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UnityEngine.UI Reference

Namespaces

[UnityEngine.EventSystems](#topic_0000000000000000), [UnityEngine.UI](#topic_00000000000001E2), [UnityEngine.UIElements](#topic_000000000000018E)

UnityEngine.EventSystems Namespace

Classes

[AbstractEventData](#topic_0000000000000005), [AxisEventData](#topic_0000000000000001), [BaseEventData](#topic_0000000000000009), [BaseInput](#topic_00000000000000FD), [BaseInputModule](#topic_000000000000010C), [BaseRaycaster](#topic_0000000000000164), [EventSystem](#topic_0000000000000066), [EventTrigger](#topic_0000000000000090), [ExecuteEvents](#topic_00000000000000BC), [Physics2DRaycaster](#topic_000000000000016D), [PhysicsRaycaster](#topic_0000000000000170), [PointerEventData](#topic_000000000000000E), [PointerInputModule](#topic_000000000000011C), [StandaloneInputModule](#topic_000000000000012A), [TouchInputModule](#topic_000000000000014E), [UIBehaviour](#topic_000000000000018B)

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Structures

[RaycastResult](#topic_000000000000017B)

Enumerations

[EventHandle](#topic_000000000000003E), [EventTriggerType](#topic_00000000000000AA), [MoveDirection](#topic_000000000000015E)

AbstractEventData Class

/// A class that can be used for sending simple events via the event system.
///

|  |  |
| --- | --- |
| C# |  |
| public abstract class AbstractEventData | |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[used](#topic_0000000000000008)

Methods

[Reset](#topic_0000000000000006), [Use](#topic_0000000000000007)

AbstractEventData.used Property

/// Is the event used?
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) used {get;} | |

See Also

Applies to: [AbstractEventData](#topic_0000000000000005)

AbstractEventData.Reset Method

/// Reset the event.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Reset() | |

See Also

Applies to: [AbstractEventData](#topic_0000000000000005)

AbstractEventData.Use Method

/// Use the event.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Use() | |

Remarks

/// Internally sets a flag that can be checked via used to see if further processing should happen.
///

See Also

Applies to: [AbstractEventData](#topic_0000000000000005)

AxisEventData Class

/// Event Data associated with Axis Events (Controller / Keyboard).
///

[UnityEngine.EventSystems.AbstractEventData](#topic_0000000000000005)

[UnityEngine.EventSystems.BaseEventData](#topic_0000000000000009)

**UnityEngine.EventSystems.AxisEventData**

|  |  |
| --- | --- |
| C# |  |
| public class AxisEventData : [BaseEventData](#topic_0000000000000009) | |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Constructors

[AxisEventData](#topic_0000000000000004)

Properties

[currentInputModule](#topic_000000000000000C) (inherited from [BaseEventData](#topic_0000000000000009)), [moveDir](#topic_0000000000000003), [moveVector](#topic_0000000000000002), [selectedObject](#topic_000000000000000D) (inherited from [BaseEventData](#topic_0000000000000009)), [used](#topic_0000000000000008) (inherited from [AbstractEventData](#topic_0000000000000005))

Methods

[Reset](#topic_0000000000000006) (inherited from [AbstractEventData](#topic_0000000000000005)), [Use](#topic_0000000000000007) (inherited from [AbstractEventData](#topic_0000000000000005))

AxisEventData Constructor

|  |  |
| --- | --- |
| C# |  |
| public AxisEventData(  [EventSystem](#topic_0000000000000066) *eventSystem* ) | |

Parameters

eventSystem

|  |
| --- |
|  |

See Also

Applies to: [AxisEventData](#topic_0000000000000001)

AxisEventData.moveDir Property

/// MoveDirection for this event.
///

|  |  |
| --- | --- |
| C# |  |
| public [MoveDirection](#topic_000000000000015E) moveDir {get; set;} | |

See Also

Applies to: [AxisEventData](#topic_0000000000000001)

AxisEventData.moveVector Property

/// Raw input vector associated with this event.
///

|  |  |
| --- | --- |
| C# |  |
| public **Vector2** moveVector {get; set;} | |

See Also

Applies to: [AxisEventData](#topic_0000000000000001)

BaseEventData Class

/// A class that contains the base event data that is common to all event types in the new EventSystem.
///

[UnityEngine.EventSystems.AbstractEventData](#topic_0000000000000005)

**UnityEngine.EventSystems.BaseEventData**

[UnityEngine.EventSystems.AxisEventData](#topic_0000000000000001)

[UnityEngine.EventSystems.PointerEventData](#topic_000000000000000E)

|  |  |
| --- | --- |
| C# |  |
| public class BaseEventData : [AbstractEventData](#topic_0000000000000005) | |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Constructors

[BaseEventData](#topic_000000000000000B)

Properties

[currentInputModule](#topic_000000000000000C), [selectedObject](#topic_000000000000000D), [used](#topic_0000000000000008) (inherited from [AbstractEventData](#topic_0000000000000005))

Methods

[Reset](#topic_0000000000000006) (inherited from [AbstractEventData](#topic_0000000000000005)), [Use](#topic_0000000000000007) (inherited from [AbstractEventData](#topic_0000000000000005))

Fields

[m\_EventSystem](#topic_000000000000000A)

BaseEventData Constructor

|  |  |
| --- | --- |
| C# |  |
| public BaseEventData(  [EventSystem](#topic_0000000000000066) *eventSystem* ) | |

Parameters

eventSystem

|  |
| --- |
|  |

See Also

Applies to: [BaseEventData](#topic_0000000000000009)

BaseEventData.currentInputModule Property

/// >A reference to the BaseInputModule that sent this event.
///

|  |  |
| --- | --- |
| C# |  |
| public [BaseInputModule](#topic_000000000000010C) currentInputModule {get;} | |

See Also

Applies to: [BaseEventData](#topic_0000000000000009)

BaseEventData.selectedObject Property

/// The object currently considered selected by the EventSystem.
///

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** selectedObject {get; set;} | |

See Also

Applies to: [BaseEventData](#topic_0000000000000009)

m\_EventSystem Field

|  |  |
| --- | --- |
| C# |  |
| private readonly [EventSystem](#topic_0000000000000066) m\_EventSystem | |

See Also

Applies to: [BaseEventData](#topic_0000000000000009)

BaseInput Class

/// Interface to the Input system used by the BaseInputModule. With this it is possible to bypass the Input system with your own but still use the same InputModule. For example this can be used to feed fake input into the UI or interface with a different input system.
///

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

**UnityEngine.EventSystems.BaseInput**

|  |  |
| --- | --- |
| C# |  |
| public class BaseInput : [UIBehaviour](#topic_000000000000018B) | |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [compositionCursorPos](#topic_0000000000000100), [compositionString](#topic_00000000000000FE), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [imeCompositionMode](#topic_00000000000000FF), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [mousePosition](#topic_0000000000000105), [mousePresent](#topic_0000000000000101), [mouseScrollDelta](#topic_0000000000000106), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [touchCount](#topic_0000000000000108), [touchSupported](#topic_0000000000000107), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetAxisRaw](#topic_000000000000010A), [GetButtonDown](#topic_000000000000010B), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetMouseButton](#topic_0000000000000104), [GetMouseButtonDown](#topic_0000000000000102), [GetMouseButtonUp](#topic_0000000000000103), [GetTouch](#topic_0000000000000109), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

BaseInput.compositionCursorPos Property

/// Interface to Input.compositionCursorPos. Can be overridden to provide custom input instead of using the Input class.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual **Vector2** compositionCursorPos {get; set;} | |

See Also

Applies to: [BaseInput](#topic_00000000000000FD)

BaseInput.compositionString Property

/// Interface to Input.compositionString. Can be overridden to provide custom input instead of using the Input class.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) compositionString {get;} | |

See Also

Applies to: [BaseInput](#topic_00000000000000FD)

BaseInput.imeCompositionMode Property

/// Interface to Input.imeCompositionMode. Can be overridden to provide custom input instead of using the Input class.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual **IMECompositionMode** imeCompositionMode {get; set;} | |

See Also

Applies to: [BaseInput](#topic_00000000000000FD)

BaseInput.mousePosition Property

/// Interface to Input.mousePosition. Can be overridden to provide custom input instead of using the Input class.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual **Vector2** mousePosition {get;} | |

See Also

Applies to: [BaseInput](#topic_00000000000000FD)

BaseInput.mousePresent Property

/// Interface to Input.mousePresent. Can be overridden to provide custom input instead of using the Input class.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) mousePresent {get;} | |

See Also

Applies to: [BaseInput](#topic_00000000000000FD)

BaseInput.mouseScrollDelta Property

/// Interface to Input.mouseScrollDelta. Can be overridden to provide custom input instead of using the Input class.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual **Vector2** mouseScrollDelta {get;} | |

See Also

Applies to: [BaseInput](#topic_00000000000000FD)

BaseInput.touchCount Property

/// Interface to Input.touchCount. Can be overridden to provide custom input instead of using the Input class.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) touchCount {get;} | |

See Also

Applies to: [BaseInput](#topic_00000000000000FD)

BaseInput.touchSupported Property

/// Interface to Input.touchSupported. Can be overridden to provide custom input instead of using the Input class.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) touchSupported {get;} | |

See Also

Applies to: [BaseInput](#topic_00000000000000FD)

BaseInput.GetAxisRaw Method

/// Interface to Input.GetAxisRaw. Can be overridden to provide custom input instead of using the Input class.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) GetAxisRaw(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *axisName* ) | |

Parameters

axisName

|  |
| --- |
| Axis name to check |

See Also

Applies to: [BaseInput](#topic_00000000000000FD)

BaseInput.GetButtonDown Method

/// Interface to Input.GetButtonDown. Can be overridden to provide custom input instead of using the Input class.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) GetButtonDown(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *buttonName* ) | |

Parameters

buttonName

|  |
| --- |
| Button name to get |

See Also

Applies to: [BaseInput](#topic_00000000000000FD)

BaseInput.GetMouseButton Method

/// Interface to Input.GetMouseButton. Can be overridden to provide custom input instead of using the Input class.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) GetMouseButton(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *button* ) | |

Parameters

button

|  |
| --- |
|  |

See Also

Applies to: [BaseInput](#topic_00000000000000FD)

BaseInput.GetMouseButtonDown Method

/// Interface to Input.GetMouseButtonDown. Can be overridden to provide custom input instead of using the Input class.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) GetMouseButtonDown(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *button* ) | |

Parameters

button

|  |
| --- |
|  |

See Also

Applies to: [BaseInput](#topic_00000000000000FD)

BaseInput.GetMouseButtonUp Method

/// Interface to Input.GetMouseButtonUp. Can be overridden to provide custom input instead of using the Input class.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) GetMouseButtonUp(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *button* ) | |

Parameters

button

|  |
| --- |
|  |

See Also

Applies to: [BaseInput](#topic_00000000000000FD)

BaseInput.GetTouch Method

/// Interface to Input.GetTouch. Can be overridden to provide custom input instead of using the Input class.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual **Touch** GetTouch(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *index* ) | |

Parameters

index

|  |
| --- |
| Touch index to get |

See Also

Applies to: [BaseInput](#topic_00000000000000FD)

BaseInputModule Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

**UnityEngine.EventSystems.BaseInputModule**

[UnityEngine.EventSystems.PointerInputModule](#topic_000000000000011C)

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof(EventSystem))] public abstract class BaseInputModule : [UIBehaviour](#topic_000000000000018B) | |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [input](#topic_0000000000000112), [inputOverride](#topic_0000000000000113), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[ActivateModule](#topic_0000000000000118), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [ConvertUIToolkitPointerId](#topic_000000000000011B), [DeactivateModule](#topic_0000000000000117), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [IsModuleSupported](#topic_000000000000011A), [IsPointerOverGameObject](#topic_0000000000000115), [Process](#topic_0000000000000114), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [ShouldActivateModule](#topic_0000000000000116), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [UpdateModule](#topic_0000000000000119)

Fields

[m\_AxisEventData](#topic_000000000000010E), [m\_BaseEventData](#topic_0000000000000110), [m\_DefaultInput](#topic_0000000000000111), [m\_EventSystem](#topic_000000000000010F), [m\_SendPointerHoverToParent](#topic_000000000000010D)

BaseInputModule.input Property

/// The current BaseInput being used by the input module.
///

|  |  |
| --- | --- |
| C# |  |
| public [BaseInput](#topic_00000000000000FD) input {get;} | |

See Also

Applies to: [BaseInputModule](#topic_000000000000010C)

BaseInputModule.inputOverride Property

/// Used to override the default BaseInput for the input module.
///

|  |  |
| --- | --- |
| C# |  |
| public [BaseInput](#topic_00000000000000FD) inputOverride {get; set;} | |

Remarks

/// With this it is possible to bypass the Input system with your own but still use the same InputModule. For example this can be used to feed fake input into the UI or interface with a different input system.
///

See Also

Applies to: [BaseInputModule](#topic_000000000000010C)

BaseInputModule.ActivateModule Method

/// Called when the module is activated. Override this if you want custom code to execute when you activate your module.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ActivateModule() | |

See Also

Applies to: [BaseInputModule](#topic_000000000000010C)

BaseInputModule.ConvertUIToolkitPointerId Method

/// Returns Id of the pointer following **PointerId** convention.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) ConvertUIToolkitPointerId(  [PointerEventData](#topic_000000000000000E) *sourcePointerData* ) | |

Parameters

sourcePointerData

|  |
| --- |
| PointerEventData whose pointerId will be converted to UI Toolkit pointer convention. |

See Also

Applies to: [BaseInputModule](#topic_000000000000010C)

[IPointerEvent](#)

BaseInputModule.DeactivateModule Method

/// Called when the module is deactivated. Override this if you want custom code to execute when you deactivate your module.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DeactivateModule() | |

See Also

Applies to: [BaseInputModule](#topic_000000000000010C)

BaseInputModule.IsModuleSupported Method

/// Check to see if the module is supported. Override this if you have a platform specific module (eg. TouchInputModule that you do not want to activate on standalone.)
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsModuleSupported() | |

Returns

Is the module supported.

See Also

Applies to: [BaseInputModule](#topic_000000000000010C)

BaseInputModule.IsPointerOverGameObject Method

/// If the module is pointer based, then override this to return true if the pointer is over an event system object.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsPointerOverGameObject(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *pointerId* ) | |

Parameters

pointerId

|  |
| --- |
| Pointer ID |

Returns

Is the given pointer over an event system object?

See Also

Applies to: [BaseInputModule](#topic_000000000000010C)

BaseInputModule.Process Method

/// Process the current tick for the module.
///

|  |  |
| --- | --- |
| C# |  |
| public abstract [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Process() | |

See Also

Applies to: [BaseInputModule](#topic_000000000000010C)

BaseInputModule.ShouldActivateModule Method

/// Should the module be activated.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ShouldActivateModule() | |

See Also

Applies to: [BaseInputModule](#topic_000000000000010C)

BaseInputModule.UpdateModule Method

/// Update the internal state of the Module.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateModule() | |

See Also

Applies to: [BaseInputModule](#topic_000000000000010C)

m\_AxisEventData Field

|  |  |
| --- | --- |
| C# |  |
| private [AxisEventData](#topic_0000000000000001) m\_AxisEventData | |

See Also

Applies to: [BaseInputModule](#topic_000000000000010C)

m\_BaseEventData Field

|  |  |
| --- | --- |
| C# |  |
| private [BaseEventData](#topic_0000000000000009) m\_BaseEventData | |

See Also

Applies to: [BaseInputModule](#topic_000000000000010C)

m\_DefaultInput Field

|  |  |
| --- | --- |
| C# |  |
| private [BaseInput](#topic_00000000000000FD) m\_DefaultInput | |

See Also

Applies to: [BaseInputModule](#topic_000000000000010C)

m\_EventSystem Field

|  |  |
| --- | --- |
| C# |  |
| private [EventSystem](#topic_0000000000000066) m\_EventSystem | |

See Also

Applies to: [BaseInputModule](#topic_000000000000010C)

m\_SendPointerHoverToParent Field

/// True if pointer hover events will be sent to the parent
///

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_SendPointerHoverToParent | |

See Also

Applies to: [BaseInputModule](#topic_000000000000010C)

BaseRaycaster Class

/// Base class for any RayCaster.
///

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

**UnityEngine.EventSystems.BaseRaycaster**

[UnityEngine.EventSystems.PhysicsRaycaster](#topic_0000000000000170)

[UnityEngine.UI.GraphicRaycaster](#topic_0000000000000307)

[UnityEngine.UIElements.PanelRaycaster](#topic_00000000000001D2)

|  |  |
| --- | --- |
| C# |  |
| public abstract class BaseRaycaster : [UIBehaviour](#topic_000000000000018B) | |

Remarks

/// A Raycaster is responsible for raycasting against scene elements to determine if the cursor is over them. Default Raycasters include PhysicsRaycaster, Physics2DRaycaster, GraphicRaycaster.
/// Custom raycasters can be added by extending this class.
///

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [eventCamera](#topic_0000000000000167), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [priority](#topic_0000000000000168), [renderOrderPriority](#topic_000000000000016A), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [rootRaycaster](#topic_000000000000016B), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [sortOrderPriority](#topic_0000000000000169), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [Raycast](#topic_0000000000000166), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](#topic_000000000000016C), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[m\_RootRaycaster](#topic_0000000000000165)

BaseRaycaster.eventCamera Property

/// The camera that will generate rays for this raycaster.
///

|  |  |
| --- | --- |
| C# |  |
| public abstract **Camera** eventCamera {get;} | |

See Also

Applies to: [BaseRaycaster](#topic_0000000000000164)

BaseRaycaster.priority Property

**NOTE: This member is now obsolete.**

Please use sortOrderPriority and renderOrderPriority

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Please use sortOrderPriority and renderOrderPriority", false)] public virtual [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) priority {get;} | |

See Also

Applies to: [BaseRaycaster](#topic_0000000000000164)

BaseRaycaster.renderOrderPriority Property

/// Priority of the raycaster based upon render order.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) renderOrderPriority {get;} | |

See Also

Applies to: [BaseRaycaster](#topic_0000000000000164)

BaseRaycaster.rootRaycaster Property

/// Raycaster on root canvas
///

|  |  |
| --- | --- |
| C# |  |
| public [BaseRaycaster](#topic_0000000000000164) rootRaycaster {get;} | |

See Also

Applies to: [BaseRaycaster](#topic_0000000000000164)

BaseRaycaster.sortOrderPriority Property

/// Priority of the raycaster based upon sort order.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) sortOrderPriority {get;} | |

See Also

Applies to: [BaseRaycaster](#topic_0000000000000164)

BaseRaycaster.Raycast Method

/// Raycast against the scene.
///

|  |  |
| --- | --- |
| C# |  |
| public abstract [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Raycast(  [PointerEventData](#topic_000000000000000E) *eventData*,  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[RaycastResult](#topic_000000000000017B)> *resultAppendList* ) | |

Parameters

eventData

|  |
| --- |
| Current event data. |

resultAppendList

|  |
| --- |
| List of hit Objects. |

See Also

Applies to: [BaseRaycaster](#topic_0000000000000164)

BaseRaycaster.ToString Method

Returns the name of the object.

|  |  |
| --- | --- |
| C# |  |
| public override [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToString() | |

Returns

The name returned by ToString.

See Also

Applies to: [BaseRaycaster](#topic_0000000000000164)

m\_RootRaycaster Field

|  |  |
| --- | --- |
| C# |  |
| private [BaseRaycaster](#topic_0000000000000164) m\_RootRaycaster | |

See Also

Applies to: [BaseRaycaster](#topic_0000000000000164)

EventSystem Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

**UnityEngine.EventSystems.EventSystem**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("Event/Event System")] [DisallowMultipleComponent()] public class EventSystem : [UIBehaviour](#topic_000000000000018B) | |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[alreadySelecting](#topic_0000000000000079), [animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [baseEventDataCache](#topic_000000000000007C), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [createUIToolkitPanelGameObjectsOnStart](#topic_000000000000008A), [current](#topic_000000000000006A), [currentInputModule](#topic_0000000000000071), [currentSelectedGameObject](#topic_0000000000000073), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [firstSelectedGameObject](#topic_0000000000000072), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [isFocused](#topic_0000000000000076), [isUIToolkitActiveEventSystem](#topic_0000000000000088), [lastSelectedGameObject](#topic_0000000000000074), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [pixelDragThreshold](#topic_000000000000006F), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [sendNavigationEvents](#topic_000000000000006D), [sendUIToolkitEvents](#topic_0000000000000089), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [ChangeEventModule](#topic_000000000000008E), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [CreateUIToolkitPanelGameObject](#topic_000000000000008C), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [IsPointerOverGameObject](#topic_0000000000000081), [RaycastAll](#topic_0000000000000080), [RaycastComparer](#topic_000000000000007E), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SetSelectedGameObject](#topic_000000000000007A), [SetUITookitEventSystemOverride](#topic_000000000000008B), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [TickModules](#topic_000000000000008D), [ToString](#topic_000000000000008F), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [UpdateModules](#topic_0000000000000077)

Structures

[UIToolkitOverrideConfig](#topic_0000000000000083)

Fields

[m\_CurrentInputModule](#topic_0000000000000068), [m\_CurrentSelected](#topic_0000000000000070), [m\_DragThreshold](#topic_000000000000006E), [m\_DummyData](#topic_000000000000007B), [m\_EventSystems](#topic_0000000000000069), [m\_FirstSelected](#topic_000000000000006B), [m\_HasFocus](#topic_0000000000000075), [m\_SelectionGuard](#topic_0000000000000078), [m\_SystemInputModules](#topic_0000000000000067), [m\_sendNavigationEvents](#topic_000000000000006C), [s\_RaycastComparer](#topic_000000000000007F), [s\_UIToolkitOverride](#topic_0000000000000087)

EventSystem.alreadySelecting Property

/// Returns true if the EventSystem is already in a SetSelectedGameObject.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) alreadySelecting {get;} | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventSystem.baseEventDataCache Property

|  |  |
| --- | --- |
| C# |  |
| private [BaseEventData](#topic_0000000000000009) baseEventDataCache {get;} | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventSystem.createUIToolkitPanelGameObjectsOnStart Property

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) createUIToolkitPanelGameObjectsOnStart {get;} | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventSystem.current Property

/// Return the current EventSystem.
///

|  |  |
| --- | --- |
| C# |  |
| public static [EventSystem](#topic_0000000000000066) current {get; set;} | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventSystem.currentInputModule Property

/// The currently active EventSystems.BaseInputModule.
///

|  |  |
| --- | --- |
| C# |  |
| public [BaseInputModule](#topic_000000000000010C) currentInputModule {get;} | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventSystem.currentSelectedGameObject Property

/// The GameObject currently considered active by the EventSystem.
///

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** currentSelectedGameObject {get;} | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventSystem.firstSelectedGameObject Property

/// Only one object can be selected at a time. Think: controller-selected button.
///

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** firstSelectedGameObject {get; set;} | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventSystem.isFocused Property

/// Flag to say whether the EventSystem thinks it should be paused or not based upon focused state.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isFocused {get;} | |

Remarks

/// Used to determine inside the individual InputModules if the module should be ticked while the application doesnt have focus.
///

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventSystem.isUIToolkitActiveEventSystem Property

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isUIToolkitActiveEventSystem {get;} | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventSystem.lastSelectedGameObject Property

**NOTE: This member is now obsolete.**

lastSelectedGameObject is no longer supported

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("lastSelectedGameObject is no longer supported")] public **GameObject** lastSelectedGameObject {get;} | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventSystem.pixelDragThreshold Property

/// The soft area for dragging in pixels.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) pixelDragThreshold {get; set;} | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventSystem.sendNavigationEvents Property

/// Should the EventSystem allow navigation events (move / submit / cancel).
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) sendNavigationEvents {get; set;} | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventSystem.sendUIToolkitEvents Property

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) sendUIToolkitEvents {get;} | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventSystem.ChangeEventModule Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ChangeEventModule(  [BaseInputModule](#topic_000000000000010C) *module* ) | |

Parameters

module

|  |
| --- |
|  |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventSystem.CreateUIToolkitPanelGameObject Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CreateUIToolkitPanelGameObject(  **BaseRuntimePanel** *panel* ) | |

Parameters

panel

|  |
| --- |
|  |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventSystem.IsPointerOverGameObject (Int32) Method

/// Is the pointer with the given ID over an EventSystem object?
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsPointerOverGameObject(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *pointerId* ) | |

Parameters

pointerId

|  |
| --- |
|  |

Remarks

/// If you use IsPointerOverGameObject() without a parameter, it points to the "left mouse button" (pointerId = -1); therefore when you use IsPointerOverGameObject for touch, you should consider passing a pointerId to it
/// Note that for touch, IsPointerOverGameObject should be used with ''OnMouseDown()'' or ''Input.GetMouseButtonDown(0)'' or ''Input.GetTouch(0).phase == TouchPhase.Began''.
///

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.EventSystems;  ///  /// public class MouseExample : MonoBehaviour  /// {  /// void Update()  /// {  /// // Check if the left mouse button was clicked  /// if (Input.GetMouseButtonDown(0))  /// {  /// // Check if the mouse was clicked over a UI element  /// if (EventSystem.current.IsPointerOverGameObject())  /// {  /// Debug.Log("Clicked on the UI");  /// }  /// }  /// }  /// }  ///   /// |

///

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventSystem.IsPointerOverGameObject Method

/// Is the pointer with the given ID over an EventSystem object?
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsPointerOverGameObject() | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventSystem.RaycastAll Method

/// Raycast into the scene using all configured BaseRaycasters.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RaycastAll(  [PointerEventData](#topic_000000000000000E) *eventData*,  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[RaycastResult](#topic_000000000000017B)> *raycastResults* ) | |

Parameters

eventData

|  |
| --- |
| Current pointer data. |

raycastResults

|  |
| --- |
| List of 'hits' to populate. |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventSystem.RaycastComparer Method

|  |  |
| --- | --- |
| C# |  |
| private static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) RaycastComparer(  [RaycastResult](#topic_000000000000017B) *lhs*,  [RaycastResult](#topic_000000000000017B) *rhs* ) | |

Parameters

lhs

|  |
| --- |
|  |

rhs

|  |
| --- |
|  |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventSystem.SetSelectedGameObject (GameObject) Method

/// Set the object as selected. Will send an OnDeselect the the old selected object and OnSelect to the new selected object.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetSelectedGameObject(  **GameObject** *selected* ) | |

Parameters

selected

|  |
| --- |
| GameObject to select. |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventSystem.SetSelectedGameObject (GameObject, BaseEventData) Method

/// Set the object as selected. Will send an OnDeselect the the old selected object and OnSelect to the new selected object.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetSelectedGameObject(  **GameObject** *selected*,  [BaseEventData](#topic_0000000000000009) *pointer* ) | |

Parameters

selected

|  |
| --- |
| GameObject to select. |

pointer

|  |
| --- |
| Associated EventData. |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventSystem.SetUITookitEventSystemOverride Method

/// Sets how UI Toolkit runtime panels receive events and handle selection
/// when interacting with other objects that use the EventSystem, such as components from the Unity UI package.
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetUITookitEventSystemOverride(  [EventSystem](#topic_0000000000000066) *activeEventSystem*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *sendEvents* = true,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *createPanelGameObjectsOnStart* = true ) | |

Parameters

activeEventSystem

|  |
| --- |
| /// The EventSystem used to override UI Toolkit panel events and selection. /// If activeEventSystem is null, UI Toolkit panels will use current enabled EventSystem /// or, if there is none, the default InputManager-based event system will be used. /// |

sendEvents

|  |
| --- |
| /// If true, UI Toolkit events will come from this EventSystem /// instead of the default InputManager-based event system. /// |

createPanelGameObjectsOnStart

|  |
| --- |
| /// If true, UI Toolkit panels' unassigned selectableGameObject will be automatically initialized /// with children GameObjects of this EventSystem on Start. /// |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventSystem.TickModules Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) TickModules() | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventSystem.ToString Method

Returns the name of the object.

|  |  |
| --- | --- |
| C# |  |
| public override [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToString() | |

Returns

The name returned by ToString.

