Tab View UI
Thanks for downloading the asset , for any help contact me at
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SETUP
-Create a class, say testing.cs
-import IL_TabView like: this- using IL_TabView;
-do not extend this class with a monobehaviour instead extend with TabViewScroll like below:

```
using UnityEngine;
using IL_TabView;


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

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

    }

    public override void IL_Update () {

    }
}
```
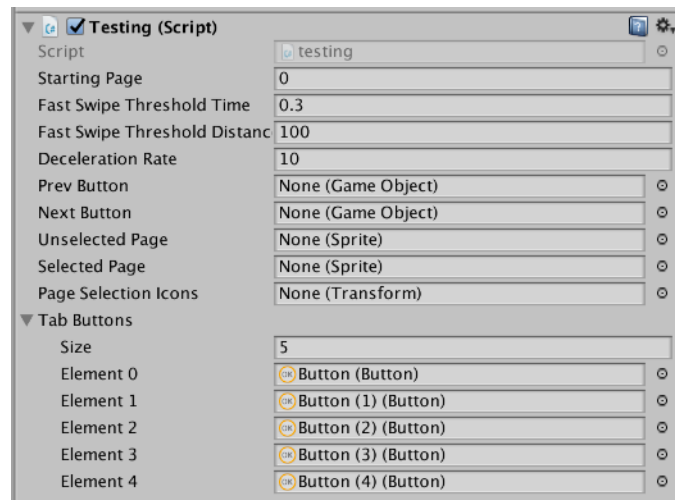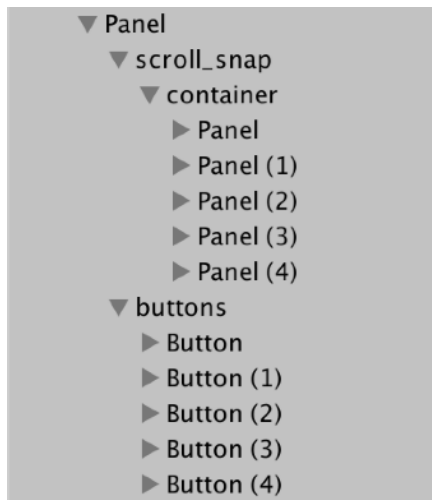
-if you want to use start and update functions here you can override the functions as bellow:
        public override IL_Update(){}
        public override IL_Start(){}
        (as shown above)
        //these functions will work like Update() and Start();

-rest of the functions that you use in a Monobehaviour can be used as it is.
-place this script on an empty panel that will contain all the pages of the tab view as its child, like below:

-pass the buttons reference in the tab buttons list in the tesing.cs script through the inspector as shown above.
*WARNING: Do not define Start and Update Function in the child script. to use Update() and Start use the above method.