Task.ScreenshotController.TakeScreenshot ()

Coroutine for taking screenshot to edit. Uses coroutine in order to hide UI before taking screenshot, waits until end of frame and shows screenshot on UI Image object, enabling UI again
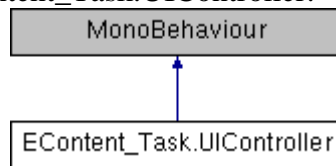
Returns
IEnumerator, necessary to wait until end of the frame

EContent_Task.UIController Class Reference

Handles UI states and button OnClick methods

Inheritance diagram for EContent_Task.UIController:

Public Member Functions

- void OnScreenshotButton ()
  OnClick() method for Screenshot button

- void OnBrushColorButton ()
  OnClick() method for opening brush color picker

- void OnBrushColorApplyButton ()
  OnClick() method for applying new brush color

- void OnBrushColorCancelButton ()
  OnClick() method for canceling change of brush color

- void OnCancelButton ()
  OnClick() method for button canceling edit of a screenshot

- void ChangeStateUIForScreenshot (bool enabled)
  Method to hide/show UI for action of taking screenshot

- IEnumerator OnSaveScreenshot (string savePath)
  Method showing message about saved screenshot

Public Attributes

- DrawTrail **drawTrail**
- RectTransform **settingsPanelRect**
- RectTransform **editScreenshotPanelRect**
- RectTransform **screenshotImageRect**
- RectTransform **colorPickerRect**
- Text **saveInfoText**

Private Member Functions

- void Awake ()
  Set default state of UI before start of the application

Detailed Description

Handles UI states and button OnClick methods

Member Function Documentation

void EContent_Task.UIController.Awake ()[private]

Set default state of UI before start of the application

void EContent_Task.UIController.ChangeStateUIForScreenshot (bool *enabled*)

Method to hide/show UI for action of taking screenshot

void EContent_Task.UIController.OnBrushColorApplyButton ()

OnClick() method for applying new brush color

void EContent_Task.UIController.OnBrushColorButton ()

OnClick() method for opening brush color picker

void EContent_Task.UIController.OnBrushColorCancelButton ()

OnClick() method for canceling change of brush color

void EContent_Task.UIController.OnCancelButton ()

OnClick() method for button canceling edit of a screenshot

IEnumerator EContent_Task.UIController.OnSaveScreenshot (string *savePath*)

Method showing message about saved screenshot

Parameters

savePath	Path of saved screenshot

Returns

void EContent_Task.UIController.OnScreenshotButton ()

OnClick() method for Screenshot button