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventSystem.UpdateModules Method

/// Recalculate the internal list of BaseInputModules.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateModules() | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

UIToolkitOverrideConfig Structure

|  |  |
| --- | --- |
| C# |  |
| private struct UIToolkitOverrideConfig | |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Fields

[activeEventSystem](#topic_0000000000000084), [createPanelGameObjectsOnStart](#topic_0000000000000086), [sendEvents](#topic_0000000000000085)

See Also

Applies to: [EventSystem](#topic_0000000000000066)

activeEventSystem Field

|  |  |
| --- | --- |
| C# |  |
| public [EventSystem](#topic_0000000000000066) activeEventSystem | |

See Also

Applies to: [UIToolkitOverrideConfig](#topic_0000000000000083)

createPanelGameObjectsOnStart Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) createPanelGameObjectsOnStart | |

See Also

Applies to: [UIToolkitOverrideConfig](#topic_0000000000000083)

sendEvents Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) sendEvents | |

See Also

Applies to: [UIToolkitOverrideConfig](#topic_0000000000000083)

m\_CurrentInputModule Field

|  |  |
| --- | --- |
| C# |  |
| private [BaseInputModule](#topic_000000000000010C) m\_CurrentInputModule | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

m\_CurrentSelected Field

|  |  |
| --- | --- |
| C# |  |
| private **GameObject** m\_CurrentSelected | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

m\_DragThreshold Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) m\_DragThreshold | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

m\_DummyData Field

|  |  |
| --- | --- |
| C# |  |
| private [BaseEventData](#topic_0000000000000009) m\_DummyData | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

m\_EventSystems Field

|  |  |
| --- | --- |
| C# |  |
| new private static [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[EventSystem](#topic_0000000000000066)> m\_EventSystems | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

m\_FirstSelected Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] [FormerlySerializedAs("m\_Selected")] private **GameObject** m\_FirstSelected | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

m\_HasFocus Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_HasFocus | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

m\_SelectionGuard Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_SelectionGuard | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

m\_SystemInputModules Field

|  |  |
| --- | --- |
| C# |  |
| new private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[BaseInputModule](#topic_000000000000010C)> m\_SystemInputModules | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

m\_sendNavigationEvents Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_sendNavigationEvents | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

s\_RaycastComparer Field

|  |  |
| --- | --- |
| C# |  |
| private static readonly [Comparison](https://docs.microsoft.com/en-us/dotnet/api/system.comparison-1)<[RaycastResult](#topic_000000000000017B)> s\_RaycastComparer | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

s\_UIToolkitOverride Field

|  |  |
| --- | --- |
| C# |  |
| new private static [UIToolkitOverrideConfig](#topic_0000000000000083) s\_UIToolkitOverride | |

See Also

Applies to: [EventSystem](#topic_0000000000000066)

EventTrigger Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**UnityEngine.EventSystems.EventTrigger**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("Event/Event Trigger")] public class EventTrigger : **MonoBehaviour**,  [IPointerEnterHandler](#topic_0000000000000044),  [IPointerExitHandler](#topic_0000000000000046),  [IPointerDownHandler](#topic_0000000000000048),  [IPointerUpHandler](#topic_000000000000004A),  [IPointerClickHandler](#topic_000000000000004C),  [IInitializePotentialDragHandler](#topic_0000000000000050),  [IBeginDragHandler](#topic_000000000000004E),  [IDragHandler](#topic_0000000000000052),  [IEndDragHandler](#topic_0000000000000054),  [IDropHandler](#topic_0000000000000056),  [IScrollHandler](#topic_0000000000000058),  [IUpdateSelectedHandler](#topic_000000000000005A),  [ISelectHandler](#topic_000000000000005C),  [IDeselectHandler](#topic_000000000000005E),  [IMoveHandler](#topic_0000000000000060),  [ISubmitHandler](#topic_0000000000000062),  [ICancelHandler](#topic_0000000000000064) | |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [delegates](#topic_0000000000000096), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [triggers](#topic_0000000000000097), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [Execute](#topic_0000000000000098), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnBeginDrag](#topic_00000000000000A6), [OnCancel](#topic_00000000000000A9), [OnDeselect](#topic_00000000000000A1), [OnDrag](#topic_000000000000009B), [OnDrop](#topic_000000000000009C), [OnEndDrag](#topic_00000000000000A7), [OnInitializePotentialDrag](#topic_00000000000000A5), [OnMove](#topic_00000000000000A3), [OnPointerClick](#topic_000000000000009F), [OnPointerDown](#topic_000000000000009D), [OnPointerEnter](#topic_0000000000000099), [OnPointerExit](#topic_000000000000009A), [OnPointerUp](#topic_000000000000009E), [OnScroll](#topic_00000000000000A2), [OnSelect](#topic_00000000000000A0), [OnSubmit](#topic_00000000000000A8), [OnUpdateSelected](#topic_00000000000000A4), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Classes

[Entry](#topic_0000000000000092), [TriggerEvent](#topic_0000000000000091)

Fields

[m\_Delegates](#topic_0000000000000095)

EventTrigger.delegates Property

**NOTE: This member is now obsolete.**

Please use triggers instead (UnityUpgradable) -> triggers

|  |  |
| --- | --- |
| C# |  |
| [System.ComponentModel.EditorBrowsable(System.ComponentModel.EditorBrowsableState.Never)] [Obsolete("Please use triggers instead (UnityUpgradable) -> triggers", true)] public [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[Entry](#topic_0000000000000092)> delegates {get; set;} | |

See Also

Applies to: [EventTrigger](#topic_0000000000000090)

EventTrigger.triggers Property

/// All the functions registered in this EventTrigger
///

|  |  |
| --- | --- |
| C# |  |
| public [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[Entry](#topic_0000000000000092)> triggers {get; set;} | |

See Also

Applies to: [EventTrigger](#topic_0000000000000090)

EventTrigger.Execute Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Execute(  [EventTriggerType](#topic_00000000000000AA) *id*,  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

id

|  |
| --- |
|  |

eventData

|  |
| --- |
|  |

See Also

Applies to: [EventTrigger](#topic_0000000000000090)

EventTrigger.OnBeginDrag Method

/// Called before a drag is started.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnBeginDrag(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [EventTrigger](#topic_0000000000000090)

EventTrigger.OnCancel Method

/// Called by the EventSystem when a Cancel event occurs.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnCancel(  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [EventTrigger](#topic_0000000000000090)

EventTrigger.OnDeselect Method

/// Called by the EventSystem when a new object is being selected.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDeselect(  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [EventTrigger](#topic_0000000000000090)

EventTrigger.OnDrag Method

/// Called by the EventSystem every time the pointer is moved during dragging.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDrag(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [EventTrigger](#topic_0000000000000090)

EventTrigger.OnDrop Method

/// Called by the EventSystem when an object accepts a drop.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDrop(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [EventTrigger](#topic_0000000000000090)

EventTrigger.OnEndDrag Method

/// Called by the EventSystem once dragging ends.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnEndDrag(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [EventTrigger](#topic_0000000000000090)

EventTrigger.OnInitializePotentialDrag Method

/// Called by the EventSystem when a drag has been found, but before it is valid to begin the drag.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnInitializePotentialDrag(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [EventTrigger](#topic_0000000000000090)

EventTrigger.OnMove Method

/// Called by the EventSystem when a Move event occurs.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnMove(  [AxisEventData](#topic_0000000000000001) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [EventTrigger](#topic_0000000000000090)

EventTrigger.OnPointerClick Method

/// Called by the EventSystem when a Click event occurs.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerClick(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [EventTrigger](#topic_0000000000000090)

EventTrigger.OnPointerDown Method

/// Called by the EventSystem when a PointerDown event occurs.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerDown(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [EventTrigger](#topic_0000000000000090)

EventTrigger.OnPointerEnter Method

/// Called by the EventSystem when the pointer enters the object associated with this EventTrigger.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerEnter(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [EventTrigger](#topic_0000000000000090)

EventTrigger.OnPointerExit Method

/// Called by the EventSystem when the pointer exits the object associated with this EventTrigger.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerExit(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [EventTrigger](#topic_0000000000000090)

EventTrigger.OnPointerUp Method

/// Called by the EventSystem when a PointerUp event occurs.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerUp(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [EventTrigger](#topic_0000000000000090)

EventTrigger.OnScroll Method

/// Called by the EventSystem when a new Scroll event occurs.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnScroll(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [EventTrigger](#topic_0000000000000090)

EventTrigger.OnSelect Method

/// Called by the EventSystem when a Select event occurs.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnSelect(  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [EventTrigger](#topic_0000000000000090)

EventTrigger.OnSubmit Method

/// Called by the EventSystem when a Submit event occurs.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnSubmit(  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [EventTrigger](#topic_0000000000000090)

EventTrigger.OnUpdateSelected Method

/// Called by the EventSystem when the object associated with this EventTrigger is updated.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnUpdateSelected(  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [EventTrigger](#topic_0000000000000090)

Entry Class

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public class Entry | |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Fields

[callback](#topic_0000000000000094), [eventID](#topic_0000000000000093)

See Also

Applies to: [EventTrigger](#topic_0000000000000090)

callback Field

/// The desired TriggerEvent to be Invoked.
///

|  |  |
| --- | --- |
| C# |  |
| new public [TriggerEvent](#topic_0000000000000091) callback | |

See Also

Applies to: [Entry](#topic_0000000000000092)

eventID Field

/// What type of event is the associated callback listening for.
///

|  |  |
| --- | --- |
| C# |  |
| public [EventTriggerType](#topic_00000000000000AA) eventID | |

See Also

Applies to: [Entry](#topic_0000000000000092)

TriggerEvent Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Events.UnityEventBase](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase)

[UnityEngine.Events.UnityEvent<T0>](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1)

**UnityEngine.EventSystems.EventTrigger.TriggerEvent**

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public class TriggerEvent : **UnityEvent**<[BaseEventData](#topic_0000000000000009)> | |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[AddListener](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.addlistener) (inherited from **UnityEvent<T0>**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetPersistentEventCount](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistenteventcount) (inherited from **UnityEventBase**), [GetPersistentListenerState](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistentlistenerstate) (inherited from **UnityEventBase**), [GetPersistentMethodName](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistentmethodname) (inherited from **UnityEventBase**), [GetPersistentTarget](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistenttarget) (inherited from **UnityEventBase**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.invoke) (inherited from **UnityEvent<T0>**), [RemoveAllListeners](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.removealllisteners) (inherited from **UnityEventBase**), [RemoveListener](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.removelistener) (inherited from **UnityEvent<T0>**), [SetPersistentListenerState](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.setpersistentlistenerstate) (inherited from **UnityEventBase**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.tostring) (inherited from **UnityEventBase**)

See Also

Applies to: [EventTrigger](#topic_0000000000000090)

m\_Delegates Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("delegates")] [SerializeField()] private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[Entry](#topic_0000000000000092)> m\_Delegates | |

See Also

Applies to: [EventTrigger](#topic_0000000000000090)

ExecuteEvents Class

|  |  |
| --- | --- |
| C# |  |
| public static class ExecuteEvents | |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[beginDragHandler](#topic_00000000000000EA), [cancelHandler](#topic_00000000000000F4), [deselectHandler](#topic_00000000000000F1), [dragHandler](#topic_00000000000000EB), [dropHandler](#topic_00000000000000ED), [endDragHandler](#topic_00000000000000EC), [initializePotentialDrag](#topic_00000000000000E9), [moveHandler](#topic_00000000000000F2), [pointerClickHandler](#topic_00000000000000E8), [pointerDownHandler](#topic_00000000000000E6), [pointerEnterHandler](#topic_00000000000000E4), [pointerExitHandler](#topic_00000000000000E5), [pointerMoveHandler](#topic_00000000000000E3), [pointerUpHandler](#topic_00000000000000E7), [scrollHandler](#topic_00000000000000EE), [selectHandler](#topic_00000000000000F0), [submitHandler](#topic_00000000000000F3), [updateSelectedHandler](#topic_00000000000000EF)

Methods

[CanHandleEvent<T>](#topic_00000000000000FB), [Execute](#topic_00000000000000C0), [Execute<T>](#topic_00000000000000F6), [ExecuteHierarchy<T>](#topic_00000000000000F8), [GetEventChain](#topic_00000000000000F5), [GetEventHandler<T>](#topic_00000000000000FC), [GetEventList<T>](#topic_00000000000000FA), [ShouldSendToComponent<T>](#topic_00000000000000F9), [ValidateEventData<T>](#topic_00000000000000BE)

Delegates

[EventFunction<T1>](#topic_00000000000000BD)

Fields

[s\_BeginDragHandler](#topic_00000000000000CD), [s\_CancelHandler](#topic_00000000000000E1), [s\_DeselectHandler](#topic_00000000000000DB), [s\_DragHandler](#topic_00000000000000CF), [s\_DropHandler](#topic_00000000000000D3), [s\_EndDragHandler](#topic_00000000000000D1), [s\_InitializePotentialDragHandler](#topic_00000000000000CB), [s\_InternalTransformList](#topic_00000000000000F7), [s\_MoveHandler](#topic_00000000000000DD), [s\_PointerClickHandler](#topic_00000000000000C9), [s\_PointerDownHandler](#topic_00000000000000C5), [s\_PointerEnterHandler](#topic_00000000000000C1), [s\_PointerExitHandler](#topic_00000000000000C3), [s\_PointerMoveHandler](#topic_00000000000000BF), [s\_PointerUpHandler](#topic_00000000000000C7), [s\_ScrollHandler](#topic_00000000000000D5), [s\_SelectHandler](#topic_00000000000000D9), [s\_SubmitHandler](#topic_00000000000000DF), [s\_UpdateSelectedHandler](#topic_00000000000000D7)

ExecuteEvents.beginDragHandler Property

|  |  |
| --- | --- |
| C# |  |
| public static [EventFunction](#topic_00000000000000BD)<[IBeginDragHandler](#topic_000000000000004E)> beginDragHandler {get;} | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.cancelHandler Property

|  |  |
| --- | --- |
| C# |  |
| public static [EventFunction](#topic_00000000000000BD)<[ICancelHandler](#topic_0000000000000064)> cancelHandler {get;} | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.deselectHandler Property

|  |  |
| --- | --- |
| C# |  |
| public static [EventFunction](#topic_00000000000000BD)<[IDeselectHandler](#topic_000000000000005E)> deselectHandler {get;} | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.dragHandler Property

|  |  |
| --- | --- |
| C# |  |
| public static [EventFunction](#topic_00000000000000BD)<[IDragHandler](#topic_0000000000000052)> dragHandler {get;} | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.dropHandler Property

|  |  |
| --- | --- |
| C# |  |
| public static [EventFunction](#topic_00000000000000BD)<[IDropHandler](#topic_0000000000000056)> dropHandler {get;} | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.endDragHandler Property

|  |  |
| --- | --- |
| C# |  |
| public static [EventFunction](#topic_00000000000000BD)<[IEndDragHandler](#topic_0000000000000054)> endDragHandler {get;} | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.initializePotentialDrag Property

|  |  |
| --- | --- |
| C# |  |
| public static [EventFunction](#topic_00000000000000BD)<[IInitializePotentialDragHandler](#topic_0000000000000050)> initializePotentialDrag {get;} | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.moveHandler Property

|  |  |
| --- | --- |
| C# |  |
| public static [EventFunction](#topic_00000000000000BD)<[IMoveHandler](#topic_0000000000000060)> moveHandler {get;} | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.pointerClickHandler Property

|  |  |
| --- | --- |
| C# |  |
| public static [EventFunction](#topic_00000000000000BD)<[IPointerClickHandler](#topic_000000000000004C)> pointerClickHandler {get;} | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.pointerDownHandler Property

|  |  |
| --- | --- |
| C# |  |
| public static [EventFunction](#topic_00000000000000BD)<[IPointerDownHandler](#topic_0000000000000048)> pointerDownHandler {get;} | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.pointerEnterHandler Property

|  |  |
| --- | --- |
| C# |  |
| public static [EventFunction](#topic_00000000000000BD)<[IPointerEnterHandler](#topic_0000000000000044)> pointerEnterHandler {get;} | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.pointerExitHandler Property

|  |  |
| --- | --- |
| C# |  |
| public static [EventFunction](#topic_00000000000000BD)<[IPointerExitHandler](#topic_0000000000000046)> pointerExitHandler {get;} | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.pointerMoveHandler Property

|  |  |
| --- | --- |
| C# |  |
| public static [EventFunction](#topic_00000000000000BD)<[IPointerMoveHandler](#topic_0000000000000042)> pointerMoveHandler {get;} | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.pointerUpHandler Property

|  |  |
| --- | --- |
| C# |  |
| public static [EventFunction](#topic_00000000000000BD)<[IPointerUpHandler](#topic_000000000000004A)> pointerUpHandler {get;} | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.scrollHandler Property

|  |  |
| --- | --- |
| C# |  |
| public static [EventFunction](#topic_00000000000000BD)<[IScrollHandler](#topic_0000000000000058)> scrollHandler {get;} | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.selectHandler Property

|  |  |
| --- | --- |
| C# |  |
| public static [EventFunction](#topic_00000000000000BD)<[ISelectHandler](#topic_000000000000005C)> selectHandler {get;} | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.submitHandler Property

|  |  |
| --- | --- |
| C# |  |
| public static [EventFunction](#topic_00000000000000BD)<[ISubmitHandler](#topic_0000000000000062)> submitHandler {get;} | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.updateSelectedHandler Property

|  |  |
| --- | --- |
| C# |  |
| public static [EventFunction](#topic_00000000000000BD)<[IUpdateSelectedHandler](#topic_000000000000005A)> updateSelectedHandler {get;} | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.CanHandleEvent<T> Method

/// Whether the specified game object will be able to handle the specified event.
///

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) CanHandleEvent<T>(  **GameObject** *go* )  where T : [IEventSystemHandler](#topic_0000000000000041) | |

Type Parameters

T

|  |
| --- |
|  |

Parameters

go

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.Execute (IDeselectHandler, BaseEventData) Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Execute(  [IDeselectHandler](#topic_000000000000005E) *handler*,  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

handler

|  |
| --- |
|  |

eventData

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.Execute (IEndDragHandler, BaseEventData) Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Execute(  [IEndDragHandler](#topic_0000000000000054) *handler*,  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

handler

|  |
| --- |
|  |

eventData

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.Execute (IScrollHandler, BaseEventData) Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Execute(  [IScrollHandler](#topic_0000000000000058) *handler*,  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

handler

|  |
| --- |
|  |

eventData

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.Execute (IDragHandler, BaseEventData) Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Execute(  [IDragHandler](#topic_0000000000000052) *handler*,  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

handler

|  |
| --- |
|  |

eventData

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.Execute (IBeginDragHandler, BaseEventData) Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Execute(  [IBeginDragHandler](#topic_000000000000004E) *handler*,  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

handler

|  |
| --- |
|  |

eventData

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.Execute (IMoveHandler, BaseEventData) Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Execute(  [IMoveHandler](#topic_0000000000000060) *handler*,  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

handler

|  |
| --- |
|  |

eventData

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.Execute (IInitializePotentialDragHandler, BaseEventData) Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Execute(  [IInitializePotentialDragHandler](#topic_0000000000000050) *handler*,  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

handler

|  |
| --- |
|  |

eventData

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.Execute (IPointerClickHandler, BaseEventData) Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Execute(  [IPointerClickHandler](#topic_000000000000004C) *handler*,  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

handler

|  |
| --- |
|  |

eventData

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.Execute (IUpdateSelectedHandler, BaseEventData) Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Execute(  [IUpdateSelectedHandler](#topic_000000000000005A) *handler*,  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

handler

|  |
| --- |
|  |

eventData

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.Execute (IDropHandler, BaseEventData) Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Execute(  [IDropHandler](#topic_0000000000000056) *handler*,  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

handler

|  |
| --- |
|  |

eventData

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.Execute (IPointerDownHandler, BaseEventData) Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Execute(  [IPointerDownHandler](#topic_0000000000000048) *handler*,  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

handler

|  |
| --- |
|  |

eventData

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.Execute (ISubmitHandler, BaseEventData) Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Execute(  [ISubmitHandler](#topic_0000000000000062) *handler*,  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

handler

|  |
| --- |
|  |

eventData

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.Execute (IPointerExitHandler, BaseEventData) Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Execute(  [IPointerExitHandler](#topic_0000000000000046) *handler*,  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

handler

|  |
| --- |
|  |

eventData

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.Execute (IPointerEnterHandler, BaseEventData) Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Execute(  [IPointerEnterHandler](#topic_0000000000000044) *handler*,  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

handler

|  |
| --- |
|  |

eventData

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.Execute (ICancelHandler, BaseEventData) Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Execute(  [ICancelHandler](#topic_0000000000000064) *handler*,  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

handler

|  |
| --- |
|  |

eventData

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.Execute (IPointerMoveHandler, BaseEventData) Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Execute(  [IPointerMoveHandler](#topic_0000000000000042) *handler*,  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

handler

|  |
| --- |
|  |

eventData

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.Execute (IPointerUpHandler, BaseEventData) Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Execute(  [IPointerUpHandler](#topic_000000000000004A) *handler*,  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

handler

|  |
| --- |
|  |

eventData

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.Execute (ISelectHandler, BaseEventData) Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Execute(  [ISelectHandler](#topic_000000000000005C) *handler*,  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

handler

|  |
| --- |
|  |

eventData

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.Execute<T> Method

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Execute<T>(  **GameObject** *target*,  [BaseEventData](#topic_0000000000000009) *eventData*,  [EventFunction](#topic_00000000000000BD)<T> *functor* )  where T : [IEventSystemHandler](#topic_0000000000000041) | |

Type Parameters

T

|  |
| --- |
|  |

Parameters

target

|  |
| --- |
|  |

eventData

|  |
| --- |
|  |

functor

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.ExecuteHierarchy<T> Method

|  |  |
| --- | --- |
| C# |  |
| public static **GameObject** ExecuteHierarchy<T>(  **GameObject** *root*,  [BaseEventData](#topic_0000000000000009) *eventData*,  [EventFunction](#topic_00000000000000BD)<T> *callbackFunction* )  where T : [IEventSystemHandler](#topic_0000000000000041) | |

Type Parameters

T

|  |
| --- |
|  |

Parameters

root

|  |
| --- |
|  |

eventData

|  |
| --- |
|  |

callbackFunction

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.GetEventChain Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) GetEventChain(  **GameObject** *root*,  [IList](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.ilist-1)<**Transform**> *eventChain* ) | |

Parameters

root

|  |
| --- |
|  |

eventChain

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.GetEventHandler<T> Method

/// Bubble the specified event on the game object, figuring out which object will actually receive the event.
///

|  |  |
| --- | --- |
| C# |  |
| public static **GameObject** GetEventHandler<T>(  **GameObject** *root* )  where T : [IEventSystemHandler](#topic_0000000000000041) | |

Type Parameters

T

|  |
| --- |
|  |

Parameters

root

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.GetEventList<T> Method

/// Get the specified object's event event.
///

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) GetEventList<T>(  **GameObject** *go*,  [IList](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.ilist-1)<[IEventSystemHandler](#topic_0000000000000041)> *results* )  where T : [IEventSystemHandler](#topic_0000000000000041) | |

Type Parameters

T

|  |
| --- |
|  |

Parameters

go

|  |
| --- |
|  |

results

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.ShouldSendToComponent<T> Method

|  |  |
| --- | --- |
| C# |  |
| private static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ShouldSendToComponent<T>(  **Component** *component* )  where T : [IEventSystemHandler](#topic_0000000000000041) | |

Type Parameters

T

|  |
| --- |
|  |

Parameters

component

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

ExecuteEvents.ValidateEventData<T> Method

|  |  |
| --- | --- |
| C# |  |
| public static T ValidateEventData<T>(  [BaseEventData](#topic_0000000000000009) *data* )  where T : class | |

Type Parameters

T

|  |
| --- |
|  |

Parameters

data

|  |
| --- |
|  |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

EventFunction<T1> Delegate

|  |  |
| --- | --- |
| C# |  |
| public delegate [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) EventFunction<T1>(  T1 *handler*,  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Type Parameters

T1

|  |
| --- |
|  |

Parameters

handler

|  |
| --- |
|  |

eventData

|  |
| --- |
|  |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

s\_BeginDragHandler Field

|  |  |
| --- | --- |
| C# |  |
| private static readonly [EventFunction](#topic_00000000000000BD)<[IBeginDragHandler](#topic_000000000000004E)> s\_BeginDragHandler | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

s\_CancelHandler Field

|  |  |
| --- | --- |
| C# |  |
| private static readonly [EventFunction](#topic_00000000000000BD)<[ICancelHandler](#topic_0000000000000064)> s\_CancelHandler | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

s\_DeselectHandler Field

|  |  |
| --- | --- |
| C# |  |
| private static readonly [EventFunction](#topic_00000000000000BD)<[IDeselectHandler](#topic_000000000000005E)> s\_DeselectHandler | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

s\_DragHandler Field

|  |  |
| --- | --- |
| C# |  |
| private static readonly [EventFunction](#topic_00000000000000BD)<[IDragHandler](#topic_0000000000000052)> s\_DragHandler | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

s\_DropHandler Field

|  |  |
| --- | --- |
| C# |  |
| private static readonly [EventFunction](#topic_00000000000000BD)<[IDropHandler](#topic_0000000000000056)> s\_DropHandler | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

s\_EndDragHandler Field

|  |  |
| --- | --- |
| C# |  |
| private static readonly [EventFunction](#topic_00000000000000BD)<[IEndDragHandler](#topic_0000000000000054)> s\_EndDragHandler | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

s\_InitializePotentialDragHandler Field

|  |  |
| --- | --- |
| C# |  |
| private static readonly [EventFunction](#topic_00000000000000BD)<[IInitializePotentialDragHandler](#topic_0000000000000050)> s\_InitializePotentialDragHandler | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

s\_InternalTransformList Field

/// Execute the specified event on the first game object underneath the current touch.
///

|  |  |
| --- | --- |
| C# |  |
| new private static readonly [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**Transform**> s\_InternalTransformList | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

s\_MoveHandler Field

|  |  |
| --- | --- |
| C# |  |
| private static readonly [EventFunction](#topic_00000000000000BD)<[IMoveHandler](#topic_0000000000000060)> s\_MoveHandler | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

s\_PointerClickHandler Field

|  |  |
| --- | --- |
| C# |  |
| private static readonly [EventFunction](#topic_00000000000000BD)<[IPointerClickHandler](#topic_000000000000004C)> s\_PointerClickHandler | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

s\_PointerDownHandler Field

|  |  |
| --- | --- |
| C# |  |
| private static readonly [EventFunction](#topic_00000000000000BD)<[IPointerDownHandler](#topic_0000000000000048)> s\_PointerDownHandler | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

s\_PointerEnterHandler Field

|  |  |
| --- | --- |
| C# |  |
| private static readonly [EventFunction](#topic_00000000000000BD)<[IPointerEnterHandler](#topic_0000000000000044)> s\_PointerEnterHandler | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

s\_PointerExitHandler Field

|  |  |
| --- | --- |
| C# |  |
| private static readonly [EventFunction](#topic_00000000000000BD)<[IPointerExitHandler](#topic_0000000000000046)> s\_PointerExitHandler | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

s\_PointerMoveHandler Field

|  |  |
| --- | --- |
| C# |  |
| private static readonly [EventFunction](#topic_00000000000000BD)<[IPointerMoveHandler](#topic_0000000000000042)> s\_PointerMoveHandler | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

s\_PointerUpHandler Field

|  |  |
| --- | --- |
| C# |  |
| private static readonly [EventFunction](#topic_00000000000000BD)<[IPointerUpHandler](#topic_000000000000004A)> s\_PointerUpHandler | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

s\_ScrollHandler Field

|  |  |
| --- | --- |
| C# |  |
| private static readonly [EventFunction](#topic_00000000000000BD)<[IScrollHandler](#topic_0000000000000058)> s\_ScrollHandler | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

s\_SelectHandler Field

|  |  |
| --- | --- |
| C# |  |
| private static readonly [EventFunction](#topic_00000000000000BD)<[ISelectHandler](#topic_000000000000005C)> s\_SelectHandler | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

s\_SubmitHandler Field

|  |  |
| --- | --- |
| C# |  |
| private static readonly [EventFunction](#topic_00000000000000BD)<[ISubmitHandler](#topic_0000000000000062)> s\_SubmitHandler | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

s\_UpdateSelectedHandler Field

|  |  |
| --- | --- |
| C# |  |
| private static readonly [EventFunction](#topic_00000000000000BD)<[IUpdateSelectedHandler](#topic_000000000000005A)> s\_UpdateSelectedHandler | |

