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

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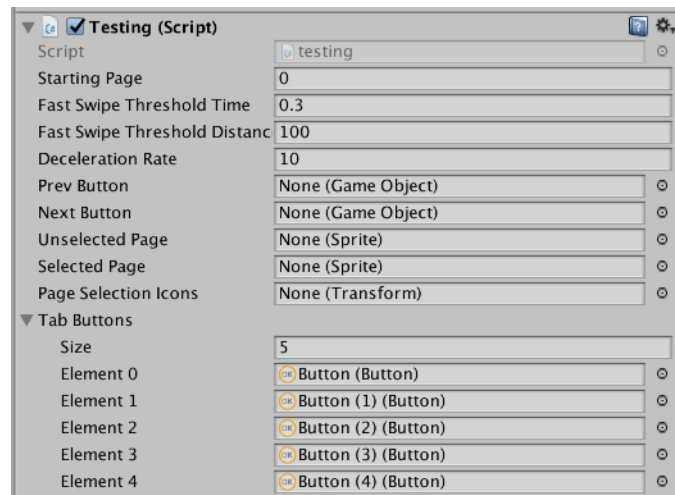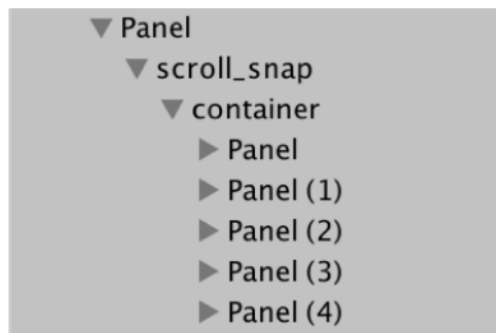
```
public class testing :TabViewScroll{
    public override void IL_Start () {

    }

    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();

WARNING: Do not define Start and Update Function in the child script. to use Update() and Start use the above method.

-rest of the functions that you use in a Monobehaviour can be used as it is.
-now create a panel from UI this will contain all the UI related to the tabs.
-Add another panel inside the one created above(name it as scroll_snap).Place the script on the panel.
-Add another panel inside scroll_snap (name it as container). This will contain all your pages of the view.Add or create the pages inside the container.
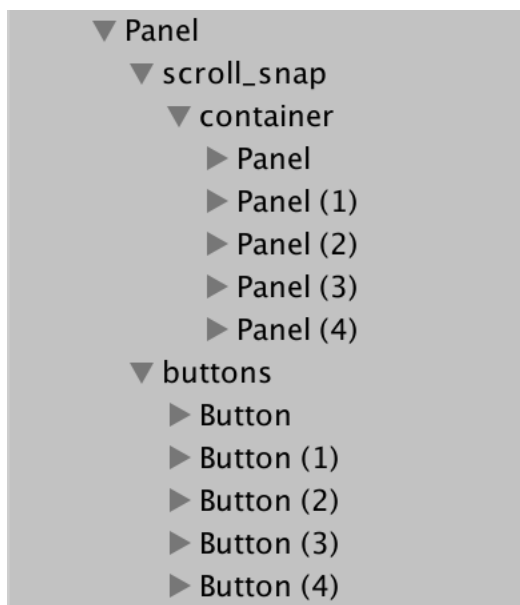
```
▼ Panel
    ▼ scroll_snap
        ▼ container
            ▶ Panel
            ▶ Panel (1)
            ▶ Panel (2)
            ▶ Panel (3)
            ▶ Panel (4)
```

▼ ☑ Testing (Script)		
Script	testing	
Starting Page	0	
Fast Swipe Threshold Time	0.3	
Fast Swipe Threshold Distanc	100	
Deceleration Rate	10	
Prev Button	None (Game Object)	⊙
Next Button	None (Game Object)	⊙
Unselected Page	None (Sprite)	⊙
Selected Page	None (Sprite)	⊙
Page Selection Icons	None (Transform)	⊙
▼ Tab Buttons		
Size	5	
Element 0	Button (Button)	⊙
Element 1	Button (1) (Button)	⊙
Element 2	Button (2) (Button)	⊙
Element 3	Button (3) (Button)	⊙
Element 4	Button (4) (Button)	⊙

-now press the button in the inspector of your script saying "set panel for TabView".

-a component named scroll rect would be added when you click the button.Pass the container inside the Content of Scroll Rect as shown below.


- press play and test your scroll view.

Adding Tab Buttons

▼ Panel
    ▼ scroll_snap
        ▼ container
            ▶ Panel
            ▶ Panel (1)
            ▶ Panel (2)
            ▶ Panel (3)
            ▶ Panel (4)
        ▼ buttons
            ▶ Button
            ▶ Button (1)
            ▶ Button (2)
            ▶ Button (3)
            ▶ Button (4)

-inside the panel you created first ie:parent of scroll_snap add a panel(name it buttons) and place all the buttons inside it. As shown below:

-In the inspector of scroll_snap on the testing.cs script make sure use Buttons is checked and pass the buttons panel that has all the buttons. As shown below:
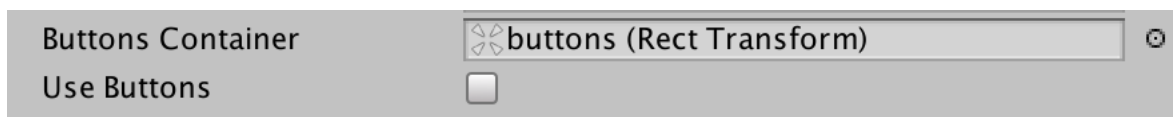
* all the scaling of the pages and positioning of the buttons is taken care. If the hierarchy is correct as shown.*