Tab View UI

Thanks for downloading the asset, if you need any help, feel free to contact us at impractical.labs.2017@gmail.com

STEPS TO SETUP

- Create a class, say testing.cs
- Import IL_TabView as - “using IL_TabView;”

- Do not extend this “testing” class with a MonoBehaviour, instead extend with “TabViewScroll”

```
using UnityEngine;
using IL_TabView;

public class testing :TabViewScroll{
      You, a few seconds ago • Uncommitte
}
```

- If you want to use start and update functions here, you can override these functions as mentioned below:

    public override IL_Update(){}
    public override IL_Start(){}

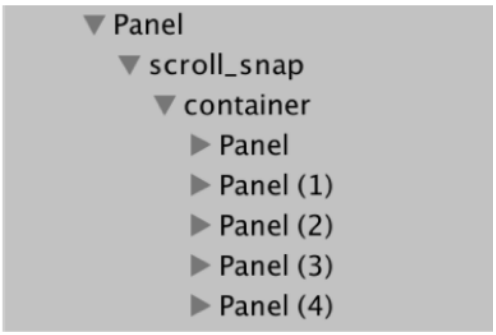
```
public class testing :TabViewScroll{
    public override void IL_Start () {

    }

    public override void IL_Update () {

    }
}
```

//these functions will work like Update() and Start();

WARNING:
*****
Do not define Start and Update Function in this “testing” script or any other script inheriting from TabViewScroll. To use Update() and Start() use the above given overridable methods.
*****

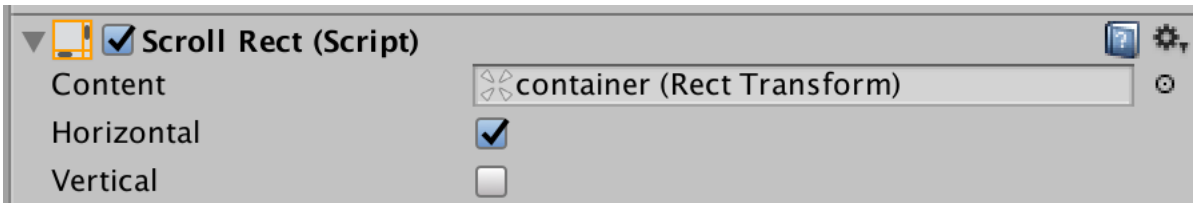
- Rest of the functions that you normally use in a MonoBehaviour can be used as it is.
- Now create a panel from UI(Hierarchy window->Right Click->UI->Panel) say “Panel”. This will contain all the UI related to the tabs.
- Add another panel inside the one created above and name it as “scroll_snap”. Place the “testing” script on the “scroll_snap” panel.

- Add another panel inside “scroll_snap” and name it as “container”. This will contain all the pages of the view(like panel/Image which will slide on scroll). Add or create the pages inside the “container” as per the requirement.



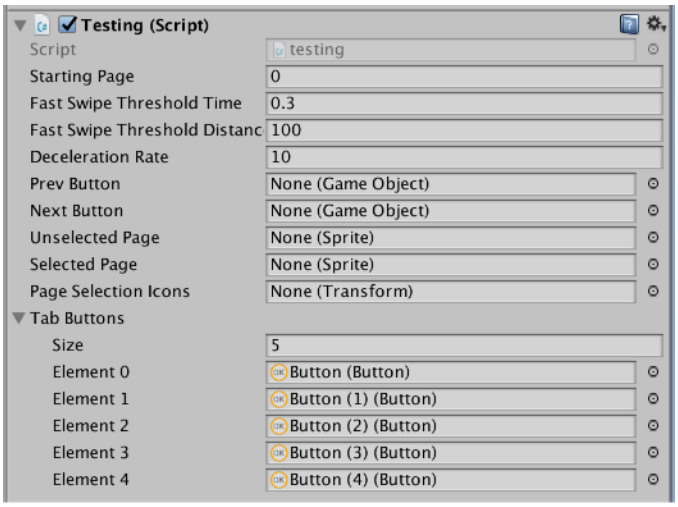
- Now navigate to the “testing” script attached to “scroll_snap” in the Inspector window and click on the button “Set Panel For TabView”.

- A component named “Scroll Rect” will be added when you click on the button. Pass the “container” panel inside the “Content” section of “Scroll Rect” as shown below.

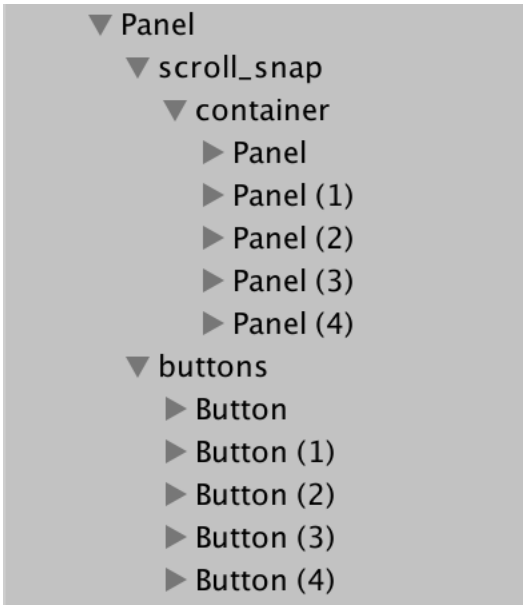


- Press play and test your scroll view.

Adding Tab Buttons (Optional):



- Inside the very first panel you created i.e. the parent of “scroll_snap”, add another panel named “buttons”.Create the buttons inside this “buttons” panel as shown below. The created buttons can be used to slide the pages in the view.



- Select “scroll_snap” panel. In the inspector section, “Use Buttons” option will be seen under “testing.cs” script component. Make sure that “Use Buttons” is checked and pass the “buttons” panel to the “Buttons Container”. The same is shown below:

- Press play and you will be able to see the pages changing on clicking the respective buttons. All the scaling of the pages and positioning of the buttons is taken care of automatically if the hierarchy is created correctly following the above steps.