See Also

Applies to: [ExecuteEvents](#topic_00000000000000BC)

Physics2DRaycaster Class

/// Simple event system using physics raycasts.
///

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

[UnityEngine.EventSystems.BaseRaycaster](#topic_0000000000000164)

[UnityEngine.EventSystems.PhysicsRaycaster](#topic_0000000000000170)

**UnityEngine.EventSystems.Physics2DRaycaster**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("Event/Physics 2D Raycaster")] [RequireComponent(typeof(Camera))] public class Physics2DRaycaster : [PhysicsRaycaster](#topic_0000000000000170) | |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [depth](#topic_0000000000000173) (inherited from [PhysicsRaycaster](#topic_0000000000000170)), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [eventCamera](#topic_0000000000000172) (inherited from [PhysicsRaycaster](#topic_0000000000000170)), [eventMask](#topic_0000000000000175) (inherited from [PhysicsRaycaster](#topic_0000000000000170)), [finalEventMask](#topic_0000000000000174) (inherited from [PhysicsRaycaster](#topic_0000000000000170)), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [maxRayIntersections](#topic_0000000000000176) (inherited from [PhysicsRaycaster](#topic_0000000000000170)), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [priority](#topic_0000000000000168) (inherited from [BaseRaycaster](#topic_0000000000000164)), [renderOrderPriority](#topic_000000000000016A) (inherited from [BaseRaycaster](#topic_0000000000000164)), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [rootRaycaster](#topic_000000000000016B) (inherited from [BaseRaycaster](#topic_0000000000000164)), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [sortOrderPriority](#topic_0000000000000169) (inherited from [BaseRaycaster](#topic_0000000000000164)), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [Raycast](#topic_000000000000016F), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](#topic_000000000000016C) (inherited from [BaseRaycaster](#topic_0000000000000164)), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[m\_Hits](#topic_000000000000016E)

Physics2DRaycaster.Raycast Method

/// Raycast against 2D elements in the scene.
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Raycast(  [PointerEventData](#topic_000000000000000E) *eventData*,  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[RaycastResult](#topic_000000000000017B)> *resultAppendList* ) | |

Parameters

eventData

|  |
| --- |
|  |

resultAppendList

|  |
| --- |
|  |

See Also

Applies to: [Physics2DRaycaster](#topic_000000000000016D)

m\_Hits Field

|  |  |
| --- | --- |
| C# |  |
| private **RaycastHit2D**[] m\_Hits | |

See Also

Applies to: [Physics2DRaycaster](#topic_000000000000016D)

PhysicsRaycaster Class

/// Simple event system using physics raycasts.
///

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

[UnityEngine.EventSystems.BaseRaycaster](#topic_0000000000000164)

**UnityEngine.EventSystems.PhysicsRaycaster**

[UnityEngine.EventSystems.Physics2DRaycaster](#topic_000000000000016D)

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("Event/Physics Raycaster")] [RequireComponent(typeof(Camera))] public class PhysicsRaycaster : [BaseRaycaster](#topic_0000000000000164) | |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [depth](#topic_0000000000000173), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [eventCamera](#topic_0000000000000172), [eventMask](#topic_0000000000000175), [finalEventMask](#topic_0000000000000174), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [maxRayIntersections](#topic_0000000000000176), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [priority](#topic_0000000000000168) (inherited from [BaseRaycaster](#topic_0000000000000164)), [renderOrderPriority](#topic_000000000000016A) (inherited from [BaseRaycaster](#topic_0000000000000164)), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [rootRaycaster](#topic_000000000000016B) (inherited from [BaseRaycaster](#topic_0000000000000164)), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [sortOrderPriority](#topic_0000000000000169) (inherited from [BaseRaycaster](#topic_0000000000000164)), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [Raycast](#topic_0000000000000177), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](#topic_000000000000016C) (inherited from [BaseRaycaster](#topic_0000000000000164)), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Classes

[RaycastHitComparer](#topic_0000000000000178)

Fields

[m\_Hits](#topic_0000000000000171)

PhysicsRaycaster.depth Property

/// Depth used to determine the order of event processing.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) depth {get;} | |

See Also

Applies to: [PhysicsRaycaster](#topic_0000000000000170)

PhysicsRaycaster.eventCamera Property

/// The camera that will generate rays for this raycaster.
///

|  |  |
| --- | --- |
| C# |  |
| public override **Camera** eventCamera {get;} | |

See Also

Applies to: [PhysicsRaycaster](#topic_0000000000000170)

PhysicsRaycaster.eventMask Property

/// Layer mask used to filter events. Always combined with the camera's culling mask if a camera is used.
///

|  |  |
| --- | --- |
| C# |  |
| public **LayerMask** eventMask {get; set;} | |

See Also

Applies to: [PhysicsRaycaster](#topic_0000000000000170)

PhysicsRaycaster.finalEventMask Property

/// Event mask used to determine which objects will receive events.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) finalEventMask {get;} | |

See Also

Applies to: [PhysicsRaycaster](#topic_0000000000000170)

PhysicsRaycaster.maxRayIntersections Property

/// Max number of ray intersection allowed to be found.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) maxRayIntersections {get; set;} | |

Remarks

/// A value of zero will represent using the allocating version of the raycast function where as any other value will use the non allocating version.
///

See Also

Applies to: [PhysicsRaycaster](#topic_0000000000000170)

PhysicsRaycaster.Raycast Method

/// Raycast against the scene.
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Raycast(  [PointerEventData](#topic_000000000000000E) *eventData*,  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[RaycastResult](#topic_000000000000017B)> *resultAppendList* ) | |

Parameters

eventData

|  |
| --- |
| Current event data. |

resultAppendList

|  |
| --- |
| List of hit Objects. |

See Also

Applies to: [PhysicsRaycaster](#topic_0000000000000170)

RaycastHitComparer Class

|  |  |
| --- | --- |
| C# |  |
| private class RaycastHitComparer : [IComparer](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.icomparer-1)<**RaycastHit**> | |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[Compare](#topic_000000000000017A)

Fields

[instance](#topic_0000000000000179)

See Also

Applies to: [PhysicsRaycaster](#topic_0000000000000170)

RaycastHitComparer.Compare Method

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) Compare(  **RaycastHit** *x*,  **RaycastHit** *y* ) | |

Parameters

x

|  |
| --- |
|  |

y

|  |
| --- |
|  |

See Also

Applies to: [RaycastHitComparer](#topic_0000000000000178)

instance Field

|  |  |
| --- | --- |
| C# |  |
| new public static [RaycastHitComparer](#topic_0000000000000178) instance | |

See Also

Applies to: [RaycastHitComparer](#topic_0000000000000178)

m\_Hits Field

|  |  |
| --- | --- |
| C# |  |
| private **RaycastHit**[] m\_Hits | |

See Also

Applies to: [PhysicsRaycaster](#topic_0000000000000170)

PointerEventData Class

/// Each touch event creates one of these containing all the relevant information.
///

[UnityEngine.EventSystems.AbstractEventData](#topic_0000000000000005)

[UnityEngine.EventSystems.BaseEventData](#topic_0000000000000009)

**UnityEngine.EventSystems.PointerEventData**

|  |  |
| --- | --- |
| C# |  |
| public class PointerEventData : [BaseEventData](#topic_0000000000000009) | |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Constructors

[PointerEventData](#topic_0000000000000037)

Properties

[altitudeAngle](#topic_0000000000000030), [azimuthAngle](#topic_0000000000000031), [button](#topic_000000000000002D), [clickCount](#topic_0000000000000029), [clickTime](#topic_0000000000000028), [currentInputModule](#topic_000000000000000C) (inherited from [BaseEventData](#topic_0000000000000009)), [delta](#topic_0000000000000024), [dragging](#topic_000000000000002C), [eligibleForClick](#topic_0000000000000021), [enterEventCamera](#topic_000000000000003A), [fullyExited](#topic_0000000000000035), [lastPress](#topic_000000000000001A), [pointerClick](#topic_000000000000001D), [pointerCurrentRaycast](#topic_000000000000001E), [pointerDrag](#topic_000000000000001C), [pointerEnter](#topic_0000000000000018), [pointerId](#topic_0000000000000022), [pointerPress](#topic_000000000000003C), [pointerPressRaycast](#topic_000000000000001F), [position](#topic_0000000000000023), [pressEventCamera](#topic_000000000000003B), [pressPosition](#topic_0000000000000025), [pressure](#topic_000000000000002E), [radius](#topic_0000000000000033), [radiusVariance](#topic_0000000000000034), [rawPointerPress](#topic_000000000000001B), [reentered](#topic_0000000000000036), [scrollDelta](#topic_000000000000002A), [selectedObject](#topic_000000000000000D) (inherited from [BaseEventData](#topic_0000000000000009)), [tangentialPressure](#topic_000000000000002F), [twist](#topic_0000000000000032), [useDragThreshold](#topic_000000000000002B), [used](#topic_0000000000000008) (inherited from [AbstractEventData](#topic_0000000000000005)), [worldNormal](#topic_0000000000000027), [worldPosition](#topic_0000000000000026)

Methods

[IsPointerMoving](#topic_0000000000000038), [IsScrolling](#topic_0000000000000039), [Reset](#topic_0000000000000006) (inherited from [AbstractEventData](#topic_0000000000000005)), [ToString](#topic_000000000000003D), [Use](#topic_0000000000000007) (inherited from [AbstractEventData](#topic_0000000000000005))

Enumerations

[FramePressState](#topic_0000000000000013), [InputButton](#topic_000000000000000F)

Fields

[hovered](#topic_0000000000000020), [m\_PointerPress](#topic_0000000000000019)

PointerEventData Constructor

|  |  |
| --- | --- |
| C# |  |
| public PointerEventData(  [EventSystem](#topic_0000000000000066) *eventSystem* ) | |

Parameters

eventSystem

|  |
| --- |
|  |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

[IPointerEvent](#)

PointerEventData.altitudeAngle Property

/// The angle of the stylus relative to the surface, in radians
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) altitudeAngle {get; set;} | |

Remarks

/// A value of 0 indicates that the stylus is parallel to the surface. A value of pi/2 indicates that it is perpendicular to the surface.
///

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

[IPointerEvent](#)

PointerEventData.azimuthAngle Property

/// The angle of the stylus relative to the x-axis, in radians.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) azimuthAngle {get; set;} | |

Remarks

/// A value of 0 indicates that the stylus is pointed along the x-axis of the device.
///

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

[IPointerEvent](#)

PointerEventData.button Property

/// The EventSystems.PointerEventData.InputButton for this event.
///

|  |  |
| --- | --- |
| C# |  |
| public [InputButton](#topic_000000000000000F) button {get; set;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.clickCount Property

/// Number of clicks in a row.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) clickCount {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI;  /// using UnityEngine.EventSystems;// Required when using Event data.  ///  /// public class ExampleClass : MonoBehaviour, IPointerDownHandler  /// {  /// public void OnPointerDown(PointerEventData eventData)  /// {  /// //Grab the number of consecutive clicks and assign it to an integer varible.  /// int i = eventData.clickCount;  /// //Display the click count.  /// Debug.Log(i);  /// }  /// }  ///   /// |

///

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.clickTime Property

/// The last time a click event was sent. Used for double click
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) clickTime {get; set;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.delta Property

/// Pointer delta since last update.
///

|  |  |
| --- | --- |
| C# |  |
| public **Vector2** delta {get; set;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.dragging Property

/// Is a drag operation currently occuring.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) dragging {get; set;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.eligibleForClick Property

/// Is it possible to click this frame
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) eligibleForClick {get; set;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.enterEventCamera Property

/// The camera associated with the last OnPointerEnter event.
///

|  |  |
| --- | --- |
| C# |  |
| public **Camera** enterEventCamera {get;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.fullyExited Property

/// Specifies in the case of a pointer exit if the pointer has fully exited the area or if it has just entered a child.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) fullyExited {get; set;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.lastPress Property

/// The raw GameObject for the last press event. This means that it is the 'pressed' GameObject even if it can not receive the press event itself.
///

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** lastPress {get; private set;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.pointerClick Property

/// The object that should receive the 'OnPointerClick' event.
///

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** pointerClick {get; set;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.pointerCurrentRaycast Property

/// RaycastResult associated with the current event.
///

|  |  |
| --- | --- |
| C# |  |
| public [RaycastResult](#topic_000000000000017B) pointerCurrentRaycast {get; set;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.pointerDrag Property

/// The object that is receiving 'OnDrag'.
///

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** pointerDrag {get; set;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.pointerEnter Property

/// The object that received 'OnPointerEnter'.
///

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** pointerEnter {get; set;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.pointerId Property

/// Id of the pointer (touch id).
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) pointerId {get; set;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.pointerPress Property

/// The GameObject that received the OnPointerDown.
///

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** pointerPress {get; set;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.pointerPressRaycast Property

/// RaycastResult associated with the pointer press.
///

|  |  |
| --- | --- |
| C# |  |
| public [RaycastResult](#topic_000000000000017B) pointerPressRaycast {get; set;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.position Property

/// Current pointer position.
///

|  |  |
| --- | --- |
| C# |  |
| public **Vector2** position {get; set;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.pressEventCamera Property

/// The camera associated with the last OnPointerPress event.
///

|  |  |
| --- | --- |
| C# |  |
| public **Camera** pressEventCamera {get;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.pressPosition Property

/// Position of the press.
///

|  |  |
| --- | --- |
| C# |  |
| public **Vector2** pressPosition {get; set;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.pressure Property

/// The amount of pressure currently applied by a touch.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) pressure {get; set;} | |

Remarks

/// If the device does not report pressure, the value of this property is 1.0f.
///

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

[IPointerEvent](#)

PointerEventData.radius Property

/// An estimate of the radius of a touch.
///

|  |  |
| --- | --- |
| C# |  |
| public **Vector2** radius {get; set;} | |

Remarks

/// Add `radiusVariance` to get the maximum touch radius, subtract it to get the minimum touch radius.
///

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

[IPointerEvent](#)

PointerEventData.radiusVariance Property

/// The accuracy of the touch radius.
///

|  |  |
| --- | --- |
| C# |  |
| public **Vector2** radiusVariance {get; set;} | |

Remarks

/// Add this value to the radius to get the maximum touch radius, subtract it to get the minimum touch radius.
///

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.rawPointerPress Property

/// The object that the press happened on even if it can not handle the press event.
///

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** rawPointerPress {get; set;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.reentered Property

/// Specifies in the case of a pointer enter if the pointer has entered a new area or if it has just reentered a parent after leaving a child.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) reentered {get; set;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.scrollDelta Property

/// The amount of scroll since the last update.
///

|  |  |
| --- | --- |
| C# |  |
| public **Vector2** scrollDelta {get; set;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.tangentialPressure Property

/// The pressure applied to an additional pressure-sensitive control on the stylus.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) tangentialPressure {get; set;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

[IPointerEvent](#)

PointerEventData.twist Property

/// The rotation of the stylus around its axis, in radians.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) twist {get; set;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

[IPointerEvent](#)

PointerEventData.useDragThreshold Property

/// Should a drag threshold be used?
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) useDragThreshold {get; set;} | |

Remarks

/// If you do not want a drag threshold set this to false in IInitializePotentialDragHandler.OnInitializePotentialDrag.
///

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.worldNormal Property

**NOTE: This member is now obsolete.**

Use either pointerCurrentRaycast.worldNormal or pointerPressRaycast.worldNormal

/// World-space normal where a ray cast into the screen hits something
///

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Use either pointerCurrentRaycast.worldNormal or pointerPressRaycast.worldNormal")] public **Vector3** worldNormal {get; set;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.worldPosition Property

**NOTE: This member is now obsolete.**

Use either pointerCurrentRaycast.worldPosition or pointerPressRaycast.worldPosition

/// World-space position where a ray cast into the screen hits something
///

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Use either pointerCurrentRaycast.worldPosition or pointerPressRaycast.worldPosition")] public **Vector3** worldPosition {get; set;} | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.IsPointerMoving Method

/// Is the pointer moving.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsPointerMoving() | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.IsScrolling Method

/// Is scroll being used on the input device.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsScrolling() | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerEventData.ToString Method

|  |  |
| --- | --- |
| C# |  |
| public override [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToString() | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

FramePressState Enumeration

/// The state of a press for the given frame.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| NotChanged | 3 | /// Same as last frame. /// |
| Pressed | 0 | /// Button was pressed this frame. /// |
| PressedAndReleased | 2 | /// Button was pressed and released this frame. /// |
| Released | 1 | /// Button was released this frame. /// |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

InputButton Enumeration

/// Input press tracking.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Left | 0 | /// Left button /// |
| Middle | 2 | /// Middle button /// |
| Right | 1 | /// Right button. /// |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

hovered Field

|  |  |
| --- | --- |
| C# |  |
| new public [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**GameObject**> hovered | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

m\_PointerPress Field

|  |  |
| --- | --- |
| C# |  |
| private **GameObject** m\_PointerPress | |

See Also

Applies to: [PointerEventData](#topic_000000000000000E)

PointerInputModule Class

/// A BaseInputModule for pointer input.
///

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

[UnityEngine.EventSystems.BaseInputModule](#topic_000000000000010C)

**UnityEngine.EventSystems.PointerInputModule**

[UnityEngine.EventSystems.StandaloneInputModule](#topic_000000000000012A)

[UnityEngine.EventSystems.TouchInputModule](#topic_000000000000014E)

|  |  |
| --- | --- |
| C# |  |
| public abstract class PointerInputModule : [BaseInputModule](#topic_000000000000010C) | |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [input](#topic_0000000000000112) (inherited from [BaseInputModule](#topic_000000000000010C)), [inputOverride](#topic_0000000000000113) (inherited from [BaseInputModule](#topic_000000000000010C)), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[ActivateModule](#topic_0000000000000118) (inherited from [BaseInputModule](#topic_000000000000010C)), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [ConvertUIToolkitPointerId](#topic_000000000000011B) (inherited from [BaseInputModule](#topic_000000000000010C)), [DeactivateModule](#topic_0000000000000117) (inherited from [BaseInputModule](#topic_000000000000010C)), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [IsModuleSupported](#topic_000000000000011A) (inherited from [BaseInputModule](#topic_000000000000010C)), [IsPointerOverGameObject](#topic_0000000000000128), [Process](#topic_0000000000000114) (inherited from [BaseInputModule](#topic_000000000000010C)), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [ShouldActivateModule](#topic_0000000000000116) (inherited from [BaseInputModule](#topic_000000000000010C)), [ShouldStartDrag](#topic_0000000000000127), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](#topic_0000000000000129), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [UpdateModule](#topic_0000000000000119) (inherited from [BaseInputModule](#topic_000000000000010C))

Classes

[MouseButtonEventData](#topic_0000000000000121)

Fields

[kFakeTouchesId](#topic_0000000000000120), [kMouseLeftId](#topic_000000000000011D), [kMouseMiddleId](#topic_000000000000011F), [kMouseRightId](#topic_000000000000011E), [m\_MouseState](#topic_0000000000000126)

PointerInputModule.IsPointerOverGameObject Method

/// If the module is pointer based, then override this to return true if the pointer is over an event system object.
///

|  |  |
| --- | --- |
| C# |  |
| public override [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsPointerOverGameObject(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *pointerId* ) | |

Parameters

pointerId

|  |
| --- |
| Pointer ID |

Returns

Is the given pointer over an event system object?

See Also

Applies to: [PointerInputModule](#topic_000000000000011C)

PointerInputModule.ShouldStartDrag Method

|  |  |
| --- | --- |
| C# |  |
| private static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ShouldStartDrag(  **Vector2** *pressPos*,  **Vector2** *currentPos*,  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *threshold*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *useDragThreshold* ) | |

Parameters

pressPos

|  |
| --- |
|  |

currentPos

|  |
| --- |
|  |

threshold

|  |
| --- |
|  |

useDragThreshold

|  |
| --- |
|  |

See Also

Applies to: [PointerInputModule](#topic_000000000000011C)

PointerInputModule.ToString Method

Returns the name of the object.

|  |  |
| --- | --- |
| C# |  |
| public override [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToString() | |

Returns

The name returned by ToString.

See Also

Applies to: [PointerInputModule](#topic_000000000000011C)

MouseButtonEventData Class

/// Information about a mouse button event.
///

|  |  |
| --- | --- |
| C# |  |
| public class MouseButtonEventData | |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[PressedThisFrame](#topic_0000000000000124), [ReleasedThisFrame](#topic_0000000000000125)

Fields

[buttonData](#topic_0000000000000123), [buttonState](#topic_0000000000000122)

See Also

Applies to: [PointerInputModule](#topic_000000000000011C)

MouseButtonEventData.PressedThisFrame Method

/// Was the button pressed this frame?
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) PressedThisFrame() | |

See Also

Applies to: [MouseButtonEventData](#topic_0000000000000121)

MouseButtonEventData.ReleasedThisFrame Method

/// Was the button released this frame?
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ReleasedThisFrame() | |

See Also

Applies to: [MouseButtonEventData](#topic_0000000000000121)

buttonData Field

/// Pointer data associated with the mouse event.
///

|  |  |
| --- | --- |
| C# |  |
| public [PointerEventData](#topic_000000000000000E) buttonData | |

See Also

Applies to: [MouseButtonEventData](#topic_0000000000000121)

buttonState Field

/// The state of the button this frame.
///

|  |  |
| --- | --- |
| C# |  |
| public [FramePressState](#topic_0000000000000013) buttonState | |

See Also

Applies to: [MouseButtonEventData](#topic_0000000000000121)

m\_MouseState Field

|  |  |
| --- | --- |
| C# |  |
| new private readonly **MouseState** m\_MouseState | |

See Also

Applies to: [PointerInputModule](#topic_000000000000011C)

kFakeTouchesId Field

/// Touch id for when simulating touches on a non touch device.
///

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) kFakeTouchesId = -4 | |

See Also

Applies to: [PointerInputModule](#topic_000000000000011C)

kMouseLeftId Field

/// Id of the cached left mouse pointer event.
///

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) kMouseLeftId = -1 | |

See Also

Applies to: [PointerInputModule](#topic_000000000000011C)

kMouseMiddleId Field

/// Id of the cached middle mouse pointer event.
///

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) kMouseMiddleId = -3 | |

See Also

Applies to: [PointerInputModule](#topic_000000000000011C)

kMouseRightId Field

/// Id of the cached right mouse pointer event.
///

|  |  |
| --- | --- |
| C# |  |
| public const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) kMouseRightId = -2 | |

See Also

Applies to: [PointerInputModule](#topic_000000000000011C)

StandaloneInputModule Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

[UnityEngine.EventSystems.BaseInputModule](#topic_000000000000010C)

[UnityEngine.EventSystems.PointerInputModule](#topic_000000000000011C)

**UnityEngine.EventSystems.StandaloneInputModule**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("Event/Standalone Input Module")] public class StandaloneInputModule : [PointerInputModule](#topic_000000000000011C) | |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[allowActivationOnMobileDevice](#topic_000000000000013D), [animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [cancelButton](#topic_0000000000000144), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [forceModuleActive](#topic_000000000000013E), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [horizontalAxis](#topic_0000000000000141), [input](#topic_0000000000000112) (inherited from [BaseInputModule](#topic_000000000000010C)), [inputActionsPerSecond](#topic_000000000000013F), [inputMode](#topic_0000000000000135), [inputOverride](#topic_0000000000000113) (inherited from [BaseInputModule](#topic_000000000000010C)), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [repeatDelay](#topic_0000000000000140), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [submitButton](#topic_0000000000000143), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**), [verticalAxis](#topic_0000000000000142)

Methods

[ActivateModule](#topic_0000000000000149), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [ConvertUIToolkitPointerId](#topic_000000000000011B) (inherited from [BaseInputModule](#topic_000000000000010C)), [DeactivateModule](#topic_000000000000014A), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetRawMoveVector](#topic_000000000000014D), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [IsModuleSupported](#topic_000000000000011A) (inherited from [BaseInputModule](#topic_000000000000010C)), [IsPointerOverGameObject](#topic_0000000000000128) (inherited from [PointerInputModule](#topic_000000000000011C)), [Process](#topic_000000000000014B), [ProcessTouchEvents](#topic_000000000000014C), [ReleaseMouse](#topic_0000000000000147), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [ShouldActivateModule](#topic_0000000000000148), [ShouldIgnoreEventsOnNoFocus](#topic_0000000000000145), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](#topic_0000000000000129) (inherited from [PointerInputModule](#topic_000000000000011C)), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [UpdateModule](#topic_0000000000000146)

Enumerations

[InputMode](#topic_0000000000000132)

Fields

[m\_CancelButton](#topic_0000000000000139), [m\_ConsecutiveMoveCount](#topic_000000000000012D), [m\_CurrentFocusedGameObject](#topic_0000000000000130), [m\_ForceModuleActive](#topic_000000000000013C), [m\_HorizontalAxis](#topic_0000000000000136), [m\_InputActionsPerSecond](#topic_000000000000013A), [m\_InputPointerEvent](#topic_0000000000000131), [m\_LastMousePosition](#topic_000000000000012E), [m\_LastMoveVector](#topic_000000000000012C), [m\_MousePosition](#topic_000000000000012F), [m\_PrevActionTime](#topic_000000000000012B), [m\_RepeatDelay](#topic_000000000000013B), [m\_SubmitButton](#topic_0000000000000138), [m\_VerticalAxis](#topic_0000000000000137)

StandaloneInputModule.allowActivationOnMobileDevice Property

**NOTE: This member is now obsolete.**

allowActivationOnMobileDevice has been deprecated. Use forceModuleActive instead (UnityUpgradable) -> forceModuleActive

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("allowActivationOnMobileDevice has been deprecated. Use forceModuleActive instead (UnityUpgradable) -> forceModuleActive")] public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) allowActivationOnMobileDevice {get; set;} | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

StandaloneInputModule.cancelButton Property

/// Input manager name for the 'cancel' button.
///

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) cancelButton {get; set;} | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

StandaloneInputModule.forceModuleActive Property

**NOTE: This member is now obsolete.**

forceModuleActive has been deprecated. There is no need to force the module awake as StandaloneInputModule works for all platforms

/// Force this module to be active.
///

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("forceModuleActive has been deprecated. There is no need to force the module awake as StandaloneInputModule works for all platforms")] public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) forceModuleActive {get; set;} | |

Remarks

/// If there is no module active with higher priority (ordered in the inspector) this module will be forced active even if valid enabling conditions are not met.
///

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

StandaloneInputModule.horizontalAxis Property

/// Name of the horizontal axis for movement (if axis events are used).
///

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) horizontalAxis {get; set;} | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

StandaloneInputModule.inputActionsPerSecond Property

/// Number of keyboard / controller inputs allowed per second.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) inputActionsPerSecond {get; set;} | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

StandaloneInputModule.inputMode Property

**NOTE: This member is now obsolete.**

Mode is no longer needed on input module as it handles both mouse and keyboard simultaneously.

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Mode is no longer needed on input module as it handles both mouse and keyboard simultaneously.", false)] public [InputMode](#topic_0000000000000132) inputMode {get;} | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

StandaloneInputModule.repeatDelay Property

/// Delay in seconds before the input actions per second repeat rate takes effect.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) repeatDelay {get; set;} | |

Remarks

/// If the same direction is sustained, the inputActionsPerSecond property can be used to control the rate at which events are fired. However, it can be desirable that the first repetition is delayed, so the user doesn't get repeated actions by accident.
///

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

StandaloneInputModule.submitButton Property

/// Maximum number of input events handled per second.
///

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) submitButton {get; set;} | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

StandaloneInputModule.verticalAxis Property

/// Name of the vertical axis for movement (if axis events are used).
///

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) verticalAxis {get; set;} | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

StandaloneInputModule.ActivateModule Method

/// See BaseInputModule.
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ActivateModule() | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

StandaloneInputModule.DeactivateModule Method

/// See BaseInputModule.
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DeactivateModule() | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

StandaloneInputModule.GetRawMoveVector Method

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** GetRawMoveVector() | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

StandaloneInputModule.Process Method

/// Process the current tick for the module.
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Process() | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

StandaloneInputModule.ProcessTouchEvents Method

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ProcessTouchEvents() | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

StandaloneInputModule.ReleaseMouse Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ReleaseMouse(  [PointerEventData](#topic_000000000000000E) *pointerEvent*,  **GameObject** *currentOverGo* ) | |

Parameters

pointerEvent

|  |
| --- |
|  |

currentOverGo

|  |
| --- |
|  |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

StandaloneInputModule.ShouldActivateModule Method

/// Should the module be activated.
///

|  |  |
| --- | --- |
| C# |  |
| public override [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ShouldActivateModule() | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

StandaloneInputModule.ShouldIgnoreEventsOnNoFocus Method

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ShouldIgnoreEventsOnNoFocus() | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

StandaloneInputModule.UpdateModule Method

/// Update the internal state of the Module.
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateModule() | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

InputMode Enumeration

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Buttons | 1 |  |
| Mouse | 0 |  |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

m\_CancelButton Field

/// Name of the submit button.
///

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) m\_CancelButton | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

m\_ConsecutiveMoveCount Field

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) m\_ConsecutiveMoveCount | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

m\_CurrentFocusedGameObject Field

|  |  |
| --- | --- |
| C# |  |
| private **GameObject** m\_CurrentFocusedGameObject | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

m\_ForceModuleActive Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] [FormerlySerializedAs("m\_AllowActivationOnMobileDevice")] [HideInInspector()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_ForceModuleActive | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

m\_HorizontalAxis Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) m\_HorizontalAxis | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

m\_InputActionsPerSecond Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_InputActionsPerSecond | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

m\_InputPointerEvent Field

|  |  |
| --- | --- |
| C# |  |
| private [PointerEventData](#topic_000000000000000E) m\_InputPointerEvent | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

m\_LastMousePosition Field

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** m\_LastMousePosition | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

m\_LastMoveVector Field

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** m\_LastMoveVector | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

m\_MousePosition Field

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** m\_MousePosition | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

m\_PrevActionTime Field

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_PrevActionTime | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

m\_RepeatDelay Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_RepeatDelay | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

m\_SubmitButton Field

/// Name of the submit button.
///

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) m\_SubmitButton | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

m\_VerticalAxis Field

/// Name of the vertical axis for movement (if axis events are used).
///

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) m\_VerticalAxis | |

See Also

Applies to: [StandaloneInputModule](#topic_000000000000012A)

TouchInputModule Class

**NOTE: This member is now obsolete.**

TouchInputModule is no longer required as Touch input is now handled in StandaloneInputModule.

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

[UnityEngine.EventSystems.BaseInputModule](#topic_000000000000010C)

[UnityEngine.EventSystems.PointerInputModule](#topic_000000000000011C)

**UnityEngine.EventSystems.TouchInputModule**

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("TouchInputModule is no longer required as Touch input is now handled in StandaloneInputModule.")] [AddComponentMenu("Event/Touch Input Module")] public class TouchInputModule : [PointerInputModule](#topic_000000000000011C) | |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[allowActivationOnStandalone](#topic_0000000000000153), [animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [forceModuleActive](#topic_0000000000000154), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [input](#topic_0000000000000112) (inherited from [BaseInputModule](#topic_000000000000010C)), [inputOverride](#topic_0000000000000113) (inherited from [BaseInputModule](#topic_000000000000010C)), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[ActivateModule](#topic_0000000000000118) (inherited from [BaseInputModule](#topic_000000000000010C)), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [ConvertUIToolkitPointerId](#topic_000000000000011B) (inherited from [BaseInputModule](#topic_000000000000010C)), [DeactivateModule](#topic_000000000000015C), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [FakeTouches](#topic_000000000000015A), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [IsModuleSupported](#topic_0000000000000156), [IsPointerOverGameObject](#topic_0000000000000128) (inherited from [PointerInputModule](#topic_000000000000011C)), [Process](#topic_0000000000000159), [ProcessTouchEvents](#topic_000000000000015B), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [ShouldActivateModule](#topic_0000000000000157), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](#topic_000000000000015D), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [UpdateModule](#topic_0000000000000155), [UseFakeInput](#topic_0000000000000158)

Fields

[m\_ForceModuleActive](#topic_0000000000000152), [m\_InputPointerEvent](#topic_0000000000000151), [m\_LastMousePosition](#topic_000000000000014F), [m\_MousePosition](#topic_0000000000000150)

TouchInputModule.allowActivationOnStandalone Property

**NOTE: This member is now obsolete.**

allowActivationOnStandalone has been deprecated. Use forceModuleActive instead (UnityUpgradable) -> forceModuleActive

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("allowActivationOnStandalone has been deprecated. Use forceModuleActive instead (UnityUpgradable) -> forceModuleActive")] public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) allowActivationOnStandalone {get; set;} | |

See Also

Applies to: [TouchInputModule](#topic_000000000000014E)

TouchInputModule.forceModuleActive Property

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) forceModuleActive {get; set;} | |

See Also

Applies to: [TouchInputModule](#topic_000000000000014E)

TouchInputModule.DeactivateModule Method

/// Called when the module is deactivated. Override this if you want custom code to execute when you deactivate your module.
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DeactivateModule() | |

See Also

Applies to: [TouchInputModule](#topic_000000000000014E)

TouchInputModule.FakeTouches Method

/// For debugging touch-based devices using the mouse.
///

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) FakeTouches() | |

See Also

Applies to: [TouchInputModule](#topic_000000000000014E)

TouchInputModule.IsModuleSupported Method

/// Check to see if the module is supported. Override this if you have a platform specific module (eg. TouchInputModule that you do not want to activate on standalone.)
///

|  |  |
| --- | --- |
| C# |  |
| public override [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsModuleSupported() | |

Returns

Is the module supported.

See Also

Applies to: [TouchInputModule](#topic_000000000000014E)

TouchInputModule.Process Method

/// Process the current tick for the module.
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Process() | |

See Also

Applies to: [TouchInputModule](#topic_000000000000014E)

TouchInputModule.ProcessTouchEvents Method

/// Process all touch events.
///

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ProcessTouchEvents() | |

See Also

Applies to: [TouchInputModule](#topic_000000000000014E)

TouchInputModule.ShouldActivateModule Method

/// Should the module be activated.
///

|  |  |
| --- | --- |
| C# |  |
| public override [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ShouldActivateModule() | |

See Also

Applies to: [TouchInputModule](#topic_000000000000014E)

TouchInputModule.ToString Method

Returns the name of the object.

|  |  |
| --- | --- |
| C# |  |
| public override [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToString() | |

Returns

The name returned by ToString.

See Also

Applies to: [TouchInputModule](#topic_000000000000014E)

TouchInputModule.UpdateModule Method

/// Update the internal state of the Module.
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateModule() | |

See Also

Applies to: [TouchInputModule](#topic_000000000000014E)

TouchInputModule.UseFakeInput Method

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) UseFakeInput() | |

See Also

Applies to: [TouchInputModule](#topic_000000000000014E)

m\_ForceModuleActive Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] [FormerlySerializedAs("m\_AllowActivationOnStandalone")] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_ForceModuleActive | |

See Also

Applies to: [TouchInputModule](#topic_000000000000014E)

m\_InputPointerEvent Field

|  |  |
| --- | --- |
| C# |  |
| private [PointerEventData](#topic_000000000000000E) m\_InputPointerEvent | |

See Also

Applies to: [TouchInputModule](#topic_000000000000014E)

m\_LastMousePosition Field

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** m\_LastMousePosition | |

See Also

Applies to: [TouchInputModule](#topic_000000000000014E)

m\_MousePosition Field

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** m\_MousePosition | |

See Also

Applies to: [TouchInputModule](#topic_000000000000014E)

UIBehaviour Class

/// Base behaviour that has protected implementations of Unity lifecycle functions.
///

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

**UnityEngine.EventSystems.UIBehaviour**

[UnityEngine.EventSystems.BaseInput](#topic_00000000000000FD)

[UnityEngine.EventSystems.BaseInputModule](#topic_000000000000010C)

[UnityEngine.EventSystems.BaseRaycaster](#topic_0000000000000164)

[UnityEngine.EventSystems.EventSystem](#topic_0000000000000066)

[UnityEngine.UI.AspectRatioFitter](#topic_0000000000000457)

[UnityEngine.UI.BaseMeshEffect](#topic_000000000000070E)

[UnityEngine.UI.CanvasScaler](#topic_000000000000046F)

[UnityEngine.UI.ContentSizeFitter](#topic_000000000000048E)

[UnityEngine.UI.Graphic](#topic_00000000000002D6)

[UnityEngine.UI.LayoutElement](#topic_00000000000004D5)

[UnityEngine.UI.LayoutGroup](#topic_00000000000004E8)

[UnityEngine.UI.Mask](#topic_0000000000000525)

[UnityEngine.UI.RectMask2D](#topic_000000000000056C)

[UnityEngine.UI.ScrollRect](#topic_00000000000005B7)

[UnityEngine.UI.Selectable](#topic_000000000000061B)

[UnityEngine.UI.ToggleGroup](#topic_00000000000006E0)

[UnityEngine.UIElements.PanelEventHandler](#topic_000000000000018F)

|  |  |
| --- | --- |
| C# |  |
| public abstract class UIBehaviour : **MonoBehaviour** | |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C), [IsDestroyed](#topic_000000000000018D), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

UIBehaviour.IsActive Method

/// Returns true if the GameObject and the Component are active.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsActive() | |

See Also

Applies to: [UIBehaviour](#topic_000000000000018B)

UIBehaviour.IsDestroyed Method

/// Returns true if the native representation of the behaviour has been destroyed.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsDestroyed() | |

Remarks

/// When a parent canvas is either enabled, disabled or a nested canvas's OverrideSorting is changed this function is called. You can for example use this to modify objects below a canvas that may depend on a parent canvas - for example, if a canvas is disabled you may want to halt some processing of a UI element.
///

See Also

Applies to: [UIBehaviour](#topic_000000000000018B)

IBeginDragHandler Interface

/// Interface to implement if you wish to receive OnBeginDrag callbacks.
/// Note: You need to implement IDragHandler in addition to IBeginDragHandler.
///

|  |  |
| --- | --- |
| C# |  |
| public interface IBeginDragHandler : [IEventSystemHandler](#topic_0000000000000041) | |

Remarks

/// Criteria for this event is implementation dependent. For example see StandAloneInputModule.
///

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[OnBeginDrag](#topic_000000000000004F)

IBeginDragHandler.OnBeginDrag Method

/// Called by a BaseInputModule before a drag is started.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnBeginDrag(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [IBeginDragHandler](#topic_000000000000004E)

ICancelHandler Interface

/// Interface to implement if you wish to receive OnCancel callbacks.
///

|  |  |
| --- | --- |
| C# |  |
| public interface ICancelHandler : [IEventSystemHandler](#topic_0000000000000041) | |

Remarks

/// Criteria for this event is implementation dependent. For example see StandAloneInputModule.
///

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[OnCancel](#topic_0000000000000065)

ICancelHandler.OnCancel Method

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnCancel(  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [ICancelHandler](#topic_0000000000000064)

IDeselectHandler Interface

/// Interface to implement if you wish to receive OnDeselect callbacks.
///

|  |  |
| --- | --- |
| C# |  |
| public interface IDeselectHandler : [IEventSystemHandler](#topic_0000000000000041) | |

Remarks

/// Criteria for this event is implementation dependent. For example see StandAloneInputModule.
///

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[OnDeselect](#topic_000000000000005F)

IDeselectHandler.OnDeselect Method

/// Called by the EventSystem when a new object is being selected.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDeselect(  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [IDeselectHandler](#topic_000000000000005E)

IDragHandler Interface

/// Interface to implement if you wish to receive OnDrag callbacks.
///

|  |  |
| --- | --- |
| C# |  |
| public interface IDragHandler : [IEventSystemHandler](#topic_0000000000000041) | |

Remarks

/// Criteria for this event is implementation dependent. For example see StandAloneInputModule.
///

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using UnityEngine.EventSystems;  /// using UnityEngine.UI;  ///  /// [RequireComponent(typeof(Image))]  /// public class DragMe : MonoBehaviour, IBeginDragHandler, IDragHandler, IEndDragHandler  /// {  /// public bool dragOnSurfaces = true;  ///  /// private GameObject m\_DraggingIcon;  /// private RectTransform m\_DraggingPlane;  ///  /// public void OnBeginDrag(PointerEventData eventData)  /// {  /// var canvas = FindInParents<Canvas>(gameObject);  /// if (canvas == null)  /// return;  ///  /// // We have clicked something that can be dragged.  /// // What we want to do is create an icon for this.  /// m\_DraggingIcon = new GameObject("icon");  ///  /// m\_DraggingIcon.transform.SetParent(canvas.transform, false);  /// m\_DraggingIcon.transform.SetAsLastSibling();  ///  /// var image = m\_DraggingIcon.AddComponent<Image>();  ///  /// image.sprite = GetComponent<Image>().sprite;  /// image.SetNativeSize();  ///  /// if (dragOnSurfaces)  /// m\_DraggingPlane = transform as RectTransform;  /// else  /// m\_DraggingPlane = canvas.transform as RectTransform;  ///  /// SetDraggedPosition(eventData);  /// }  ///  /// public void OnDrag(PointerEventData data)  /// {  /// if (m\_DraggingIcon != null)  /// SetDraggedPosition(data);  /// }  ///  /// private void SetDraggedPosition(PointerEventData data)  /// {  /// if (dragOnSurfaces && data.pointerEnter != null && data.pointerEnter.transform as RectTransform != null)  /// m\_DraggingPlane = data.pointerEnter.transform as RectTransform;  ///  /// var rt = m\_DraggingIcon.GetComponent<RectTransform>();  /// Vector3 globalMousePos;  /// if (RectTransformUtility.ScreenPointToWorldPointInRectangle(m\_DraggingPlane, data.position, data.pressEventCamera, out globalMousePos))  /// {  /// rt.position = globalMousePos;  /// rt.rotation = m\_DraggingPlane.rotation;  /// }  /// }  ///  /// public void OnEndDrag(PointerEventData eventData)  /// {  /// if (m\_DraggingIcon != null)  /// Destroy(m\_DraggingIcon);  /// }  ///  /// static public T FindInParents<T>(GameObject go) where T : Component  /// {  /// if (go == null) return null;  /// var comp = go.GetComponent<T>();  ///  /// if (comp != null)  /// return comp;  ///  /// Transform t = go.transform.parent;  /// while (t != null && comp == null)  /// {  /// comp = t.gameObject.GetComponent<T>();  /// t = t.parent;  /// }  /// return comp;  /// }  /// }  ///   /// |

///

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[OnDrag](#topic_0000000000000053)

IDragHandler.OnDrag Method

/// When dragging is occurring this will be called every time the cursor is moved.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDrag(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [IDragHandler](#topic_0000000000000052)

IDropHandler Interface

/// Interface to implement if you wish to receive OnDrop callbacks.
///

|  |  |
| --- | --- |
| C# |  |
| public interface IDropHandler : [IEventSystemHandler](#topic_0000000000000041) | |

Remarks

/// Criteria for this event is implementation dependent. For example see StandAloneInputModule.
///

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using UnityEngine.EventSystems;  ///  /// public class DropMe : MonoBehaviour, IDropHandler  /// {  /// public void OnDrop(PointerEventData data)  /// {  /// if (data.pointerDrag != null)  /// {  /// Debug.Log ("Dropped object was: " + data.pointerDrag);  /// }  /// }  /// }  ///   /// |

///

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[OnDrop](#topic_0000000000000057)

IDropHandler.OnDrop Method

/// Called by a BaseInputModule on a target that can accept a drop.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDrop(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [IDropHandler](#topic_0000000000000056)

IEndDragHandler Interface

/// Interface to implement if you wish to receive OnEndDrag callbacks.
/// Note: You need to implement IDragHandler in addition to IEndDragHandler.
///

|  |  |
| --- | --- |
| C# |  |
| public interface IEndDragHandler : [IEventSystemHandler](#topic_0000000000000041) | |

Remarks

/// Criteria for this event is implementation dependent. For example see StandAloneInputModule.
///

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[OnEndDrag](#topic_0000000000000055)

IEndDragHandler.OnEndDrag Method

/// Called by a BaseInputModule when a drag is ended.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnEndDrag(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [IEndDragHandler](#topic_0000000000000054)

IEventSystemHandler Interface

/// Base class that all EventSystem events inherit from.
///

|  |  |
| --- | --- |
| C# |  |
| public interface IEventSystemHandler | |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

IInitializePotentialDragHandler Interface

/// Interface to implement if you wish to receive OnInitializePotentialDrag callbacks.
///

|  |  |
| --- | --- |
| C# |  |
| public interface IInitializePotentialDragHandler : [IEventSystemHandler](#topic_0000000000000041) | |

Remarks

/// Criteria for this event is implementation dependent. For example see StandAloneInputModule.
///

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[OnInitializePotentialDrag](#topic_0000000000000051)

IInitializePotentialDragHandler.OnInitializePotentialDrag Method

/// Called by a BaseInputModule when a drag has been found but before it is valid to begin the drag.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnInitializePotentialDrag(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [IInitializePotentialDragHandler](#topic_0000000000000050)

IMoveHandler Interface

/// Interface to implement if you wish to receive OnMove callbacks.
///

|  |  |
| --- | --- |
| C# |  |
| public interface IMoveHandler : [IEventSystemHandler](#topic_0000000000000041) | |

Remarks

/// Criteria for this event is implementation dependent. For example see StandAloneInputModule.
///

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[OnMove](#topic_0000000000000061)

IMoveHandler.OnMove Method

/// Called by a BaseInputModule when a move event occurs.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnMove(  [AxisEventData](#topic_0000000000000001) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [IMoveHandler](#topic_0000000000000060)

IPointerClickHandler Interface

/// Interface to implement if you wish to receive OnPointerClick callbacks.
///

|  |  |
| --- | --- |
| C# |  |
| public interface IPointerClickHandler : [IEventSystemHandler](#topic_0000000000000041) | |

Remarks

/// Criteria for this event is implementation dependent. For example see StandAloneInputModule.
///

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using UnityEngine.EventSystems;  ///  /// public class Example : MonoBehaviour, IPointerClickHandler  /// {  /// //Detect if a click occurs  /// public void OnPointerClick(PointerEventData pointerEventData)  /// {  /// //Output to console the clicked GameObject's name and the following message. You can replace this with your own actions for when clicking the GameObject.  /// Debug.Log(name + " Game Object Clicked!");  /// }  /// }  ///   /// |

///

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[OnPointerClick](#topic_000000000000004D)

IPointerClickHandler.OnPointerClick Method

/// Use this callback to detect clicks.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerClick(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [IPointerClickHandler](#topic_000000000000004C)

IPointerDownHandler Interface

/// Interface to implement if you wish to receive OnPointerDown callbacks.
///

|  |  |
| --- | --- |
| C# |  |
| public interface IPointerDownHandler : [IEventSystemHandler](#topic_0000000000000041) | |

Remarks

/// Criteria for this event is implementation dependent. For example see StandAloneInputModule.
///

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[OnPointerDown](#topic_0000000000000049)

IPointerDownHandler.OnPointerDown Method

/// Use this callback to detect pointer down events.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerDown(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [IPointerDownHandler](#topic_0000000000000048)

IPointerEnterHandler Interface

/// Interface to implement if you wish to receive OnPointerEnter callbacks.
///

|  |  |
| --- | --- |
| C# |  |
| public interface IPointerEnterHandler : [IEventSystemHandler](#topic_0000000000000041) | |

Remarks

/// Criteria for this event is implementation dependent. For example see StandAloneInputModule.
///

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[OnPointerEnter](#topic_0000000000000045)

IPointerEnterHandler.OnPointerEnter Method

/// Use this callback to detect pointer enter events
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerEnter(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [IPointerEnterHandler](#topic_0000000000000044)

IPointerExitHandler Interface

/// Interface to implement if you wish to receive OnPointerExit callbacks.
///

|  |  |
| --- | --- |
| C# |  |
| public interface IPointerExitHandler : [IEventSystemHandler](#topic_0000000000000041) | |

Remarks

/// Criteria for this event is implementation dependent. For example see StandAloneInputModule.
///

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[OnPointerExit](#topic_0000000000000047)

IPointerExitHandler.OnPointerExit Method

/// Use this callback to detect pointer exit events
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerExit(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [IPointerExitHandler](#topic_0000000000000046)

IPointerMoveHandler Interface

/// Interface to implement if you wish to receive OnPointerMove callbacks.
///

|  |  |
| --- | --- |
| C# |  |
| public interface IPointerMoveHandler : [IEventSystemHandler](#topic_0000000000000041) | |

Remarks

/// Criteria for this event is implementation dependent. For example see StandAloneInputModule.
///

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[OnPointerMove](#topic_0000000000000043)

IPointerMoveHandler.OnPointerMove Method

/// Use this callback to detect pointer move events
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerMove(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [IPointerMoveHandler](#topic_0000000000000042)

IPointerUpHandler Interface

/// Interface to implement if you wish to receive OnPointerUp callbacks.
/// Note: In order to receive OnPointerUp callbacks, you must also implement the EventSystems.IPointerDownHandler|IPointerDownHandler interface
///

|  |  |
| --- | --- |
| C# |  |
| public interface IPointerUpHandler : [IEventSystemHandler](#topic_0000000000000041) | |

Remarks

/// Criteria for this event is implementation dependent. For example see StandAloneInputModule.
///

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[OnPointerUp](#topic_000000000000004B)

IPointerUpHandler.OnPointerUp Method

/// Use this callback to detect pointer up events.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerUp(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [IPointerUpHandler](#topic_000000000000004A)

IScrollHandler Interface

/// Interface to implement if you wish to receive OnScroll callbacks.
///

|  |  |
| --- | --- |
| C# |  |
| public interface IScrollHandler : [IEventSystemHandler](#topic_0000000000000041) | |

Remarks

/// Criteria for this event is implementation dependent. For example see StandAloneInputModule.
///

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[OnScroll](#topic_0000000000000059)

IScrollHandler.OnScroll Method

/// Use this callback to detect scroll events.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnScroll(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [IScrollHandler](#topic_0000000000000058)

ISelectHandler Interface

/// Interface to implement if you wish to receive OnSelect callbacks.
///

|  |  |
| --- | --- |
| C# |  |
| public interface ISelectHandler : [IEventSystemHandler](#topic_0000000000000041) | |

Remarks

/// Criteria for this event is implementation dependent. For example see StandAloneInputModule.
///

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[OnSelect](#topic_000000000000005D)

ISelectHandler.OnSelect Method

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnSelect(  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [ISelectHandler](#topic_000000000000005C)

ISubmitHandler Interface

/// Interface to implement if you wish to receive OnSubmit callbacks.
///

|  |  |
| --- | --- |
| C# |  |
| public interface ISubmitHandler : [IEventSystemHandler](#topic_0000000000000041) | |

Remarks

/// Criteria for this event is implementation dependent. For example see StandAloneInputModule.
///

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[OnSubmit](#topic_0000000000000063)

ISubmitHandler.OnSubmit Method

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnSubmit(  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [ISubmitHandler](#topic_0000000000000062)

IUpdateSelectedHandler Interface

/// Interface to implement if you wish to receive OnUpdateSelected callbacks.
///

|  |  |
| --- | --- |
| C# |  |
| public interface IUpdateSelectedHandler : [IEventSystemHandler](#topic_0000000000000041) | |

Remarks

/// Criteria for this event is implementation dependent. For example see StandAloneInputModule.
///

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[OnUpdateSelected](#topic_000000000000005B)

IUpdateSelectedHandler.OnUpdateSelected Method

/// Called by the EventSystem when the object associated with this EventTrigger is updated.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnUpdateSelected(  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using UnityEngine.EventSystems;  ///  /// public class UpdateSelectedExample : MonoBehaviour, IUpdateSelectedHandler  /// {  /// public void OnUpdateSelected(BaseEventData data)  /// {  /// Debug.Log("OnUpdateSelected called.");  /// }  /// }  ///   /// |

///

See Also

Applies to: [IUpdateSelectedHandler](#topic_000000000000005A)

RaycastResult Structure

/// A hit result from a BaseRaycaster.
///

|  |  |
| --- | --- |
| C# |  |
| public struct RaycastResult | |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[gameObject](#topic_000000000000017D), [isValid](#topic_0000000000000188)

Methods

[Clear](#topic_0000000000000189), [ToString](#topic_000000000000018A)

Fields

[depth](#topic_0000000000000181), [displayIndex](#topic_0000000000000187), [distance](#topic_000000000000017F), [index](#topic_0000000000000180), [m\_GameObject](#topic_000000000000017C), [module](#topic_000000000000017E), [screenPosition](#topic_0000000000000186), [sortingLayer](#topic_0000000000000182), [sortingOrder](#topic_0000000000000183), [worldNormal](#topic_0000000000000185), [worldPosition](#topic_0000000000000184)

RaycastResult.gameObject Property

/// The GameObject that was hit by the raycast.
///

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** gameObject {get; set;} | |

See Also

Applies to: [RaycastResult](#topic_000000000000017B)

RaycastResult.isValid Property

/// Is there an associated module and a hit GameObject.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isValid {get;} | |

See Also

Applies to: [RaycastResult](#topic_000000000000017B)

RaycastResult.Clear Method

/// Reset the result.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Clear() | |

See Also

Applies to: [RaycastResult](#topic_000000000000017B)

RaycastResult.ToString Method

|  |  |
| --- | --- |
| C# |  |
| public override [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToString() | |

See Also

Applies to: [RaycastResult](#topic_000000000000017B)

depth Field

/// Used by raycasters where elements may have the same unit distance, but have specific ordering.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) depth | |

See Also

Applies to: [RaycastResult](#topic_000000000000017B)

displayIndex Field

/// The display index from which the raycast was generated.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) displayIndex | |

See Also

Applies to: [RaycastResult](#topic_000000000000017B)

distance Field

/// Distance to the hit.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) distance | |

See Also

Applies to: [RaycastResult](#topic_000000000000017B)

index Field

/// Hit index
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) index | |

See Also

Applies to: [RaycastResult](#topic_000000000000017B)

m\_GameObject Field

|  |  |
| --- | --- |
| C# |  |
| private **GameObject** m\_GameObject | |

See Also

Applies to: [RaycastResult](#topic_000000000000017B)

module Field

/// BaseRaycaster that raised the hit.
///

|  |  |
| --- | --- |
| C# |  |
| public [BaseRaycaster](#topic_0000000000000164) module | |

See Also

Applies to: [RaycastResult](#topic_000000000000017B)

screenPosition Field

/// The screen position from which the raycast was generated.
///

|  |  |
| --- | --- |
| C# |  |
| public **Vector2** screenPosition | |

See Also

Applies to: [RaycastResult](#topic_000000000000017B)

sortingLayer Field

/// The SortingLayer of the hit object.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) sortingLayer | |

Remarks

/// For UI.Graphic elements this will be the values from that graphic's Canvas
/// For 3D objects this will always be 0.
/// For 2D objects if a 2D Renderer (Sprite, Tilemap, SpriteShape) is attached to the same object as the hit collider that sortingLayerID will be used.
///

See Also

Applies to: [RaycastResult](#topic_000000000000017B)

sortingOrder Field

/// The SortingOrder for the hit object.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) sortingOrder | |

Remarks

/// For Graphic elements this will be the values from that graphics Canvas
/// For 3D objects this will always be 0.
/// For 2D objects if a 2D Renderer (Sprite, Tilemap, SpriteShape) is attached to the same object as the hit collider that sortingOrder will be used.
///

See Also

Applies to: [RaycastResult](#topic_000000000000017B)

worldNormal Field

/// The normal at the hit location of the raycast.
///

|  |  |
| --- | --- |
| C# |  |
| public **Vector3** worldNormal | |

See Also

Applies to: [RaycastResult](#topic_000000000000017B)

worldPosition Field

/// The world position of the where the raycast has hit.
///

|  |  |
| --- | --- |
| C# |  |
| public **Vector3** worldPosition | |

See Also

Applies to: [RaycastResult](#topic_000000000000017B)

EventHandle Enumeration

This enumeration has a FlagsAttribute attribute that allows a bitwise combination of its member values.

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Unused | 0 |  |
| Used | 1 |  |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

EventTriggerType Enumeration

/// This class is capable of triggering one or more remote functions from a specified event.
/// Usage: Attach it to an object with a collider, or to a GUI Graphic of your choice.
/// NOTE: Doing this will make this object intercept ALL events, and no event bubbling will occur from this object!
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| BeginDrag | 13 | /// Intercepts IBeginDragHandler.OnBeginDrag. /// |
| Cancel | 16 | /// Intercepts ICancelHandler.OnCancel. /// |
| Deselect | 10 | /// Intercepts a IDeselectHandler.OnDeselect. /// |
| Drag | 5 | /// Intercepts a IDragHandler.OnDrag. /// |
| Drop | 6 | /// Intercepts a IDropHandler.OnDrop. /// |
| EndDrag | 14 | /// Intercepts IEndDragHandler.OnEndDrag. /// |
| InitializePotentialDrag | 12 | /// Intercepts IInitializePotentialDrag.InitializePotentialDrag. /// |
| Move | 11 | /// Intercepts a IMoveHandler.OnMove. /// |
| PointerClick | 4 | /// Intercepts a IPointerClickHandler.OnPointerClick. /// |
| PointerDown | 2 | /// Intercepts a IPointerDownHandler.OnPointerDown. /// |
| PointerEnter | 0 | /// Intercepts a IPointerEnterHandler.OnPointerEnter. /// |
| PointerExit | 1 | /// Intercepts a IPointerExitHandler.OnPointerExit. /// |
| PointerUp | 3 | /// Intercepts a IPointerUpHandler.OnPointerUp. /// |
| Scroll | 7 | /// Intercepts a IScrollHandler.OnScroll. /// |
| Select | 9 | /// Intercepts a ISelectHandler.OnSelect. /// |
| Submit | 15 | /// Intercepts ISubmitHandler.Submit. /// |
| UpdateSelected | 8 | /// Intercepts a IUpdateSelectedHandler.OnUpdateSelected. /// |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

MoveDirection Enumeration

/// This is an 4 direction movement enum.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Down | 3 | /// The Down State of MoveDirection. Assign functionality for moving in a downward direction. /// |
| Left | 0 | /// This is the Left state of MoveDirection. Assign functionality for moving to the left. /// |
| None | 4 | /// This is the None state. Assign functionality that stops movement. /// |
| Right | 2 | /// This is the Right state of MoveDirection. Assign functionality for moving to the right. /// |
| Up | 1 | /// This is the Up state of MoveDirection. Assign functionality for moving in an upward direction. /// |

Requirements

**Namespace:**[UnityEngine.EventSystems](#topic_0000000000000000)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

UnityEngine.UI Namespace

Classes

[AnimationTriggers](#topic_00000000000001E3), [AspectRatioFitter](#topic_0000000000000457), [BaseMeshEffect](#topic_000000000000070E), [BaseVertexEffect](#topic_000000000000070C), [Button](#topic_00000000000001F3), [CanvasScaler](#topic_000000000000046F), [CanvasUpdateRegistry](#topic_0000000000000208), [ClipperRegistry](#topic_000000000000023B), [Clipping](#topic_0000000000000243), [ContentSizeFitter](#topic_000000000000048E), [DefaultControls](#topic_000000000000024E), [Dropdown](#topic_0000000000000278), [FontData](#topic_00000000000002B5), [FontUpdateTracker](#topic_00000000000002D1), [Graphic](#topic_00000000000002D6), [GraphicRaycaster](#topic_0000000000000307), [GraphicRebuildTracker](#topic_000000000000031B), [GraphicRegistry](#topic_0000000000000322), [GridLayoutGroup](#topic_000000000000049B), [HorizontalLayoutGroup](#topic_00000000000004B3), [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8), [Image](#topic_0000000000000330), [InputField](#topic_000000000000039C), [LayoutElement](#topic_00000000000004D5), [LayoutGroup](#topic_00000000000004E8), [LayoutRebuilder](#topic_00000000000004FD), [LayoutUtility](#topic_0000000000000514), [Mask](#topic_0000000000000525), [MaskUtilities](#topic_0000000000000546), [MaskableGraphic](#topic_0000000000000532), [Outline](#topic_0000000000000717), [PositionAsUV1](#topic_0000000000000719), [RawImage](#topic_0000000000000565), [RectMask2D](#topic_000000000000056C), [ScrollRect](#topic_00000000000005B7), [Scrollbar](#topic_0000000000000583), [Selectable](#topic_000000000000061B), [Shadow](#topic_000000000000071B), [Slider](#topic_0000000000000651), [StencilMaterial](#topic_0000000000000693), [Text](#topic_00000000000006A6), [Toggle](#topic_00000000000006CA), [ToggleGroup](#topic_00000000000006E0), [VertexHelper](#topic_00000000000006EC), [VerticalLayoutGroup](#topic_0000000000000520)

Interfaces

[ICanvasElement](#topic_0000000000000202), [IClippable](#topic_0000000000000247), [IClipper](#topic_0000000000000245), [ILayoutController](#topic_00000000000004CE), [ILayoutElement](#topic_00000000000004C4), [ILayoutGroup](#topic_00000000000004D1), [ILayoutIgnorer](#topic_00000000000004D3), [ILayoutSelfController](#topic_00000000000004D2), [IMask](#topic_0000000000000397), [IMaskable](#topic_000000000000039A), [IMaterialModifier](#topic_000000000000054E), [IMeshModifier](#topic_0000000000000714), [IVertexModifier](#topic_0000000000000712)

Structures

[ColorBlock](#topic_0000000000000225), [Navigation](#topic_0000000000000550), [SpriteState](#topic_0000000000000689)

Enumerations

[CanvasUpdate](#topic_00000000000001FB)

AnimationTriggers Class

/// Structure that stores the state of an animation transition on a Selectable.
///

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public class AnimationTriggers | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[disabledTrigger](#topic_00000000000001F2), [highlightedTrigger](#topic_00000000000001EF), [normalTrigger](#topic_00000000000001EE), [pressedTrigger](#topic_00000000000001F0), [selectedTrigger](#topic_00000000000001F1)

Fields

[kDefaultDisabledAnimName](#topic_00000000000001E8), [kDefaultHighlightedAnimName](#topic_00000000000001E5), [kDefaultNormalAnimName](#topic_00000000000001E4), [kDefaultPressedAnimName](#topic_00000000000001E6), [kDefaultSelectedAnimName](#topic_00000000000001E7), [m\_DisabledTrigger](#topic_00000000000001ED), [m\_HighlightedTrigger](#topic_00000000000001EA), [m\_NormalTrigger](#topic_00000000000001E9), [m\_PressedTrigger](#topic_00000000000001EB), [m\_SelectedTrigger](#topic_00000000000001EC)

AnimationTriggers.disabledTrigger Property

/// Trigger to send to animator when entering disabled state.
///

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) disabledTrigger {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public Animator buttonAnimator;  /// public Button button;  /// void SomeFunction()  /// {  /// //Sets the button to the Disabled state (Useful when making tutorials).  /// buttonAnimator.SetTrigger(button.animationTriggers.disabledTrigger);  /// }  /// }  ///   /// |

///

See Also

Applies to: [AnimationTriggers](#topic_00000000000001E3)

AnimationTriggers.highlightedTrigger Property

/// Trigger to send to animator when entering highlighted state.
///

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) highlightedTrigger {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public Animator buttonAnimator;  /// public Button button;  /// void SomeFunction()  /// {  /// //Sets the button to the Highlighted state (Useful when making tutorials).  /// buttonAnimator.SetTrigger(button.animationTriggers.highlightedTrigger);  /// }  /// }  ///   /// |

///

See Also

Applies to: [AnimationTriggers](#topic_00000000000001E3)

AnimationTriggers.normalTrigger Property

/// Trigger to send to animator when entering normal state.
///

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) normalTrigger {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public Animator buttonAnimator;  /// public Button button;  /// void SomeFunction()  /// {  /// //Sets the button to the Normal state (Useful when making tutorials).  /// buttonAnimator.SetTrigger(button.animationTriggers.normalTrigger);  /// }  /// }  ///   /// |

///

See Also

Applies to: [AnimationTriggers](#topic_00000000000001E3)

AnimationTriggers.pressedTrigger Property

/// Trigger to send to animator when entering pressed state.
///

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) pressedTrigger {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public Animator buttonAnimator;  /// public Button button;  /// void SomeFunction()  /// {  /// //Sets the button to the Pressed state (Useful when making tutorials).  /// buttonAnimator.SetTrigger(button.animationTriggers.pressedTrigger);  /// }  /// }  ///   /// |

///

See Also

Applies to: [AnimationTriggers](#topic_00000000000001E3)

AnimationTriggers.selectedTrigger Property

/// Trigger to send to animator when entering selected state.
///

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) selectedTrigger {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public Animator buttonAnimator;  /// public Button button;  /// void SomeFunction()  /// {  /// //Sets the button to the Selected state (Useful when making tutorials).  /// buttonAnimator.SetTrigger(button.animationTriggers.selectedTrigger);  /// }  /// }  ///   /// |

///

See Also

Applies to: [AnimationTriggers](#topic_00000000000001E3)

m\_DisabledTrigger Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("disabledTrigger")] [SerializeField()] private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) m\_DisabledTrigger | |

See Also

Applies to: [AnimationTriggers](#topic_00000000000001E3)

m\_HighlightedTrigger Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("highlightedTrigger")] [SerializeField()] private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) m\_HighlightedTrigger | |

See Also

Applies to: [AnimationTriggers](#topic_00000000000001E3)

m\_NormalTrigger Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("normalTrigger")] [SerializeField()] private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) m\_NormalTrigger | |

See Also

Applies to: [AnimationTriggers](#topic_00000000000001E3)

m\_PressedTrigger Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("pressedTrigger")] [SerializeField()] private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) m\_PressedTrigger | |

See Also

Applies to: [AnimationTriggers](#topic_00000000000001E3)

m\_SelectedTrigger Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("m\_HighlightedTrigger")] [SerializeField()] private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) m\_SelectedTrigger | |

See Also

Applies to: [AnimationTriggers](#topic_00000000000001E3)

kDefaultDisabledAnimName Field

|  |  |
| --- | --- |
| C# |  |
| private const [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) kDefaultDisabledAnimName = @"Disabled" | |

See Also

Applies to: [AnimationTriggers](#topic_00000000000001E3)

kDefaultHighlightedAnimName Field

|  |  |
| --- | --- |
| C# |  |
| private const [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) kDefaultHighlightedAnimName = @"Highlighted" | |

See Also

Applies to: [AnimationTriggers](#topic_00000000000001E3)

kDefaultNormalAnimName Field

|  |  |
| --- | --- |
| C# |  |
| private const [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) kDefaultNormalAnimName = @"Normal" | |

See Also

Applies to: [AnimationTriggers](#topic_00000000000001E3)

kDefaultPressedAnimName Field

|  |  |
| --- | --- |
| C# |  |
| private const [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) kDefaultPressedAnimName = @"Pressed" | |

See Also

Applies to: [AnimationTriggers](#topic_00000000000001E3)

kDefaultSelectedAnimName Field

|  |  |
| --- | --- |
| C# |  |
| private const [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) kDefaultSelectedAnimName = @"Selected" | |

See Also

Applies to: [AnimationTriggers](#topic_00000000000001E3)

AspectRatioFitter Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

**UnityEngine.UI.AspectRatioFitter**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("Layout/Aspect Ratio Fitter", 142)] [ExecuteAlways()] [RequireComponent(typeof(RectTransform))] [DisallowMultipleComponent()] public class AspectRatioFitter : [UIBehaviour](#topic_000000000000018B),  [ILayoutSelfController](#topic_00000000000004D2) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [aspectMode](#topic_000000000000045F), [aspectRatio](#topic_0000000000000461), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [rectTransform](#topic_0000000000000465), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [DoesParentExists](#topic_000000000000046E), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetParentSize](#topic_0000000000000469), [GetSizeDeltaToProduceSize](#topic_0000000000000468), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsAspectModeValid](#topic_000000000000046D), [IsComponentValidOnObject](#topic_000000000000046C), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SetLayoutHorizontal](#topic_000000000000046A), [SetLayoutVertical](#topic_000000000000046B), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [UpdateRect](#topic_0000000000000467)

Enumerations

[AspectMode](#topic_0000000000000458)

Fields

[m\_AspectMode](#topic_000000000000045E), [m\_AspectRatio](#topic_0000000000000460), [m\_DelayedSetDirty](#topic_0000000000000463), [m\_DoesParentExist](#topic_0000000000000464), [m\_Rect](#topic_0000000000000462), [m\_Tracker](#topic_0000000000000466)

AspectRatioFitter.aspectMode Property

/// The mode to use to enforce the aspect ratio.
///

|  |  |
| --- | --- |
| C# |  |
| public [AspectMode](#topic_0000000000000458) aspectMode {get; set;} | |

See Also

Applies to: [AspectRatioFitter](#topic_0000000000000457)

AspectRatioFitter.aspectRatio Property

/// The aspect ratio to enforce. This means width divided by height.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) aspectRatio {get; set;} | |

See Also

Applies to: [AspectRatioFitter](#topic_0000000000000457)

AspectRatioFitter.rectTransform Property

|  |  |
| --- | --- |
| C# |  |
| private **RectTransform** rectTransform {get;} | |

See Also

Applies to: [AspectRatioFitter](#topic_0000000000000457)

AspectRatioFitter.DoesParentExists Method

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) DoesParentExists() | |

See Also

Applies to: [AspectRatioFitter](#topic_0000000000000457)

AspectRatioFitter.GetParentSize Method

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** GetParentSize() | |

See Also

Applies to: [AspectRatioFitter](#topic_0000000000000457)

AspectRatioFitter.GetSizeDeltaToProduceSize Method

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) GetSizeDeltaToProduceSize(  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *size*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *axis* ) | |

Parameters

size

|  |
| --- |
|  |

axis

|  |
| --- |
|  |

See Also

Applies to: [AspectRatioFitter](#topic_0000000000000457)

AspectRatioFitter.IsAspectModeValid Method

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsAspectModeValid() | |

See Also

Applies to: [AspectRatioFitter](#topic_0000000000000457)

AspectRatioFitter.IsComponentValidOnObject Method

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsComponentValidOnObject() | |

See Also

Applies to: [AspectRatioFitter](#topic_0000000000000457)

AspectRatioFitter.SetLayoutHorizontal Method

/// Method called by the layout system. Has no effect
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetLayoutHorizontal() | |

Implements

[ILayoutSelfController.SetLayoutHorizontal](#topic_00000000000004CF)

See Also

Applies to: [AspectRatioFitter](#topic_0000000000000457)

AspectRatioFitter.SetLayoutVertical Method

/// Method called by the layout system. Has no effect
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetLayoutVertical() | |

Implements

[ILayoutSelfController.SetLayoutVertical](#topic_00000000000004D0)

See Also

Applies to: [AspectRatioFitter](#topic_0000000000000457)

AspectRatioFitter.UpdateRect Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateRect() | |

See Also

Applies to: [AspectRatioFitter](#topic_0000000000000457)

AspectMode Enumeration

/// Specifies a mode to use to enforce an aspect ratio.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| EnvelopeParent | 4 | /// Sizes the rectangle such that the parent rectangle is fully contained within. /// |
| FitInParent | 3 | /// Sizes the rectangle such that it's fully contained within the parent rectangle. /// |
| HeightControlsWidth | 2 | /// Changes the width of the rectangle to match the aspect ratio. /// |
| None | 0 | /// The aspect ratio is not enforced /// |
| WidthControlsHeight | 1 | /// Changes the height of the rectangle to match the aspect ratio. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [AspectRatioFitter](#topic_0000000000000457)

m\_AspectMode Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [AspectMode](#topic_0000000000000458) m\_AspectMode | |

See Also

Applies to: [AspectRatioFitter](#topic_0000000000000457)

m\_AspectRatio Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_AspectRatio | |

See Also

Applies to: [AspectRatioFitter](#topic_0000000000000457)

m\_DelayedSetDirty Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_DelayedSetDirty | |

See Also

Applies to: [AspectRatioFitter](#topic_0000000000000457)

m\_DoesParentExist Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_DoesParentExist | |

See Also

Applies to: [AspectRatioFitter](#topic_0000000000000457)

m\_Rect Field

|  |  |
| --- | --- |
| C# |  |
| [System.NonSerialized()] private **RectTransform** m\_Rect | |

See Also

Applies to: [AspectRatioFitter](#topic_0000000000000457)

m\_Tracker Field

|  |  |
| --- | --- |
| C# |  |
| private **DrivenRectTransformTracker** m\_Tracker | |

See Also

Applies to: [AspectRatioFitter](#topic_0000000000000457)

BaseMeshEffect Class

/// Base class for effects that modify the generated Mesh.
///

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

**UnityEngine.UI.BaseMeshEffect**

[UnityEngine.UI.PositionAsUV1](#topic_0000000000000719)

[UnityEngine.UI.Shadow](#topic_000000000000071B)

|  |  |
| --- | --- |
| C# |  |
| [ExecuteAlways()] public abstract class BaseMeshEffect : [UIBehaviour](#topic_000000000000018B),  [IMeshModifier](#topic_0000000000000714) | |

Example

///

|  |
| --- |
| ///   ///using UnityEngine;  ///using UnityEngine.UI;  ///  ///public class PositionAsUV1 : BaseMeshEffect  ///{  /// protected PositionAsUV1()  /// {}  ///  /// public override void ModifyMesh(Mesh mesh)  /// {  /// if (!IsActive())  /// return;  ///  /// var verts = mesh.vertices.ToList();  /// var uvs = ListPool<Vector2>.Get();  ///  /// for (int i = 0; i < verts.Count; i++)  /// {  /// var vert = verts[i];  /// uvs.Add(new Vector2(verts[i].x, verts[i].y));  /// verts[i] = vert;  /// }  /// mesh.SetUVs(1, uvs);  /// ListPool<Vector2>.Release(uvs);  /// }  ///}  ///   /// |

///

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [ModifyMesh](#topic_0000000000000710), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[m\_Graphic](#topic_000000000000070F)

BaseMeshEffect.ModifyMesh (Mesh) Method

/// Function that is called when the Graphic is populating the mesh.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ModifyMesh(  **Mesh** *mesh* ) | |

Parameters

mesh

|  |
| --- |
| The generated mesh of the Graphic element that needs modification. |

See Also

Applies to: [BaseMeshEffect](#topic_000000000000070E)

BaseMeshEffect.ModifyMesh (VertexHelper) Method

|  |  |
| --- | --- |
| C# |  |
| public abstract [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ModifyMesh(  [VertexHelper](#topic_00000000000006EC) *vh* ) | |

Parameters

vh

|  |
| --- |
|  |

See Also

Applies to: [BaseMeshEffect](#topic_000000000000070E)

m\_Graphic Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] private [Graphic](#topic_00000000000002D6) m\_Graphic | |

See Also

Applies to: [BaseMeshEffect](#topic_000000000000070E)

BaseVertexEffect Class

**NOTE: This member is now obsolete.**

Use BaseMeshEffect instead

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Use BaseMeshEffect instead", true)] public abstract class BaseVertexEffect | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[ModifyVertices](#topic_000000000000070D)

BaseVertexEffect.ModifyVertices Method

**NOTE: This member is now obsolete.**

Use BaseMeshEffect.ModifyMeshes instead

|  |  |
| --- | --- |
| C# |  |
| [System.ComponentModel.EditorBrowsable(System.ComponentModel.EditorBrowsableState.Never)] [Obsolete("Use BaseMeshEffect.ModifyMeshes instead", true)] public abstract [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ModifyVertices(  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**UIVertex**> *vertices* ) | |

Parameters

vertices

|  |
| --- |
|  |

See Also

Applies to: [BaseVertexEffect](#topic_000000000000070C)

Button Class

/// A standard button that sends an event when clicked.
///

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

[UnityEngine.UI.Selectable](#topic_000000000000061B)

**UnityEngine.UI.Button**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("UI/Button", 30)] public class Button : [Selectable](#topic_000000000000061B),  [IPointerClickHandler](#topic_000000000000004C),  [ISubmitHandler](#topic_0000000000000062) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[allSelectableCount](#topic_000000000000061E) (inherited from [Selectable](#topic_000000000000061B)), [allSelectables](#topic_000000000000061F) (inherited from [Selectable](#topic_000000000000061B)), [allSelectablesArray](#topic_000000000000061D) (inherited from [Selectable](#topic_000000000000061B)), [animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [animationTriggers](#topic_0000000000000632) (inherited from [Selectable](#topic_000000000000061B)), [animator](#topic_0000000000000639) (inherited from [Selectable](#topic_000000000000061B)), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [colors](#topic_0000000000000630) (inherited from [Selectable](#topic_000000000000061B)), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [image](#topic_0000000000000638) (inherited from [Selectable](#topic_000000000000061B)), [interactable](#topic_0000000000000634) (inherited from [Selectable](#topic_000000000000061B)), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [navigation](#topic_000000000000062E) (inherited from [Selectable](#topic_000000000000061B)), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [onClick](#topic_00000000000001F6), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [spriteState](#topic_0000000000000631) (inherited from [Selectable](#topic_000000000000061B)), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [targetGraphic](#topic_0000000000000633) (inherited from [Selectable](#topic_000000000000061B)), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [transition](#topic_000000000000062F) (inherited from [Selectable](#topic_000000000000061B)), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[AllSelectablesNoAlloc](#topic_0000000000000620) (inherited from [Selectable](#topic_000000000000061B)), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [FindSelectable](#topic_000000000000063E) (inherited from [Selectable](#topic_000000000000061B)), [FindSelectableOnDown](#topic_0000000000000644) (inherited from [Selectable](#topic_000000000000061B)), [FindSelectableOnLeft](#topic_0000000000000641) (inherited from [Selectable](#topic_000000000000061B)), [FindSelectableOnRight](#topic_0000000000000642) (inherited from [Selectable](#topic_000000000000061B)), [FindSelectableOnUp](#topic_0000000000000643) (inherited from [Selectable](#topic_000000000000061B)), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInteractable](#topic_000000000000063B) (inherited from [Selectable](#topic_000000000000061B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnDeselect](#topic_000000000000064F) (inherited from [Selectable](#topic_000000000000061B)), [OnFinishSubmit](#topic_00000000000001FA), [OnMove](#topic_0000000000000645) (inherited from [Selectable](#topic_000000000000061B)), [OnPointerClick](#topic_00000000000001F8), [OnPointerDown](#topic_000000000000064A) (inherited from [Selectable](#topic_000000000000061B)), [OnPointerEnter](#topic_000000000000064C) (inherited from [Selectable](#topic_000000000000061B)), [OnPointerExit](#topic_000000000000064D) (inherited from [Selectable](#topic_000000000000061B)), [OnPointerUp](#topic_000000000000064B) (inherited from [Selectable](#topic_000000000000061B)), [OnSelect](#topic_000000000000064E) (inherited from [Selectable](#topic_000000000000061B)), [OnSubmit](#topic_00000000000001F9), [Press](#topic_00000000000001F7), [Select](#topic_0000000000000650) (inherited from [Selectable](#topic_000000000000061B)), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Classes

[ButtonClickedEvent](#topic_00000000000001F4)

Fields

[m\_OnClick](#topic_00000000000001F5)

Button.onClick Property

/// UnityEvent that is triggered when the button is pressed.
/// Note: Triggered on MouseUp after MouseDown on the same object.
///

|  |  |
| --- | --- |
| C# |  |
| public [ButtonClickedEvent](#topic_00000000000001F4) onClick {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using UnityEngine.UI;  /// using System.Collections;  ///  /// public class ClickExample : MonoBehaviour  /// {  /// public Button yourButton;  ///  /// void Start()  /// {  /// Button btn = yourButton.GetComponent<Button>();  /// btn.onClick.AddListener(TaskOnClick);  /// }  ///  /// void TaskOnClick()  /// {  /// Debug.Log("You have clicked the button!");  /// }  /// }  ///   /// |

///

See Also

Applies to: [Button](#topic_00000000000001F3)

Button.OnFinishSubmit Method

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](https://docs.microsoft.com/en-us/dotnet/api/system.collections.ienumerator) OnFinishSubmit() | |

See Also

Applies to: [Button](#topic_00000000000001F3)

Button.OnPointerClick Method

/// Call all registered IPointerClickHandlers.
/// Register button presses using the IPointerClickHandler. You can also use it to tell what type of click happened (left, right etc.).
/// Make sure your Scene has an EventSystem.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerClick(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
| Pointer Data associated with the event. Typically by the event system. |

Example

///

|  |
| --- |
| ///   /// //Attatch this script to a Button GameObject  /// using UnityEngine;  /// using UnityEngine.EventSystems;  ///  /// public class Example : MonoBehaviour, IPointerClickHandler  /// {  /// //Detect if a click occurs  /// public void OnPointerClick(PointerEventData pointerEventData)  /// {  /// //Use this to tell when the user right-clicks on the Button  /// if (pointerEventData.button == PointerEventData.InputButton.Right)  /// {  /// //Output to console the clicked GameObject's name and the following message. You can replace this with your own actions for when clicking the GameObject.  /// Debug.Log(name + " Game Object Right Clicked!");  /// }  ///  /// //Use this to tell when the user left-clicks on the Button  /// if (pointerEventData.button == PointerEventData.InputButton.Left)  /// {  /// Debug.Log(name + " Game Object Left Clicked!");  /// }  /// }  /// }  ///   /// |

///

See Also

Applies to: [Button](#topic_00000000000001F3)

Button.OnSubmit Method

/// Call all registered ISubmitHandler.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnSubmit(  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

eventData

|  |
| --- |
| Associated data with the event. Typically by the event system. |

Remarks

/// This detects when a Button has been selected via a "submit" key you specify (default is the return key).
///
/// To change the submit key, either:
///
/// 1. Go to Edit->Project Settings->Input.
///
/// 2. Next, expand the Axes section and go to the Submit section if it exists.
///
/// 3. If Submit doesn’t exist, add 1 number to the Size field. This creates a new section at the bottom. Expand the new section and change the Name field to “Submit”.
///
/// 4. Change the Positive Button field to the key you want (e.g. space).
///
///
/// Or:
///
/// 1. Go to your EventSystem in your Project
///
/// 2. Go to the Inspector window and change the Submit Button field to one of the sections in the Input Manager (e.g. "Submit"), or create your own by naming it what you like, then following the next few steps.
///
/// 3. Go to Edit->Project Settings->Input to get to the Input Manager.
///
/// 4. Expand the Axes section in the Inspector window. Add 1 to the number in the Size field. This creates a new section at the bottom.
///
/// 5. Expand the new section and name it the same as the name you inserted in the Submit Button field in the EventSystem. Set the Positive Button field to the key you want (e.g. space)
///

See Also

Applies to: [Button](#topic_00000000000001F3)

Button.Press Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Press() | |

See Also

Applies to: [Button](#topic_00000000000001F3)

ButtonClickedEvent Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Events.UnityEventBase](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase)

[UnityEngine.Events.UnityEvent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent)

**UnityEngine.UI.Button.ButtonClickedEvent**

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public class ButtonClickedEvent : **UnityEvent** | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[AddListener](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent.addlistener) (inherited from **UnityEvent**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetPersistentEventCount](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistenteventcount) (inherited from **UnityEventBase**), [GetPersistentListenerState](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistentlistenerstate) (inherited from **UnityEventBase**), [GetPersistentMethodName](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistentmethodname) (inherited from **UnityEventBase**), [GetPersistentTarget](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistenttarget) (inherited from **UnityEventBase**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent.invoke) (inherited from **UnityEvent**), [RemoveAllListeners](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.removealllisteners) (inherited from **UnityEventBase**), [RemoveListener](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent.removelistener) (inherited from **UnityEvent**), [SetPersistentListenerState](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.setpersistentlistenerstate) (inherited from **UnityEventBase**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.tostring) (inherited from **UnityEventBase**)

See Also

Applies to: [Button](#topic_00000000000001F3)

m\_OnClick Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("onClick")] [SerializeField()] new private [ButtonClickedEvent](#topic_00000000000001F4) m\_OnClick | |

See Also

Applies to: [Button](#topic_00000000000001F3)

CanvasScaler Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

**UnityEngine.UI.CanvasScaler**

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof(Canvas))] [ExecuteAlways()] [AddComponentMenu("Layout/Canvas Scaler", 101)] [DisallowMultipleComponent()] public class CanvasScaler : [UIBehaviour](#topic_000000000000018B) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [defaultSpriteDPI](#topic_0000000000000488), [dynamicPixelsPerUnit](#topic_0000000000000489), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [fallbackScreenDPI](#topic_0000000000000487), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [matchWidthOrHeight](#topic_000000000000047E), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [physicalUnit](#topic_0000000000000486), [referencePixelsPerUnit](#topic_0000000000000476), [referenceResolution](#topic_000000000000047C), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [scaleFactor](#topic_0000000000000477), [screenMatchMode](#topic_000000000000047D), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [uiScaleMode](#topic_0000000000000475), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [Canvas\_preWillRenderCanvases](#topic_000000000000048D), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Enumerations

[ScaleMode](#topic_0000000000000470), [ScreenMatchMode](#topic_0000000000000478), [Unit](#topic_0000000000000480)

Fields

[kLogBase](#topic_000000000000047F), [m\_Canvas](#topic_000000000000048A), [m\_PrevReferencePixelsPerUnit](#topic_000000000000048C), [m\_PrevScaleFactor](#topic_000000000000048B), [m\_UiScaleMode](#topic_0000000000000474)

CanvasScaler.defaultSpriteDPI Property

/// The pixels per inch to use for sprites that have a 'Pixels Per Unit' setting that matches the 'Reference Pixels Per Unit' setting.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) defaultSpriteDPI {get; set;} | |

See Also

Applies to: [CanvasScaler](#topic_000000000000046F)

CanvasScaler.dynamicPixelsPerUnit Property

/// The amount of pixels per unit to use for dynamically created bitmaps in the UI, such as Text.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) dynamicPixelsPerUnit {get; set;} | |

See Also

Applies to: [CanvasScaler](#topic_000000000000046F)

CanvasScaler.fallbackScreenDPI Property

/// The DPI to assume if the screen DPI is not known.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) fallbackScreenDPI {get; set;} | |

See Also

Applies to: [CanvasScaler](#topic_000000000000046F)

CanvasScaler.matchWidthOrHeight Property

/// Setting to scale the Canvas to match the width or height of the reference resolution, or a combination.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) matchWidthOrHeight {get; set;} | |

Remarks

/// If the setting is set to 0, the Canvas is scaled according to the difference between the current screen resolution width and the reference resolution width. If the setting is set to 1, the Canvas is scaled according to the difference between the current screen resolution height and the reference resolution height.
///
/// For values in between 0 and 1, the scaling is based on a combination of the relative width and height.
///
/// Consider an example where the reference resolution of 640x480, and the current screen resolution is a landscape mode of 480x640.
///
/// If the scaleWidthOrHeight setting is set to 0, the Canvas is scaled by 0.75 because the current resolution width of 480 is 0.75 times the reference resolution width of 640. The Canvas resolution gets a resolution of 640x853.33. This resolution has the same width as the reference resolution width, but has the aspect ratio of the current screen resolution. Note that the Canvas resolution of 640x853.33 is the current screen resolution divided by the scale factor of 0.75.
///
/// If the scaleWidthOrHeight setting is set to 1, the Canvas is scaled by 1.33 because the current resolution height of 640 is 1.33 times the reference resolution height of 480. The Canvas resolution gets a resolution of 360x480. This resolution has the same height as the reference resolution width, but has the aspect ratio of the current screen resolution. Note that the Canvas resolution of 360x480 is the current screen resolution divided by the scale factor of 1.33.
///
/// If the scaleWidthOrHeight setting is set to 0.5, we find the horizontal scaling needed (0.75) and the vertical scaling needed (1.33) and find the average. However, we do the average in logarithmic space. A regular average of 0.75 and 1.33 would produce a result of 1.04. However, since multiplying by 1.33 is the same as diving by 0.75, the two scale factor really corresponds to multiplying by 0.75 versus dividing by 0.75, and the average of those two things should even out and produce a neutral result. The average in logarithmic space of 0.75 and 1.33 is exactly 1.0, which is what we want. The Canvas resolution hence ends up being 480x640 which is the current resolution divided by the scale factor of 1.0.
///
/// The logic works the same for all values. The average between the horizontal and vertical scale factor is a weighted average based on the matchWidthOrHeight value.
///

See Also

Applies to: [CanvasScaler](#topic_000000000000046F)

CanvasScaler.physicalUnit Property

/// The physical unit to specify positions and sizes in.
///

|  |  |
| --- | --- |
| C# |  |
| public [Unit](#topic_0000000000000480) physicalUnit {get; set;} | |

See Also

Applies to: [CanvasScaler](#topic_000000000000046F)

CanvasScaler.referencePixelsPerUnit Property

/// If a sprite has this 'Pixels Per Unit' setting, then one pixel in the sprite will cover one unit in the UI.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) referencePixelsPerUnit {get; set;} | |

See Also

Applies to: [CanvasScaler](#topic_000000000000046F)

CanvasScaler.referenceResolution Property

/// The resolution the UI layout is designed for.
///

|  |  |
| --- | --- |
| C# |  |
| public **Vector2** referenceResolution {get; set;} | |

Remarks

/// If the screen resolution is larger, the UI will be scaled up, and if it's smaller, the UI will be scaled down. This is done in accordance with the Screen Match Mode.
///

See Also

Applies to: [CanvasScaler](#topic_000000000000046F)

CanvasScaler.scaleFactor Property

/// Scales all UI elements in the Canvas by this factor.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) scaleFactor {get; set;} | |

See Also

Applies to: [CanvasScaler](#topic_000000000000046F)

CanvasScaler.screenMatchMode Property

/// A mode used to scale the canvas area if the aspect ratio of the current resolution doesn't fit the reference resolution.
///

|  |  |
| --- | --- |
| C# |  |
| public [ScreenMatchMode](#topic_0000000000000478) screenMatchMode {get; set;} | |

See Also

Applies to: [CanvasScaler](#topic_000000000000046F)

CanvasScaler.uiScaleMode Property

///Determines how UI elements in the Canvas are scaled.
///

|  |  |
| --- | --- |
| C# |  |
| public [ScaleMode](#topic_0000000000000470) uiScaleMode {get; set;} | |

See Also

Applies to: [CanvasScaler](#topic_000000000000046F)

CanvasScaler.Canvas\_preWillRenderCanvases Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Canvas\_preWillRenderCanvases() | |

See Also

Applies to: [CanvasScaler](#topic_000000000000046F)

ScaleMode Enumeration

/// Determines how UI elements in the Canvas are scaled.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| ConstantPhysicalSize | 2 | /// Using the Constant Physical Size mode, positions and sizes of UI elements are specified in physical units, such as millimeters, points, or picas. /// |
| ConstantPixelSize | 0 | /// Using the Constant Pixel Size mode, positions and sizes of UI elements are specified in pixels on the screen. /// |
| ScaleWithScreenSize | 1 | /// Using the Scale With Screen Size mode, positions and sizes can be specified according to the pixels of a specified reference resolution. /// If the current screen resolution is larger than the reference resolution, the Canvas will keep having only the resolution of the reference resolution, but will scale up in order to fit the screen. If the current screen resolution is smaller than the reference resolution, the Canvas will similarly be scaled down to fit. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [CanvasScaler](#topic_000000000000046F)

ScreenMatchMode Enumeration

/// Scale the canvas area with the width as reference, the height as reference, or something in between.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Expand | 1 | /// Expand the canvas area either horizontally or vertically, so the size of the canvas will never be smaller than the reference. /// |
| MatchWidthOrHeight | 0 | /// Scale the canvas area with the width as reference, the height as reference, or something in between. /// |
| Shrink | 2 | /// Crop the canvas area either horizontally or vertically, so the size of the canvas will never be larger than the reference. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [CanvasScaler](#topic_000000000000046F)

Unit Enumeration

/// The possible physical unit types
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Centimeters | 0 | /// Use centimeters. /// A centimeter is 1/100 of a meter /// |
| Inches | 2 | /// Use inches. /// |
| Millimeters | 1 | /// Use millimeters. /// A millimeter is 1/10 of a centimeter, and 1/1000 of a meter. /// |
| Picas | 4 | /// Use picas. /// One pica is 1/6 of an inch. /// |
| Points | 3 | /// Use points. /// One point is 1/12 of a pica, and 1/72 of an inch. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [CanvasScaler](#topic_000000000000046F)

m\_Canvas Field

|  |  |
| --- | --- |
| C# |  |
| private **Canvas** m\_Canvas | |

See Also

Applies to: [CanvasScaler](#topic_000000000000046F)

m\_PrevReferencePixelsPerUnit Field

|  |  |
| --- | --- |
| C# |  |
| [System.NonSerialized()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_PrevReferencePixelsPerUnit | |

See Also

Applies to: [CanvasScaler](#topic_000000000000046F)

m\_PrevScaleFactor Field

|  |  |
| --- | --- |
| C# |  |
| [System.NonSerialized()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_PrevScaleFactor | |

See Also

Applies to: [CanvasScaler](#topic_000000000000046F)

m\_UiScaleMode Field

|  |  |
| --- | --- |
| C# |  |
| [Tooltip("Determines how UI elements in the Canvas are scaled.")] [SerializeField()] private [ScaleMode](#topic_0000000000000470) m\_UiScaleMode | |

See Also

Applies to: [CanvasScaler](#topic_000000000000046F)

kLogBase Field

|  |  |
| --- | --- |
| C# |  |
| private const [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) kLogBase = 2 | |

See Also

Applies to: [CanvasScaler](#topic_000000000000046F)

CanvasUpdateRegistry Class

/// A place where CanvasElements can register themselves for rebuilding.
///

|  |  |
| --- | --- |
| C# |  |
| public class CanvasUpdateRegistry | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[instance](#topic_0000000000000210)

Methods

[CleanInvalidItems](#topic_0000000000000212), [DisableCanvasElementForRebuild](#topic_000000000000021E), [InternalDisableCanvasElementForGraphicRebuild](#topic_0000000000000222), [InternalDisableCanvasElementForLayoutRebuild](#topic_0000000000000221), [InternalRegisterCanvasElementForGraphicRebuild](#topic_000000000000021C), [InternalRegisterCanvasElementForLayoutRebuild](#topic_0000000000000219), [InternalUnRegisterCanvasElementForGraphicRebuild](#topic_0000000000000220), [InternalUnRegisterCanvasElementForLayoutRebuild](#topic_000000000000021F), [IsRebuildingGraphics](#topic_0000000000000224), [IsRebuildingLayout](#topic_0000000000000223), [ObjectValidForUpdate](#topic_0000000000000211), [ParentCount](#topic_0000000000000215), [PerformUpdate](#topic_0000000000000214), [RegisterCanvasElementForGraphicRebuild](#topic_000000000000021A), [RegisterCanvasElementForLayoutRebuild](#topic_0000000000000217), [SortLayoutList](#topic_0000000000000216), [TryRegisterCanvasElementForGraphicRebuild](#topic_000000000000021B), [TryRegisterCanvasElementForLayoutRebuild](#topic_0000000000000218), [UnRegisterCanvasElementForRebuild](#topic_000000000000021D)

Fields

[m\_CanvasUpdateProfilerStrings](#topic_000000000000020C), [m\_CullingUpdateProfilerString](#topic_000000000000020D), [m\_GraphicRebuildQueue](#topic_000000000000020F), [m\_LayoutRebuildQueue](#topic_000000000000020E), [m\_PerformingGraphicUpdate](#topic_000000000000020B), [m\_PerformingLayoutUpdate](#topic_000000000000020A), [s\_Instance](#topic_0000000000000209), [s\_SortLayoutFunction](#topic_0000000000000213)

CanvasUpdateRegistry.instance Property

/// Get the singleton registry instance.
///

|  |  |
| --- | --- |
| C# |  |
| public static [CanvasUpdateRegistry](#topic_0000000000000208) instance {get;} | |

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

CanvasUpdateRegistry.CleanInvalidItems Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CleanInvalidItems() | |

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

CanvasUpdateRegistry.DisableCanvasElementForRebuild Method

/// Disable the given element from both the graphic and the layout rebuild lists.
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DisableCanvasElementForRebuild(  [ICanvasElement](#topic_0000000000000202) *element* ) | |

Parameters

element

|  |
| --- |
|  |

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

CanvasUpdateRegistry.InternalDisableCanvasElementForGraphicRebuild Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) InternalDisableCanvasElementForGraphicRebuild(  [ICanvasElement](#topic_0000000000000202) *element* ) | |

Parameters

element

|  |
| --- |
|  |

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

CanvasUpdateRegistry.InternalDisableCanvasElementForLayoutRebuild Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) InternalDisableCanvasElementForLayoutRebuild(  [ICanvasElement](#topic_0000000000000202) *element* ) | |

Parameters

element

|  |
| --- |
|  |

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

CanvasUpdateRegistry.InternalRegisterCanvasElementForGraphicRebuild Method

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) InternalRegisterCanvasElementForGraphicRebuild(  [ICanvasElement](#topic_0000000000000202) *element* ) | |

Parameters

element

|  |
| --- |
|  |

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

CanvasUpdateRegistry.InternalRegisterCanvasElementForLayoutRebuild Method

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) InternalRegisterCanvasElementForLayoutRebuild(  [ICanvasElement](#topic_0000000000000202) *element* ) | |

Parameters

element

|  |
| --- |
|  |

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

CanvasUpdateRegistry.InternalUnRegisterCanvasElementForGraphicRebuild Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) InternalUnRegisterCanvasElementForGraphicRebuild(  [ICanvasElement](#topic_0000000000000202) *element* ) | |

Parameters

element

|  |
| --- |
|  |

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

CanvasUpdateRegistry.InternalUnRegisterCanvasElementForLayoutRebuild Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) InternalUnRegisterCanvasElementForLayoutRebuild(  [ICanvasElement](#topic_0000000000000202) *element* ) | |

Parameters

element

|  |
| --- |
|  |

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

CanvasUpdateRegistry.IsRebuildingGraphics Method

/// Are graphics currently being rebuild.
///

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsRebuildingGraphics() | |

Returns

True if the rebuild loop is CanvasUpdate.PreRender or CanvasUpdate.Render

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

CanvasUpdateRegistry.IsRebuildingLayout Method

/// Are graphics layouts currently being calculated..
///

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsRebuildingLayout() | |

Returns

True if the rebuild loop is CanvasUpdate.Prelayout, CanvasUpdate.Layout or CanvasUpdate.Postlayout

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

CanvasUpdateRegistry.ObjectValidForUpdate Method

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ObjectValidForUpdate(  [ICanvasElement](#topic_0000000000000202) *element* ) | |

Parameters

element

|  |
| --- |
|  |

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

CanvasUpdateRegistry.ParentCount Method

|  |  |
| --- | --- |
| C# |  |
| private static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) ParentCount(  **Transform** *child* ) | |

Parameters

child

|  |
| --- |
|  |

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

CanvasUpdateRegistry.PerformUpdate Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) PerformUpdate() | |

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

CanvasUpdateRegistry.RegisterCanvasElementForGraphicRebuild Method

/// Try and add the given element to the rebuild list.
/// Will not return if successfully added.
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RegisterCanvasElementForGraphicRebuild(  [ICanvasElement](#topic_0000000000000202) *element* ) | |

Parameters

element

|  |
| --- |
| The element that is needing rebuilt. |

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

CanvasUpdateRegistry.RegisterCanvasElementForLayoutRebuild Method

/// Try and add the given element to the layout rebuild list.
/// Will not return if successfully added.
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RegisterCanvasElementForLayoutRebuild(  [ICanvasElement](#topic_0000000000000202) *element* ) | |

Parameters

element

|  |
| --- |
| The element that is needing rebuilt. |

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

CanvasUpdateRegistry.SortLayoutList Method

|  |  |
| --- | --- |
| C# |  |
| private static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) SortLayoutList(  [ICanvasElement](#topic_0000000000000202) *x*,  [ICanvasElement](#topic_0000000000000202) *y* ) | |

Parameters

x

|  |
| --- |
|  |

y

|  |
| --- |
|  |

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

CanvasUpdateRegistry.TryRegisterCanvasElementForGraphicRebuild Method

/// Try and add the given element to the rebuild list.
///

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) TryRegisterCanvasElementForGraphicRebuild(  [ICanvasElement](#topic_0000000000000202) *element* ) | |

Parameters

element

|  |
| --- |
| The element that is needing rebuilt. |

Returns

/// True if the element was successfully added to the rebuilt list.
/// False if either already inside a Graphic Update loop OR has already been added to the list.
///

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

CanvasUpdateRegistry.TryRegisterCanvasElementForLayoutRebuild Method

/// Try and add the given element to the layout rebuild list.
///

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) TryRegisterCanvasElementForLayoutRebuild(  [ICanvasElement](#topic_0000000000000202) *element* ) | |

Parameters

element

|  |
| --- |
| The element that is needing rebuilt. |

Returns

/// True if the element was successfully added to the rebuilt list.
/// False if either already inside a Graphic Update loop OR has already been added to the list.
///

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

CanvasUpdateRegistry.UnRegisterCanvasElementForRebuild Method

/// Remove the given element from both the graphic and the layout rebuild lists.
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UnRegisterCanvasElementForRebuild(  [ICanvasElement](#topic_0000000000000202) *element* ) | |

Parameters

element

|  |
| --- |
|  |

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

m\_CanvasUpdateProfilerStrings Field

|  |  |
| --- | --- |
| C# |  |
| new private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] m\_CanvasUpdateProfilerStrings | |

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

m\_GraphicRebuildQueue Field

|  |  |
| --- | --- |
| C# |  |
| new private readonly **IndexedSet**<[ICanvasElement](#topic_0000000000000202)> m\_GraphicRebuildQueue | |

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

m\_LayoutRebuildQueue Field

|  |  |
| --- | --- |
| C# |  |
| new private readonly **IndexedSet**<[ICanvasElement](#topic_0000000000000202)> m\_LayoutRebuildQueue | |

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

m\_PerformingGraphicUpdate Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_PerformingGraphicUpdate | |

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

m\_PerformingLayoutUpdate Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_PerformingLayoutUpdate | |

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

s\_Instance Field

|  |  |
| --- | --- |
| C# |  |
| private static [CanvasUpdateRegistry](#topic_0000000000000208) s\_Instance | |

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

s\_SortLayoutFunction Field

|  |  |
| --- | --- |
| C# |  |
| private static readonly [Comparison](https://docs.microsoft.com/en-us/dotnet/api/system.comparison-1)<[ICanvasElement](#topic_0000000000000202)> s\_SortLayoutFunction | |

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

m\_CullingUpdateProfilerString Field

|  |  |
| --- | --- |
| C# |  |
| private const [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) m\_CullingUpdateProfilerString = @"ClipperRegistry.Cull" | |

See Also

Applies to: [CanvasUpdateRegistry](#topic_0000000000000208)

ClipperRegistry Class

/// Registry class to keep track of all IClippers that exist in the scene
///

|  |  |
| --- | --- |
| C# |  |
| public class ClipperRegistry | |

Remarks

/// This is used during the CanvasUpdate loop to cull clippable elements. The clipping is called after layout, but before Graphic update.
///

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[instance](#topic_000000000000023E)

Methods

[Cull](#topic_000000000000023F), [Disable](#topic_0000000000000242), [Register](#topic_0000000000000240), [Unregister](#topic_0000000000000241)

Fields

[m\_Clippers](#topic_000000000000023D), [s\_Instance](#topic_000000000000023C)

ClipperRegistry.instance Property

/// The singleton instance of the clipper registry.
///

|  |  |
| --- | --- |
| C# |  |
| public static [ClipperRegistry](#topic_000000000000023B) instance {get;} | |

See Also

Applies to: [ClipperRegistry](#topic_000000000000023B)

ClipperRegistry.Cull Method

/// Perform the clipping on all registered IClipper
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Cull() | |

See Also

Applies to: [ClipperRegistry](#topic_000000000000023B)

ClipperRegistry.Disable Method

/// Disable a IClipper element
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Disable(  [IClipper](#topic_0000000000000245) *c* ) | |

Parameters

c

|  |
| --- |
| The Element to try and disable. |

See Also

Applies to: [ClipperRegistry](#topic_000000000000023B)

ClipperRegistry.Register Method

/// Register a unique IClipper element
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Register(  [IClipper](#topic_0000000000000245) *c* ) | |

Parameters

c

|  |
| --- |
| The clipper element to add |

See Also

Applies to: [ClipperRegistry](#topic_000000000000023B)

ClipperRegistry.Unregister Method

/// UnRegister a IClipper element
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Unregister(  [IClipper](#topic_0000000000000245) *c* ) | |

Parameters

c

|  |
| --- |
| The Element to try and remove. |

See Also

Applies to: [ClipperRegistry](#topic_000000000000023B)

m\_Clippers Field

|  |  |
| --- | --- |
| C# |  |
| new private readonly **IndexedSet**<[IClipper](#topic_0000000000000245)> m\_Clippers | |

See Also

Applies to: [ClipperRegistry](#topic_000000000000023B)

s\_Instance Field

|  |  |
| --- | --- |
| C# |  |
| private static [ClipperRegistry](#topic_000000000000023B) s\_Instance | |

See Also

Applies to: [ClipperRegistry](#topic_000000000000023B)

Clipping Class

/// Utility class to help when clipping using IClipper.
///

|  |  |
| --- | --- |
| C# |  |
| public static class Clipping | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[FindCullAndClipWorldRect](#topic_0000000000000244)

Clipping.FindCullAndClipWorldRect Method

/// Find the Rect to use for clipping.
/// Given the input RectMask2ds find a rectangle that is the overlap of all the inputs.
///

|  |  |
| --- | --- |
| C# |  |
| public static **Rect** FindCullAndClipWorldRect(  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[RectMask2D](#topic_000000000000056C)> *rectMaskParents*,  out [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *validRect* ) | |

Parameters

rectMaskParents

|  |
| --- |
| RectMasks to build the overlap rect from. |

validRect

|  |
| --- |
| Was there a valid Rect found. |

Returns

The final compounded overlapping rect

See Also

Applies to: [Clipping](#topic_0000000000000243)

ContentSizeFitter Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

**UnityEngine.UI.ContentSizeFitter**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("Layout/Content Size Fitter", 141)] [ExecuteAlways()] [RequireComponent(typeof(RectTransform))] public class ContentSizeFitter : [UIBehaviour](#topic_000000000000018B),  [ILayoutSelfController](#topic_00000000000004D2) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [horizontalFit](#topic_0000000000000493), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [rectTransform](#topic_0000000000000496), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**), [verticalFit](#topic_0000000000000494)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [HandleSelfFittingAlongAxis](#topic_0000000000000498), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SetLayoutHorizontal](#topic_0000000000000499), [SetLayoutVertical](#topic_000000000000049A), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Enumerations

[FitMode](#topic_000000000000048F)

Fields

[m\_Rect](#topic_0000000000000495), [m\_Tracker](#topic_0000000000000497)

ContentSizeFitter.horizontalFit Property

/// The fit mode to use to determine the width.
///

|  |  |
| --- | --- |
| C# |  |
| public [FitMode](#topic_000000000000048F) horizontalFit {get; set;} | |

See Also

Applies to: [ContentSizeFitter](#topic_000000000000048E)

ContentSizeFitter.rectTransform Property

|  |  |
| --- | --- |
| C# |  |
| private **RectTransform** rectTransform {get;} | |

See Also

Applies to: [ContentSizeFitter](#topic_000000000000048E)

ContentSizeFitter.verticalFit Property

/// The fit mode to use to determine the height.
///

|  |  |
| --- | --- |
| C# |  |
| public [FitMode](#topic_000000000000048F) verticalFit {get; set;} | |

See Also

Applies to: [ContentSizeFitter](#topic_000000000000048E)

ContentSizeFitter.HandleSelfFittingAlongAxis Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) HandleSelfFittingAlongAxis(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *axis* ) | |

Parameters

axis

|  |
| --- |
|  |

See Also

Applies to: [ContentSizeFitter](#topic_000000000000048E)

ContentSizeFitter.SetLayoutHorizontal Method

/// Calculate and apply the horizontal component of the size to the RectTransform
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetLayoutHorizontal() | |

Implements

[ILayoutSelfController.SetLayoutHorizontal](#topic_00000000000004CF)

See Also

Applies to: [ContentSizeFitter](#topic_000000000000048E)

ContentSizeFitter.SetLayoutVertical Method

/// Calculate and apply the vertical component of the size to the RectTransform
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetLayoutVertical() | |

Implements

[ILayoutSelfController.SetLayoutVertical](#topic_00000000000004D0)

See Also

Applies to: [ContentSizeFitter](#topic_000000000000048E)

FitMode Enumeration

/// The size fit modes avaliable to use.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| MinSize | 1 | /// Resize to the minimum size of the content. /// |
| PreferredSize | 2 | /// Resize to the preferred size of the content. /// |
| Unconstrained | 0 | /// Don't perform any resizing. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [ContentSizeFitter](#topic_000000000000048E)

m\_Rect Field

|  |  |
| --- | --- |
| C# |  |
| [System.NonSerialized()] private **RectTransform** m\_Rect | |

See Also

Applies to: [ContentSizeFitter](#topic_000000000000048E)

m\_Tracker Field

|  |  |
| --- | --- |
| C# |  |
| private **DrivenRectTransformTracker** m\_Tracker | |

See Also

Applies to: [ContentSizeFitter](#topic_000000000000048E)

DefaultControls Class

/// Utility class for creating default implementations of builtin UI controls.
///

|  |  |
| --- | --- |
| C# |  |
| public static class DefaultControls | |

Remarks

/// The recommended workflow for using UI controls with the UI system is to create a prefab for each type of control and instantiate those when needed. This way changes can be made to the prefabs which immediately have effect on all used instances.
///
/// However, in certain cases there can be reasons to create UI controls entirely from code. The DefaultControls class provide methods to create each of the builtin UI controls. The resulting objects are the same as are obtained from using the corresponding UI menu entries in the GameObject menu in the Editor.
///
/// An example use of this is creating menu items for custom new UI controls that mimics the ones that are builtin in Unity. Some such UI controls may contain other UI controls. For example, a scroll view contains scrollbars.By using the DefaultControls methods to create those parts, it is ensured that they are identical in look and setup to the ones provided in the menu items builtin with Unity.
///
/// Note that the details of the setup of the UI controls created by the methods in this class may change with later revisions of the UI system.As such, they are not guaranteed to be 100% backwards compatible. It is recommended not to rely on the specific hierarchies of the GameObjects created by these methods, and limit your code to only interface with the root GameObject created by each method.
///

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[factory](#topic_0000000000000250)

Methods

[CreateButton](#topic_000000000000026E), [CreateDropdown](#topic_0000000000000276), [CreateImage](#topic_0000000000000270), [CreateInputField](#topic_0000000000000275), [CreatePanel](#topic_000000000000026D), [CreateRawImage](#topic_0000000000000271), [CreateScrollView](#topic_0000000000000277), [CreateScrollbar](#topic_0000000000000273), [CreateSlider](#topic_0000000000000272), [CreateText](#topic_000000000000026F), [CreateToggle](#topic_0000000000000274), [CreateUIElementRoot](#topic_0000000000000267), [CreateUIObject](#topic_0000000000000268), [SetDefaultColorTransitionValues](#topic_000000000000026A), [SetDefaultTextValues](#topic_0000000000000269), [SetLayerRecursively](#topic_000000000000026C), [SetParentAndAlign](#topic_000000000000026B)

Classes

[DefaultRuntimeFactory](#topic_0000000000000253)

Interfaces

[IFactoryControls](#topic_0000000000000251)

Structures

[Resources](#topic_0000000000000256)

Fields

[kThickHeight](#topic_000000000000025F), [kThinHeight](#topic_0000000000000260), [kWidth](#topic_000000000000025E), [m\_CurrentFactory](#topic_000000000000024F), [s\_DefaultSelectableColor](#topic_0000000000000264), [s\_ImageElementSize](#topic_0000000000000263), [s\_PanelColor](#topic_0000000000000265), [s\_TextColor](#topic_0000000000000266), [s\_ThickElementSize](#topic_0000000000000261), [s\_ThinElementSize](#topic_0000000000000262)

DefaultControls.factory Property

|  |  |
| --- | --- |
| C# |  |
| public static [IFactoryControls](#topic_0000000000000251) factory {get; set;} | |

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

DefaultControls.CreateButton Method

/// Create the basic UI button.
///

|  |  |
| --- | --- |
| C# |  |
| public static **GameObject** CreateButton(  [Resources](#topic_0000000000000256) *resources* ) | |

Parameters

resources

|  |
| --- |
| The resources to use for creation. |

Returns

The root GameObject of the created element.

Remarks

/// Hierarchy:
/// (root)
/// Button
/// -Text
///

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

DefaultControls.CreateDropdown Method

/// Create the basic UI dropdown.
///

|  |  |
| --- | --- |
| C# |  |
| public static **GameObject** CreateDropdown(  [Resources](#topic_0000000000000256) *resources* ) | |

Parameters

resources

|  |
| --- |
| The resources to use for creation. |

Returns

The root GameObject of the created element.

Remarks

/// Hierarchy:
/// (root)
/// Dropdown
/// - Label
/// - Arrow
/// - Template
/// - Viewport
/// - Content
/// - Item
/// - Item Background
/// - Item Checkmark
/// - Item Label
/// - Scrollbar
/// - Sliding Area
/// - Handle
///

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

DefaultControls.CreateImage Method

/// Create the basic UI Image.
///

|  |  |
| --- | --- |
| C# |  |
| public static **GameObject** CreateImage(  [Resources](#topic_0000000000000256) *resources* ) | |

Parameters

resources

|  |
| --- |
| The resources to use for creation. |

Returns

The root GameObject of the created element.

Remarks

/// Hierarchy:
/// (root)
/// Image
///

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

DefaultControls.CreateInputField Method

/// Create the basic UI input field.
///

|  |  |
| --- | --- |
| C# |  |
| public static **GameObject** CreateInputField(  [Resources](#topic_0000000000000256) *resources* ) | |

Parameters

resources

|  |
| --- |
| The resources to use for creation. |

Returns

The root GameObject of the created element.

Remarks

/// Hierarchy:
/// (root)
/// InputField
/// - PlaceHolder
/// - Text
///

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

DefaultControls.CreatePanel Method

/// Create the basic UI Panel.
///

|  |  |
| --- | --- |
| C# |  |
| public static **GameObject** CreatePanel(  [Resources](#topic_0000000000000256) *resources* ) | |

Parameters

resources

|  |
| --- |
| The resources to use for creation. |

Returns

The root GameObject of the created element.

Remarks

/// Hierarchy:
/// (root)
/// Image
///

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

DefaultControls.CreateRawImage Method

/// Create the basic UI RawImage.
///

|  |  |
| --- | --- |
| C# |  |
| public static **GameObject** CreateRawImage(  [Resources](#topic_0000000000000256) *resources* ) | |

Parameters

resources

|  |
| --- |
| The resources to use for creation. |

Returns

The root GameObject of the created element.

Remarks

/// Hierarchy:
/// (root)
/// RawImage
///

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

DefaultControls.CreateScrollView Method

/// Create the basic UI Scrollview.
///

|  |  |
| --- | --- |
| C# |  |
| public static **GameObject** CreateScrollView(  [Resources](#topic_0000000000000256) *resources* ) | |

Parameters

resources

|  |
| --- |
| The resources to use for creation. |

Returns

The root GameObject of the created element.

Remarks

/// Hierarchy:
/// (root)
/// Scrollview
/// - Viewport
/// - Content
/// - Scrollbar Horizontal
/// - Sliding Area
/// - Handle
/// - Scrollbar Vertical
/// - Sliding Area
/// - Handle
///

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

DefaultControls.CreateScrollbar Method

/// Create the basic UI Scrollbar.
///

|  |  |
| --- | --- |
| C# |  |
| public static **GameObject** CreateScrollbar(  [Resources](#topic_0000000000000256) *resources* ) | |

Parameters

resources

|  |
| --- |
| The resources to use for creation. |

Returns

The root GameObject of the created element.

Remarks

/// Hierarchy:
/// (root)
/// Scrollbar
/// - Sliding Area
/// - Handle
///

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

DefaultControls.CreateSlider Method

/// Create the basic UI Slider.
///

|  |  |
| --- | --- |
| C# |  |
| public static **GameObject** CreateSlider(  [Resources](#topic_0000000000000256) *resources* ) | |

Parameters

resources

|  |
| --- |
| The resources to use for creation. |

Returns

The root GameObject of the created element.

Remarks

/// Hierarchy:
/// (root)
/// Slider
/// - Background
/// - Fill Area
/// - Fill
/// - Handle Slide Area
/// - Handle
///

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

DefaultControls.CreateText Method

/// Create the basic UI Text.
///

|  |  |
| --- | --- |
| C# |  |
| public static **GameObject** CreateText(  [Resources](#topic_0000000000000256) *resources* ) | |

Parameters

resources

|  |
| --- |
| The resources to use for creation. |

Returns

The root GameObject of the created element.

Remarks

/// Hierarchy:
/// (root)
/// Text
///

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

DefaultControls.CreateToggle Method

/// Create the basic UI Toggle.
///

|  |  |
| --- | --- |
| C# |  |
| public static **GameObject** CreateToggle(  [Resources](#topic_0000000000000256) *resources* ) | |

Parameters

resources

|  |
| --- |
| The resources to use for creation. |

Returns

The root GameObject of the created element.

Remarks

/// Hierarchy:
/// (root)
/// Toggle
/// - Background
/// - Checkmark
/// - Label
///

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

DefaultControls.CreateUIElementRoot Method

|  |  |
| --- | --- |
| C# |  |
| private static **GameObject** CreateUIElementRoot(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *name*,  **Vector2** *size*,  params [Type](https://docs.microsoft.com/en-us/dotnet/api/system.type)[] *components* ) | |

Parameters

name

|  |
| --- |
|  |

size

|  |
| --- |
|  |

components

|  |
| --- |
|  |

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

DefaultControls.CreateUIObject Method

|  |  |
| --- | --- |
| C# |  |
| private static **GameObject** CreateUIObject(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *name*,  **GameObject** *parent*,  params [Type](https://docs.microsoft.com/en-us/dotnet/api/system.type)[] *components* ) | |

Parameters

name

|  |
| --- |
|  |

parent

|  |
| --- |
|  |

components

|  |
| --- |
|  |

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

DefaultControls.SetDefaultColorTransitionValues Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetDefaultColorTransitionValues(  [Selectable](#topic_000000000000061B) *slider* ) | |

Parameters

slider

|  |
| --- |
|  |

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

DefaultControls.SetDefaultTextValues Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetDefaultTextValues(  [Text](#topic_00000000000006A6) *lbl* ) | |

Parameters

lbl

|  |
| --- |
|  |

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

DefaultControls.SetLayerRecursively Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetLayerRecursively(  **GameObject** *go*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *layer* ) | |

Parameters

go

|  |
| --- |
|  |

layer

|  |
| --- |
|  |

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

DefaultControls.SetParentAndAlign Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetParentAndAlign(  **GameObject** *child*,  **GameObject** *parent* ) | |

Parameters

child

|  |
| --- |
|  |

parent

|  |
| --- |
|  |

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

DefaultRuntimeFactory Class

|  |  |
| --- | --- |
| C# |  |
| private class DefaultRuntimeFactory : [IFactoryControls](#topic_0000000000000251) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[CreateGameObject](#topic_0000000000000255)

Fields

[Default](#topic_0000000000000254)

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

DefaultRuntimeFactory.CreateGameObject Method

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** CreateGameObject(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *name*,  params [Type](https://docs.microsoft.com/en-us/dotnet/api/system.type)[] *components* ) | |

Parameters

name

|  |
| --- |
|  |

components

|  |
| --- |
|  |

See Also

Applies to: [DefaultRuntimeFactory](#topic_0000000000000253)

Default Field

|  |  |
| --- | --- |
| C# |  |
| new public static [IFactoryControls](#topic_0000000000000251) Default | |

See Also

Applies to: [DefaultRuntimeFactory](#topic_0000000000000253)

IFactoryControls Interface

/// Factory interface to create a GameObject in this class.
/// It is necessary to use this interface in the whole class so MenuOption and Editor can work using ObjectFactory and default Presets.
///

|  |  |
| --- | --- |
| C# |  |
| public interface IFactoryControls | |

Remarks

/// The only available method is CreateGameObject.
/// It needs to be called with every Components the created Object will need because of a bug with Undo and RectTransform.
/// Adding a UI component on the created GameObject may crash if done after Undo.SetTransformParent,
/// So it's better to prevent such behavior in this class by asking for full creation with all the components.
///

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[CreateGameObject](#topic_0000000000000252)

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

IFactoryControls.CreateGameObject Method

|  |  |
| --- | --- |
| C# |  |
| **GameObject** CreateGameObject(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *name*,  params [Type](https://docs.microsoft.com/en-us/dotnet/api/system.type)[] *components* ) | |

Parameters

name

|  |
| --- |
|  |

components

|  |
| --- |
|  |

See Also

Applies to: [IFactoryControls](#topic_0000000000000251)

Resources Structure

/// Object used to pass resources to use for the default controls.
///

|  |  |
| --- | --- |
| C# |  |
| public struct Resources | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Fields

[background](#topic_0000000000000258), [checkmark](#topic_000000000000025B), [dropdown](#topic_000000000000025C), [inputField](#topic_0000000000000259), [knob](#topic_000000000000025A), [mask](#topic_000000000000025D), [standard](#topic_0000000000000257)

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

background Field

/// Sprite used for background elements.
///

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** background | |

See Also

Applies to: [Resources](#topic_0000000000000256)

checkmark Field

/// Sprite used for representation of an "on" state when present, such as a checkmark.
///

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** checkmark | |

See Also

Applies to: [Resources](#topic_0000000000000256)

dropdown Field

/// Sprite used to indicate that a button will open a dropdown when clicked.
///

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** dropdown | |

See Also

Applies to: [Resources](#topic_0000000000000256)

inputField Field

/// Sprite used as background for input fields.
///

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** inputField | |

See Also

Applies to: [Resources](#topic_0000000000000256)

knob Field

/// Sprite used for knobs that can be dragged, such as on a slider.
///

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** knob | |

See Also

Applies to: [Resources](#topic_0000000000000256)

mask Field

/// Sprite used for masking purposes, for example to be used for the viewport of a scroll view.
///

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** mask | |

See Also

Applies to: [Resources](#topic_0000000000000256)

standard Field

/// The primary sprite to be used for graphical UI elements, used by the button, toggle, and dropdown controls, among others.
///

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** standard | |

See Also

Applies to: [Resources](#topic_0000000000000256)

m\_CurrentFactory Field

|  |  |
| --- | --- |
| C# |  |
| private static [IFactoryControls](#topic_0000000000000251) m\_CurrentFactory | |

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

s\_DefaultSelectableColor Field

|  |  |
| --- | --- |
| C# |  |
| new private static **Color** s\_DefaultSelectableColor | |

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

s\_ImageElementSize Field

|  |  |
| --- | --- |
| C# |  |
| new private static **Vector2** s\_ImageElementSize | |

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

s\_PanelColor Field

|  |  |
| --- | --- |
| C# |  |
| new private static **Color** s\_PanelColor | |

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

s\_TextColor Field

|  |  |
| --- | --- |
| C# |  |
| new private static **Color** s\_TextColor | |

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

s\_ThickElementSize Field

|  |  |
| --- | --- |
| C# |  |
| new private static **Vector2** s\_ThickElementSize | |

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

s\_ThinElementSize Field

|  |  |
| --- | --- |
| C# |  |
| new private static **Vector2** s\_ThinElementSize | |

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

kThickHeight Field

|  |  |
| --- | --- |
| C# |  |
| private const [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) kThickHeight = 30 | |

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

kThinHeight Field

|  |  |
| --- | --- |
| C# |  |
| private const [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) kThinHeight = 20 | |

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

kWidth Field

|  |  |
| --- | --- |
| C# |  |
| private const [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) kWidth = 160 | |

See Also

Applies to: [DefaultControls](#topic_000000000000024E)

Dropdown Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

[UnityEngine.UI.Selectable](#topic_000000000000061B)

**UnityEngine.UI.Dropdown**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("UI/Legacy/Dropdown", 102)] [RequireComponent(typeof(RectTransform))] public class Dropdown : [Selectable](#topic_000000000000061B),  [IPointerClickHandler](#topic_000000000000004C),  [ISubmitHandler](#topic_0000000000000062),  [ICancelHandler](#topic_0000000000000064) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[allSelectableCount](#topic_000000000000061E) (inherited from [Selectable](#topic_000000000000061B)), [allSelectables](#topic_000000000000061F) (inherited from [Selectable](#topic_000000000000061B)), [allSelectablesArray](#topic_000000000000061D) (inherited from [Selectable](#topic_000000000000061B)), [alphaFadeSpeed](#topic_0000000000000297), [animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [animationTriggers](#topic_0000000000000632) (inherited from [Selectable](#topic_000000000000061B)), [animator](#topic_0000000000000639) (inherited from [Selectable](#topic_000000000000061B)), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [captionImage](#topic_000000000000028C), [captionText](#topic_000000000000028A), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [colors](#topic_0000000000000630) (inherited from [Selectable](#topic_000000000000061B)), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [image](#topic_0000000000000638) (inherited from [Selectable](#topic_000000000000061B)), [interactable](#topic_0000000000000634) (inherited from [Selectable](#topic_000000000000061B)), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [itemImage](#topic_0000000000000290), [itemText](#topic_000000000000028E), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [navigation](#topic_000000000000062E) (inherited from [Selectable](#topic_000000000000061B)), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [onValueChanged](#topic_0000000000000295), [options](#topic_0000000000000293), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [spriteState](#topic_0000000000000631) (inherited from [Selectable](#topic_000000000000061B)), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [targetGraphic](#topic_0000000000000633) (inherited from [Selectable](#topic_000000000000061B)), [template](#topic_0000000000000288), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [transition](#topic_000000000000062F) (inherited from [Selectable](#topic_000000000000061B)), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**), [value](#topic_000000000000029F)

Methods

[AddItem](#topic_00000000000002AD), [AddOptions](#topic_00000000000002A3), [AllSelectablesNoAlloc](#topic_0000000000000620) (inherited from [Selectable](#topic_000000000000061B)), [AlphaFadeList](#topic_00000000000002AE), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [ClearOptions](#topic_00000000000002A6), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [DelayedDestroyDropdownList](#topic_00000000000002B2), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [FindSelectable](#topic_000000000000063E) (inherited from [Selectable](#topic_000000000000061B)), [FindSelectableOnDown](#topic_0000000000000644) (inherited from [Selectable](#topic_000000000000061B)), [FindSelectableOnLeft](#topic_0000000000000641) (inherited from [Selectable](#topic_000000000000061B)), [FindSelectableOnRight](#topic_0000000000000642) (inherited from [Selectable](#topic_000000000000061B)), [FindSelectableOnUp](#topic_0000000000000643) (inherited from [Selectable](#topic_000000000000061B)), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetOrAddComponent<T>](#topic_00000000000002A8), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Hide](#topic_00000000000002B1), [ImmediateDestroyDropdownList](#topic_00000000000002B3), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInteractable](#topic_000000000000063B) (inherited from [Selectable](#topic_000000000000061B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnCancel](#topic_00000000000002AB), [OnDeselect](#topic_000000000000064F) (inherited from [Selectable](#topic_000000000000061B)), [OnMove](#topic_0000000000000645) (inherited from [Selectable](#topic_000000000000061B)), [OnPointerClick](#topic_00000000000002A9), [OnPointerDown](#topic_000000000000064A) (inherited from [Selectable](#topic_000000000000061B)), [OnPointerEnter](#topic_000000000000064C) (inherited from [Selectable](#topic_000000000000061B)), [OnPointerExit](#topic_000000000000064D) (inherited from [Selectable](#topic_000000000000061B)), [OnPointerUp](#topic_000000000000064B) (inherited from [Selectable](#topic_000000000000061B)), [OnSelect](#topic_000000000000064E) (inherited from [Selectable](#topic_000000000000061B)), [OnSelectItem](#topic_00000000000002B4), [OnSubmit](#topic_00000000000002AA), [RefreshShownValue](#topic_00000000000002A2), [Select](#topic_0000000000000650) (inherited from [Selectable](#topic_000000000000061B)), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [Set](#topic_00000000000002A1), [SetAlpha](#topic_00000000000002B0), [SetValueWithoutNotify](#topic_00000000000002A0), [SetupTemplate](#topic_00000000000002A7), [Show](#topic_00000000000002AC), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Classes

[DropdownEvent](#topic_0000000000000286), [OptionData](#topic_0000000000000279), [OptionDataList](#topic_0000000000000282)

Fields

[kHighSortingLayer](#topic_000000000000029D), [m\_AlphaFadeSpeed](#topic_0000000000000296), [m\_AlphaTweenRunner](#topic_000000000000029B), [m\_Blocker](#topic_0000000000000299), [m\_CaptionImage](#topic_000000000000028B), [m\_CaptionText](#topic_0000000000000289), [m\_Dropdown](#topic_0000000000000298), [m\_ItemImage](#topic_000000000000028F), [m\_ItemText](#topic_000000000000028D), [m\_Items](#topic_000000000000029A), [m\_OnValueChanged](#topic_0000000000000294), [m\_Options](#topic_0000000000000292), [m\_Template](#topic_0000000000000287), [m\_Value](#topic_0000000000000291), [s\_NoOptionData](#topic_000000000000029E), [validTemplate](#topic_000000000000029C)

Dropdown.alphaFadeSpeed Property

/// The time interval at which a drop down will appear and disappear
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) alphaFadeSpeed {get; set;} | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.captionImage Property

/// The Image component to hold the image of the currently selected option.
///

|  |  |
| --- | --- |
| C# |  |
| public [Image](#topic_0000000000000330) captionImage {get; set;} | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.captionText Property

/// The Text component to hold the text of the currently selected option.
///

|  |  |
| --- | --- |
| C# |  |
| public [Text](#topic_00000000000006A6) captionText {get; set;} | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.itemImage Property

/// The Image component to hold the image of the item
///

|  |  |
| --- | --- |
| C# |  |
| public [Image](#topic_0000000000000330) itemImage {get; set;} | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.itemText Property

/// The Text component to hold the text of the item.
///

|  |  |
| --- | --- |
| C# |  |
| public [Text](#topic_00000000000006A6) itemText {get; set;} | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.onValueChanged Property

/// A UnityEvent that is invoked when when a user has clicked one of the options in the dropdown list.
///

|  |  |
| --- | --- |
| C# |  |
| public [DropdownEvent](#topic_0000000000000286) onValueChanged {get; set;} | |

Remarks

/// Use this to detect when a user selects one or more options in the Dropdown. Add a listener to perform an action when this UnityEvent detects a selection by the user. See https://unity3d.com/learn/tutorials/topics/scripting/delegates for more information on delegates.
///

Example

///

|  |
| --- |
| ///   /// //Create a new Dropdown GameObject by going to the Hierarchy and clicking Create>UI>Dropdown. Attach this script to the Dropdown GameObject.  /// //Set your own Text in the Inspector window  ///  /// using UnityEngine;  /// using UnityEngine.UI;  ///  /// public class Example : MonoBehaviour  /// {  /// Dropdown m\_Dropdown;  /// public Text m\_Text;  ///  /// void Start()  /// {  /// //Fetch the Dropdown GameObject  /// m\_Dropdown = GetComponent<Dropdown>();  /// //Add listener for when the value of the Dropdown changes, to take action  /// m\_Dropdown.onValueChanged.AddListener(delegate {  /// DropdownValueChanged(m\_Dropdown);  /// });  ///  /// //Initialise the Text to say the first value of the Dropdown  /// m\_Text.text = "First Value : " + m\_Dropdown.value;  /// }  ///  /// //Ouput the new value of the Dropdown into Text  /// void DropdownValueChanged(Dropdown change)  /// {  /// m\_Text.text = "New Value : " + change.value;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.options Property

/// The list of possible options. A text string and an image can be specified for each option.
///

|  |  |
| --- | --- |
| C# |  |
| public [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[OptionData](#topic_0000000000000279)> options {get; set;} | |

Remarks

/// This is the list of options within the Dropdown. Each option contains Text and/or image data that you can specify using UI.Dropdown.OptionData before adding to the Dropdown list.
/// This also unlocks the ability to edit the Dropdown, including the insertion, removal, and finding of options, as well as other useful tools
///

Example

///

|  |
| --- |
| ///   /// //Create a new Dropdown GameObject by going to the Hierarchy and clicking \_\_Create\_\_>\_\_UI\_\_>\_\_Dropdown\_\_. Attach this script to the Dropdown GameObject.  ///  /// using UnityEngine;  /// using UnityEngine.UI;  /// using System.Collections.Generic;  ///  /// public class Example : MonoBehaviour  /// {  /// //Use these for adding options to the Dropdown List  /// Dropdown.OptionData m\_NewData, m\_NewData2;  /// //The list of messages for the Dropdown  /// List<Dropdown.OptionData> m\_Messages = new List<Dropdown.OptionData>();  ///  ///  /// //This is the Dropdown  /// Dropdown m\_Dropdown;  /// string m\_MyString;  /// int m\_Index;  ///  /// void Start()  /// {  /// //Fetch the Dropdown GameObject the script is attached to  /// m\_Dropdown = GetComponent<Dropdown>();  /// //Clear the old options of the Dropdown menu  /// m\_Dropdown.ClearOptions();  ///  /// //Create a new option for the Dropdown menu which reads "Option 1" and add to messages List  /// m\_NewData = new Dropdown.OptionData();  /// m\_NewData.text = "Option 1";  /// m\_Messages.Add(m\_NewData);  ///  /// //Create a new option for the Dropdown menu which reads "Option 2" and add to messages List  /// m\_NewData2 = new Dropdown.OptionData();  /// m\_NewData2.text = "Option 2";  /// m\_Messages.Add(m\_NewData2);  ///  /// //Take each entry in the message List  /// foreach (Dropdown.OptionData message in m\_Messages)  /// {  /// //Add each entry to the Dropdown  /// m\_Dropdown.options.Add(message);  /// //Make the index equal to the total number of entries  /// m\_Index = m\_Messages.Count - 1;  /// }  /// }  ///  /// //This OnGUI function is used here for a quick demonstration. See the [[wiki:UISystem|UI Section]] for more information about setting up your own UI.  /// void OnGUI()  /// {  /// //TextField for user to type new entry to add to Dropdown  /// m\_MyString = GUI.TextField(new Rect(0, 40, 100, 40), m\_MyString);  ///  /// //Press the "Add" Button to add a new entry to the Dropdown  /// if (GUI.Button(new Rect(0, 0, 100, 40), "Add"))  /// {  /// //Make the index the last number of entries  /// m\_Index = m\_Messages.Count;  /// //Create a temporary option  /// Dropdown.OptionData temp = new Dropdown.OptionData();  /// //Make the option the data from the TextField  /// temp.text = m\_MyString;  ///  /// //Update the messages list with the TextField data  /// m\_Messages.Add(temp);  ///  /// //Add the Textfield data to the Dropdown  /// m\_Dropdown.options.Insert(m\_Index, temp);  /// }  ///  /// //Press the "Remove" button to delete the selected option  /// if (GUI.Button(new Rect(110, 0, 100, 40), "Remove"))  /// {  /// //Remove the current selected item from the Dropdown from the messages List  /// m\_Messages.RemoveAt(m\_Dropdown.value);  /// //Remove the current selection from the Dropdown  /// m\_Dropdown.options.RemoveAt(m\_Dropdown.value);  /// }  /// }  /// }  ///   /// |

///

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.template Property

/// The Rect Transform of the template for the dropdown list.
///

|  |  |
| --- | --- |
| C# |  |
| public **RectTransform** template {get; set;} | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.value Property

/// The Value is the index number of the current selection in the Dropdown. 0 is the first option in the Dropdown, 1 is the second, and so on.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) value {get; set;} | |

Example

///

|  |
| --- |
| ///   /// //Create a new Dropdown GameObject by going to the Hierarchy and clicking \_\_Create\_\_>\_\_UI\_\_>\_\_Dropdown\_\_. Attach this script to the Dropdown GameObject.  /// //Set your own Text in the Inspector window  ///  /// using UnityEngine;  /// using UnityEngine.UI;  ///  /// public class Example : MonoBehaviour  /// {  /// //Attach this script to a Dropdown GameObject  /// Dropdown m\_Dropdown;  /// //This is the string that stores the current selection m\_Text of the Dropdown  /// string m\_Message;  /// //This Text outputs the current selection to the screen  /// public Text m\_Text;  /// //This is the index value of the Dropdown  /// int m\_DropdownValue;  ///  /// void Start()  /// {  /// //Fetch the DropDown component from the GameObject  /// m\_Dropdown = GetComponent<Dropdown>();  /// //Output the first Dropdown index value  /// Debug.Log("Starting Dropdown Value : " + m\_Dropdown.value);  /// }  ///  /// void Update()  /// {  /// //Keep the current index of the Dropdown in a variable  /// m\_DropdownValue = m\_Dropdown.value;  /// //Change the message to say the name of the current Dropdown selection using the value  /// m\_Message = m\_Dropdown.options[m\_DropdownValue].text;  /// //Change the onscreen Text to reflect the current Dropdown selection  /// m\_Text.text = m\_Message;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.AddItem Method

|  |  |
| --- | --- |
| C# |  |
| private **DropdownItem** AddItem(  [OptionData](#topic_0000000000000279) *data*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *selected*,  **DropdownItem** *itemTemplate*,  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**DropdownItem**> *items* ) | |

Parameters

data

|  |
| --- |
|  |

selected

|  |
| --- |
|  |

itemTemplate

|  |
| --- |
|  |

items

|  |
| --- |
|  |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.AddOptions (List<String>) Method

/// Add multiple text-only options to the options of the Dropdown based on a list of strings.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AddOptions(  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string)> *options* ) | |

Parameters

options

|  |
| --- |
| The list of text strings to add. |

Remarks

/// Add a List of string messages to the Dropdown. The Dropdown shows each member of the list as a separate option.
///

Example

///

|  |
| --- |
| ///   /// //Create a new Dropdown GameObject by going to the Hierarchy and clicking Create>UI>Dropdown. Attach this script to the Dropdown GameObject.  ///  /// using System.Collections.Generic;  /// using UnityEngine;  /// using UnityEngine.UI;  ///  /// public class Example : MonoBehaviour  /// {  /// //Create a List of new Dropdown options  /// List<string> m\_DropOptions = new List<string> { "Option 1", "Option 2"};  /// //This is the Dropdown  /// Dropdown m\_Dropdown;  ///  /// void Start()  /// {  /// //Fetch the Dropdown GameObject the script is attached to  /// m\_Dropdown = GetComponent<Dropdown>();  /// //Clear the old options of the Dropdown menu  /// m\_Dropdown.ClearOptions();  /// //Add the options created in the List above  /// m\_Dropdown.AddOptions(m\_DropOptions);  /// }  /// }  ///   /// |

///

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.AddOptions (List<Sprite>) Method

/// Add multiple image-only options to the options of the Dropdown based on a list of Sprites.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AddOptions(  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**Sprite**> *options* ) | |

Parameters

options

|  |
| --- |
| The list of Sprites to add. |

Remarks

///
/// See AddOptions(List<string> options) for code example of usages.
///
///

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.AddOptions (List<OptionData>) Method

/// Add multiple options to the options of the Dropdown based on a list of OptionData objects.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AddOptions(  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[OptionData](#topic_0000000000000279)> *options* ) | |

Parameters

options

|  |
| --- |
| The list of OptionData to add. |

Remarks

///
/// See AddOptions(List<string> options) for code example of usages.
///
///

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.AlphaFadeList (Single, Single, Single) Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AlphaFadeList(  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *duration*,  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *start*,  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *end* ) | |

Parameters

duration

|  |
| --- |
|  |

start

|  |
| --- |
|  |

end

|  |
| --- |
|  |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.AlphaFadeList (Single, Single) Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AlphaFadeList(  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *duration*,  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *alpha* ) | |

Parameters

duration

|  |
| --- |
|  |

alpha

|  |
| --- |
|  |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.ClearOptions Method

/// Clear the list of options in the Dropdown.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ClearOptions() | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.DelayedDestroyDropdownList Method

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](https://docs.microsoft.com/en-us/dotnet/api/system.collections.ienumerator) DelayedDestroyDropdownList(  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *delay* ) | |

Parameters

delay

|  |
| --- |
|  |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.GetOrAddComponent<T> Method

|  |  |
| --- | --- |
| C# |  |
| private static T GetOrAddComponent<T>(  **GameObject** *go* )  where T : **Component** | |

Type Parameters

T

|  |
| --- |
|  |

Parameters

go

|  |
| --- |
|  |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.Hide Method

/// Hide the dropdown list. I.e. close it.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Hide() | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.ImmediateDestroyDropdownList Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ImmediateDestroyDropdownList() | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.OnCancel Method

/// This will hide the dropdown list.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnCancel(  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

eventData

|  |
| --- |
| The asocciated event data. |

Remarks

/// Called by a BaseInputModule when a Cancel event occurs.
///

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.OnPointerClick Method

/// Handling for when the dropdown is initially 'clicked'. Typically shows the dropdown
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerClick(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
| The asocciated event data. |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.OnSelectItem Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnSelectItem(  [Toggle](#topic_00000000000006CA) *toggle* ) | |

Parameters

toggle

|  |
| --- |
|  |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.OnSubmit Method

/// Handling for when the dropdown is selected and a submit event is processed. Typically shows the dropdown
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnSubmit(  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

eventData

|  |
| --- |
| The asocciated event data. |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.RefreshShownValue Method

/// Refreshes the text and image (if available) of the currently selected option.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RefreshShownValue() | |

Remarks

/// If you have modified the list of options, you should call this method afterwards to ensure that the visual state of the dropdown corresponds to the updated options.
///

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.Set Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Set(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *value*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *sendCallback* = true ) | |

Parameters

value

|  |
| --- |
|  |

sendCallback

|  |
| --- |
|  |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.SetAlpha Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetAlpha(  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *alpha* ) | |

Parameters

alpha

|  |
| --- |
|  |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.SetValueWithoutNotify Method

/// Set index number of the current selection in the Dropdown without invoking onValueChanged callback.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetValueWithoutNotify(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *input* ) | |

Parameters

input

|  |
| --- |
| The new index for the current selection. |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.SetupTemplate Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetupTemplate(  **Canvas** *rootCanvas* ) | |

Parameters

rootCanvas

|  |
| --- |
|  |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

Dropdown.Show Method

/// Show the dropdown.
///
/// Plan for dropdown scrolling to ensure dropdown is contained within screen.
///
/// We assume the Canvas is the screen that the dropdown must be kept inside.
/// This is always valid for screen space canvas modes.
/// For world space canvases we don't know how it's used, but it could be e.g. for an in-game monitor.
/// We consider it a fair constraint that the canvas must be big enough to contain dropdowns.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Show() | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

DropdownEvent Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Events.UnityEventBase](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase)

[UnityEngine.Events.UnityEvent<T0>](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1)

**UnityEngine.UI.Dropdown.DropdownEvent**

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public class DropdownEvent : **UnityEvent**<[int](https://docs.microsoft.com/en-us/dotnet/api/system.int32)> | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[AddListener](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.addlistener) (inherited from **UnityEvent<T0>**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetPersistentEventCount](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistenteventcount) (inherited from **UnityEventBase**), [GetPersistentListenerState](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistentlistenerstate) (inherited from **UnityEventBase**), [GetPersistentMethodName](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistentmethodname) (inherited from **UnityEventBase**), [GetPersistentTarget](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistenttarget) (inherited from **UnityEventBase**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.invoke) (inherited from **UnityEvent<T0>**), [RemoveAllListeners](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.removealllisteners) (inherited from **UnityEventBase**), [RemoveListener](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.removelistener) (inherited from **UnityEvent<T0>**), [SetPersistentListenerState](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.setpersistentlistenerstate) (inherited from **UnityEventBase**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.tostring) (inherited from **UnityEventBase**)

See Also

Applies to: [Dropdown](#topic_0000000000000278)

OptionData Class

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public class OptionData | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Constructors

[OptionData](#topic_000000000000027E)

Properties

[image](#topic_000000000000027D), [text](#topic_000000000000027C)

Fields

[m\_Image](#topic_000000000000027B), [m\_Text](#topic_000000000000027A)

See Also

Applies to: [Dropdown](#topic_0000000000000278)

OptionData Constructor

|  |  |
| --- | --- |
| C# |  |
| public OptionData() | |

See Also

Applies to: [OptionData](#topic_0000000000000279)

OptionData(String) Constructor

|  |  |
| --- | --- |
| C# |  |
| public OptionData(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *text* ) | |

Parameters

text

|  |
| --- |
|  |

See Also

Applies to: [OptionData](#topic_0000000000000279)

OptionData(Sprite) Constructor

|  |  |
| --- | --- |
| C# |  |
| public OptionData(  **Sprite** *image* ) | |

Parameters

image

|  |
| --- |
|  |

See Also

Applies to: [OptionData](#topic_0000000000000279)

OptionData(String, Sprite) Constructor

/// Create an object representing a single option for the dropdown list.
///

|  |  |
| --- | --- |
| C# |  |
| public OptionData(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *text*,  **Sprite** *image* ) | |

Parameters

text

|  |
| --- |
| Optional text for the option. |

image

|  |
| --- |
| Optional image for the option. |

See Also

Applies to: [OptionData](#topic_0000000000000279)

OptionData.image Property

/// The image associated with the option.
///

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** image {get; set;} | |

See Also

Applies to: [OptionData](#topic_0000000000000279)

OptionData.text Property

/// The text associated with the option.
///

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) text {get; set;} | |

See Also

Applies to: [OptionData](#topic_0000000000000279)

m\_Image Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Sprite** m\_Image | |

See Also

Applies to: [OptionData](#topic_0000000000000279)

m\_Text Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) m\_Text | |

See Also

Applies to: [OptionData](#topic_0000000000000279)

OptionDataList Class

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public class OptionDataList | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Constructors

[OptionDataList](#topic_0000000000000285)

Properties

[options](#topic_0000000000000284)

Fields

[m\_Options](#topic_0000000000000283)

See Also

Applies to: [Dropdown](#topic_0000000000000278)

OptionDataList Constructor

|  |  |
| --- | --- |
| C# |  |
| public OptionDataList() | |

See Also

Applies to: [OptionDataList](#topic_0000000000000282)

OptionDataList.options Property

/// The list of options for the dropdown list.
///

|  |  |
| --- | --- |
| C# |  |
| public [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[OptionData](#topic_0000000000000279)> options {get; set;} | |

See Also

Applies to: [OptionDataList](#topic_0000000000000282)

m\_Options Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[OptionData](#topic_0000000000000279)> m\_Options | |

See Also

Applies to: [OptionDataList](#topic_0000000000000282)

m\_AlphaFadeSpeed Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_AlphaFadeSpeed | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

m\_AlphaTweenRunner Field

|  |  |
| --- | --- |
| C# |  |
| private **TweenRunner**<**FloatTween**> m\_AlphaTweenRunner | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

m\_Blocker Field

|  |  |
| --- | --- |
| C# |  |
| private **GameObject** m\_Blocker | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

m\_CaptionImage Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [Image](#topic_0000000000000330) m\_CaptionImage | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

m\_CaptionText Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [Text](#topic_00000000000006A6) m\_CaptionText | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

m\_Dropdown Field

|  |  |
| --- | --- |
| C# |  |
| private **GameObject** m\_Dropdown | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

m\_ItemImage Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [Image](#topic_0000000000000330) m\_ItemImage | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

m\_ItemText Field

|  |  |
| --- | --- |
| C# |  |
| [Space()] [SerializeField()] private [Text](#topic_00000000000006A6) m\_ItemText | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

m\_Items Field

|  |  |
| --- | --- |
| C# |  |
| new private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**DropdownItem**> m\_Items | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

m\_OnValueChanged Field

|  |  |
| --- | --- |
| C# |  |
| [Space()] [SerializeField()] new private [DropdownEvent](#topic_0000000000000286) m\_OnValueChanged | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

m\_Options Field

|  |  |
| --- | --- |
| C# |  |
| [Space()] [SerializeField()] new private [OptionDataList](#topic_0000000000000282) m\_Options | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

m\_Template Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **RectTransform** m\_Template | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

m\_Value Field

|  |  |
| --- | --- |
| C# |  |
| [Space()] [SerializeField()] private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) m\_Value | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

s\_NoOptionData Field

|  |  |
| --- | --- |
| C# |  |
| new private static [OptionData](#topic_0000000000000279) s\_NoOptionData | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

validTemplate Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) validTemplate | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

kHighSortingLayer Field

|  |  |
| --- | --- |
| C# |  |
| private const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) kHighSortingLayer = 30000 | |

See Also

Applies to: [Dropdown](#topic_0000000000000278)

FontData Class

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public class FontData : **ISerializationCallbackReceiver** | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[alignByGeometry](#topic_00000000000002CA), [alignment](#topic_00000000000002C9), [bestFit](#topic_00000000000002C6), [defaultFontData](#topic_00000000000002C2), [font](#topic_00000000000002C3), [fontSize](#topic_00000000000002C4), [fontStyle](#topic_00000000000002C5), [horizontalOverflow](#topic_00000000000002CC), [lineSpacing](#topic_00000000000002CE), [maxSize](#topic_00000000000002C8), [minSize](#topic_00000000000002C7), [richText](#topic_00000000000002CB), [verticalOverflow](#topic_00000000000002CD)

Methods

[ISerializationCallbackReceiver.OnAfterDeserialize](#topic_00000000000002D0), [ISerializationCallbackReceiver.OnBeforeSerialize](#topic_00000000000002CF)

Fields

[m\_AlignByGeometry](#topic_00000000000002BD), [m\_Alignment](#topic_00000000000002BC), [m\_BestFit](#topic_00000000000002B9), [m\_Font](#topic_00000000000002B6), [m\_FontSize](#topic_00000000000002B7), [m\_FontStyle](#topic_00000000000002B8), [m\_HorizontalOverflow](#topic_00000000000002BF), [m\_LineSpacing](#topic_00000000000002C1), [m\_MaxSize](#topic_00000000000002BB), [m\_MinSize](#topic_00000000000002BA), [m\_RichText](#topic_00000000000002BE), [m\_VerticalOverflow](#topic_00000000000002C0)

FontData.alignByGeometry Property

/// Use the extents of glyph geometry to perform horizontal alignment rather than glyph metrics.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) alignByGeometry {get; set;} | |

Remarks

/// This can result in better fitting left and right alignment, but may result in incorrect positioning when attempting to overlay multiple fonts (such as a specialized outline font) on top of each other.
///

See Also

Applies to: [FontData](#topic_00000000000002B5)

FontData.alignment Property

/// How is the text aligned for this generated Text object.
///

|  |  |
| --- | --- |
| C# |  |
| public **TextAnchor** alignment {get; set;} | |

See Also

Applies to: [FontData](#topic_00000000000002B5)

FontData.bestFit Property

/// Is best fit used for this generated Text object.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) bestFit {get; set;} | |

See Also

Applies to: [FontData](#topic_00000000000002B5)

FontData.defaultFontData Property

/// Get a font data with sensible defaults.
///

|  |  |
| --- | --- |
| C# |  |
| public static [FontData](#topic_00000000000002B5) defaultFontData {get;} | |

See Also

Applies to: [FontData](#topic_00000000000002B5)

FontData.font Property

/// The Font to use for this generated Text object.
///

|  |  |
| --- | --- |
| C# |  |
| public **Font** font {get; set;} | |

See Also

Applies to: [FontData](#topic_00000000000002B5)

FontData.fontSize Property

/// The Font size to use for this generated Text object.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) fontSize {get; set;} | |

See Also

Applies to: [FontData](#topic_00000000000002B5)

FontData.fontStyle Property

/// The font style to use for this generated Text object.
///

|  |  |
| --- | --- |
| C# |  |
| public **FontStyle** fontStyle {get; set;} | |

See Also

Applies to: [FontData](#topic_00000000000002B5)

FontData.horizontalOverflow Property

/// The horizontal overflow policy for this generated Text object.
///

|  |  |
| --- | --- |
| C# |  |
| public **HorizontalWrapMode** horizontalOverflow {get; set;} | |

See Also

Applies to: [FontData](#topic_00000000000002B5)

FontData.lineSpacing Property

/// The line spaceing for this generated Text object.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) lineSpacing {get; set;} | |

See Also

Applies to: [FontData](#topic_00000000000002B5)

FontData.maxSize Property

/// The max size for this generated Text object.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) maxSize {get; set;} | |

See Also

Applies to: [FontData](#topic_00000000000002B5)

FontData.minSize Property

/// The min size for this generated Text object.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) minSize {get; set;} | |

See Also

Applies to: [FontData](#topic_00000000000002B5)

FontData.richText Property

/// Should rich text be used for this generated Text object.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) richText {get; set;} | |

See Also

Applies to: [FontData](#topic_00000000000002B5)

FontData.verticalOverflow Property

/// The vertical overflow policy for this generated Text object.
///

|  |  |
| --- | --- |
| C# |  |
| public **VerticalWrapMode** verticalOverflow {get; set;} | |

See Also

Applies to: [FontData](#topic_00000000000002B5)

FontData.ISerializationCallbackReceiver.OnAfterDeserialize Method

Implement this method to receive a callback after Unity deserializes your object.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ISerializationCallbackReceiver.OnAfterDeserialize() | |

Implements

[ISerializationCallbackReceiver.OnAfterDeserialize](https://docs.microsoft.com/en-us/dotnet/api/unityengine.iserializationcallbackreceiver.onafterdeserialize)

See Also

Applies to: [FontData](#topic_00000000000002B5)

FontData.ISerializationCallbackReceiver.OnBeforeSerialize Method

Implement this method to receive a callback before Unity serializes your object.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ISerializationCallbackReceiver.OnBeforeSerialize() | |

Implements

[ISerializationCallbackReceiver.OnBeforeSerialize](https://docs.microsoft.com/en-us/dotnet/api/unityengine.iserializationcallbackreceiver.onbeforeserialize)

See Also

Applies to: [FontData](#topic_00000000000002B5)

m\_AlignByGeometry Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_AlignByGeometry | |

See Also

Applies to: [FontData](#topic_00000000000002B5)

m\_Alignment Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] [FormerlySerializedAs("alignment")] private **TextAnchor** m\_Alignment | |

See Also

Applies to: [FontData](#topic_00000000000002B5)

m\_BestFit Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_BestFit | |

See Also

Applies to: [FontData](#topic_00000000000002B5)

m\_Font Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] [FormerlySerializedAs("font")] private **Font** m\_Font | |

See Also

Applies to: [FontData](#topic_00000000000002B5)

m\_FontSize Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] [FormerlySerializedAs("fontSize")] private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) m\_FontSize | |

See Also

Applies to: [FontData](#topic_00000000000002B5)

m\_FontStyle Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] [FormerlySerializedAs("fontStyle")] private **FontStyle** m\_FontStyle | |

See Also

Applies to: [FontData](#topic_00000000000002B5)

m\_HorizontalOverflow Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **HorizontalWrapMode** m\_HorizontalOverflow | |

See Also

Applies to: [FontData](#topic_00000000000002B5)

m\_LineSpacing Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_LineSpacing | |

See Also

Applies to: [FontData](#topic_00000000000002B5)

m\_MaxSize Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) m\_MaxSize | |

See Also

Applies to: [FontData](#topic_00000000000002B5)

m\_MinSize Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) m\_MinSize | |

See Also

Applies to: [FontData](#topic_00000000000002B5)

m\_RichText Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] [FormerlySerializedAs("richText")] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_RichText | |

See Also

Applies to: [FontData](#topic_00000000000002B5)

m\_VerticalOverflow Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **VerticalWrapMode** m\_VerticalOverflow | |

See Also

Applies to: [FontData](#topic_00000000000002B5)

FontUpdateTracker Class

/// Utility class that is used to help with Text update.
///

|  |  |
| --- | --- |
| C# |  |
| public static class FontUpdateTracker | |

Remarks

/// When Unity rebuilds a font atlas a callback is sent to the font. Using this class you can register your text as needing to be rebuilt if the font atlas is updated.
///

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[RebuildForFont](#topic_00000000000002D4), [TrackText](#topic_00000000000002D3), [UntrackText](#topic_00000000000002D5)

Fields

[m\_Tracked](#topic_00000000000002D2)

FontUpdateTracker.RebuildForFont Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RebuildForFont(  **Font** *f* ) | |

Parameters

f

|  |
| --- |
|  |

See Also

Applies to: [FontUpdateTracker](#topic_00000000000002D1)

FontUpdateTracker.TrackText Method

/// Register a Text element for receiving texture atlas rebuild calls.
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) TrackText(  [Text](#topic_00000000000006A6) *t* ) | |

Parameters

t

|  |
| --- |
| The Text object to track |

See Also

Applies to: [FontUpdateTracker](#topic_00000000000002D1)

FontUpdateTracker.UntrackText Method

/// Deregister a Text element from receiving texture atlas rebuild calls.
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UntrackText(  [Text](#topic_00000000000006A6) *t* ) | |

Parameters

t

|  |
| --- |
| The Text object to no longer track |

See Also

Applies to: [FontUpdateTracker](#topic_00000000000002D1)

m\_Tracked Field

|  |  |
| --- | --- |
| C# |  |
| new private static [Dictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2)<**Font**, [HashSet](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.hashset-1)<[Text](#topic_00000000000006A6)>> m\_Tracked | |

See Also

Applies to: [FontUpdateTracker](#topic_00000000000002D1)

Graphic Class

/// Base class for all UI components that should be derived from when creating new Graphic types.
///

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

**UnityEngine.UI.Graphic**

[UnityEngine.UI.MaskableGraphic](#topic_0000000000000532)

|  |  |
| --- | --- |
| C# |  |
| [DisallowMultipleComponent()] [RequireComponent(typeof(RectTransform))] [ExecuteAlways()] public abstract class Graphic : [UIBehaviour](#topic_000000000000018B),  [ICanvasElement](#topic_0000000000000202) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [canvas](#topic_00000000000002EB), [canvasRenderer](#topic_00000000000002ED), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [color](#topic_00000000000002D9), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [defaultGraphicMaterial](#topic_00000000000002D7), [defaultMaterial](#topic_00000000000002EE), [depth](#topic_00000000000002E9), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [mainTexture](#topic_00000000000002F1), [material](#topic_00000000000002EF), [materialForRendering](#topic_00000000000002F0), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [raycastPadding](#topic_00000000000002DD), [raycastTarget](#topic_00000000000002DB), [rectTransform](#topic_00000000000002EA), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CacheCanvas](#topic_00000000000002EC), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [CreateColorFromAlpha](#topic_00000000000002FF), [CrossFadeAlpha](#topic_0000000000000300), [CrossFadeColor](#topic_00000000000002FD), [DoLegacyMeshGeneration](#topic_00000000000002F7), [DoMeshGeneration](#topic_00000000000002F6), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetPixelAdjustedRect](#topic_00000000000002FC), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GraphicUpdateComplete](#topic_00000000000002F5), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [LayoutComplete](#topic_00000000000002F4), [OnCullingChanged](#topic_00000000000002F2), [OnRebuildRequested](#topic_00000000000002F8), [PixelAdjustPoint](#topic_00000000000002FB), [Raycast](#topic_00000000000002FA), [Rebuild](#topic_00000000000002F3), [RegisterDirtyLayoutCallback](#topic_0000000000000301), [RegisterDirtyMaterialCallback](#topic_0000000000000305), [RegisterDirtyVerticesCallback](#topic_0000000000000303), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SetAllDirty](#topic_00000000000002E5), [SetLayoutDirty](#topic_00000000000002E6), [SetMaterialDirty](#topic_00000000000002E8), [SetNativeSize](#topic_00000000000002F9), [SetVerticesDirty](#topic_00000000000002E7), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [UnregisterDirtyLayoutCallback](#topic_0000000000000302), [UnregisterDirtyMaterialCallback](#topic_0000000000000306), [UnregisterDirtyVerticesCallback](#topic_0000000000000304)

Fields

[m\_Canvas](#topic_00000000000002E0), [m\_CanvasRenderer](#topic_00000000000002DF), [m\_Color](#topic_00000000000002D8), [m\_ColorTweenRunner](#topic_00000000000002E4), [m\_MaterialDirty](#topic_00000000000002E2), [m\_RaycastPadding](#topic_00000000000002DC), [m\_RaycastTarget](#topic_00000000000002DA), [m\_RectTransform](#topic_00000000000002DE), [m\_VertsDirty](#topic_00000000000002E1), [s\_VertexHelper](#topic_00000000000002E3)

Graphic.canvas Property

/// A reference to the Canvas this Graphic is rendering to.
///

|  |  |
| --- | --- |
| C# |  |
| public **Canvas** canvas {get;} | |

Remarks

/// In the situation where the Graphic is used in a hierarchy with multiple Canvases, the Canvas closest to the root will be used.
///

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.canvasRenderer Property

/// A reference to the CanvasRenderer populated by this Graphic.
///

|  |  |
| --- | --- |
| C# |  |
| public **CanvasRenderer** canvasRenderer {get;} | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.color Property

/// Base color of the Graphic.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual **Color** color {get; set;} | |

Remarks

/// The builtin UI Components use this as their vertex color. Use this to fetch or change the Color of visual UI elements, such as an Image.
///

Example

///

|  |
| --- |
| ///   /// //Place this script on a GameObject with a Graphic component attached e.g. a visual UI element (Image).  ///  /// using UnityEngine;  /// using UnityEngine.UI;  ///  /// public class Example : MonoBehaviour  /// {  /// Graphic m\_Graphic;  /// Color m\_MyColor;  ///  /// void Start()  /// {  /// //Fetch the Graphic from the GameObject  /// m\_Graphic = GetComponent<Graphic>();  /// //Create a new Color that starts as red  /// m\_MyColor = Color.red;  /// //Change the Graphic Color to the new Color  /// m\_Graphic.color = m\_MyColor;  /// }  ///  /// // Update is called once per frame  /// void Update()  /// {  /// //When the mouse button is clicked, change the Graphic Color  /// if (Input.GetKey(KeyCode.Mouse0))  /// {  /// //Change the Color over time between blue and red while the mouse button is pressed  /// m\_MyColor = Color.Lerp(Color.red, Color.blue, Mathf.PingPong(Time.time, 1));  /// }  /// //Change the Graphic Color to the new Color  /// m\_Graphic.color = m\_MyColor;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.defaultGraphicMaterial Property

/// Default material used to draw UI elements if no explicit material was specified.
///

|  |  |
| --- | --- |
| C# |  |
| public static **Material** defaultGraphicMaterial {get;} | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.defaultMaterial Property

/// Returns the default material for the graphic.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual **Material** defaultMaterial {get;} | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.depth Property

/// Absolute depth of the graphic, used by rendering and events -- lowest to highest.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) depth {get;} | |

Example

/// The depth is relative to the first root canvas.
///
/// Canvas
/// Graphic - 1
/// Graphic - 2
/// Nested Canvas
/// Graphic - 3
/// Graphic - 4
/// Graphic - 5
///
/// This value is used to determine draw and event ordering.
///

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.mainTexture Property

/// The graphic's texture. (Read Only).
///

|  |  |
| --- | --- |
| C# |  |
| public virtual **Texture** mainTexture {get;} | |

Remarks

/// This is the Texture that gets passed to the CanvasRenderer, Material and then Shader \_MainTex.
///
/// When implementing your own Graphic you can override this to control which texture goes through the UI Rendering pipeline.
///
/// Bear in mind that Unity tries to batch UI elements together to improve performance, so its ideal to work with atlas to reduce the number of draw calls.
///

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.material Property

/// The Material set by the user
///

|  |  |
| --- | --- |
| C# |  |
| public virtual **Material** material {get; set;} | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.materialForRendering Property

/// The material that will be sent for Rendering (Read only).
///

|  |  |
| --- | --- |
| C# |  |
| public virtual **Material** materialForRendering {get;} | |

Remarks

/// This is the material that actually gets sent to the CanvasRenderer. By default it's the same as [[Graphic.material]]. When extending Graphic you can override this to send a different material to the CanvasRenderer than the one set by Graphic.material. This is useful if you want to modify the user set material in a non destructive manner.
///

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.raycastPadding Property

/// Padding to be applied to the masking
/// X = Left
/// Y = Bottom
/// Z = Right
/// W = Top
///

|  |  |
| --- | --- |
| C# |  |
| public **Vector4** raycastPadding {get; set;} | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.raycastTarget Property

/// Should this graphic be considered a target for raycasting?
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) raycastTarget {get; set;} | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.rectTransform Property

/// The RectTransform component used by the Graphic. Cached for speed.
///

|  |  |
| --- | --- |
| C# |  |
| public **RectTransform** rectTransform {get;} | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.CacheCanvas Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CacheCanvas() | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.CreateColorFromAlpha Method

|  |  |
| --- | --- |
| C# |  |
| private static **Color** CreateColorFromAlpha(  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *alpha* ) | |

Parameters

alpha

|  |
| --- |
|  |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.CrossFadeAlpha Method

///Tweens the alpha of the CanvasRenderer color associated with this Graphic.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CrossFadeAlpha(  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *alpha*,  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *duration*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *ignoreTimeScale* ) | |

Parameters

alpha

|  |
| --- |
| Target alpha. |

duration

|  |
| --- |
| Duration of the tween in seconds. |

ignoreTimeScale

|  |
| --- |
| Should ignore [[Time.scale]]? |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.CrossFadeColor (Color, Single, Boolean, Boolean, Boolean) Method

///Tweens the CanvasRenderer color associated with this Graphic.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CrossFadeColor(  **Color** *targetColor*,  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *duration*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *ignoreTimeScale*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *useAlpha*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *useRGB* ) | |

Parameters

targetColor

|  |
| --- |
| Target color. |

duration

|  |
| --- |
| Tween duration. |

ignoreTimeScale

|  |
| --- |
| Should ignore Time.scale? |

useAlpha

|  |
| --- |
| Should also Tween the alpha channel? |

useRGB

|  |
| --- |
| Should the color or the alpha be used to tween |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.CrossFadeColor (Color, Single, Boolean, Boolean) Method

///Tweens the CanvasRenderer color associated with this Graphic.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CrossFadeColor(  **Color** *targetColor*,  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *duration*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *ignoreTimeScale*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *useAlpha* ) | |

Parameters

targetColor

|  |
| --- |
| Target color. |

duration

|  |
| --- |
| Tween duration. |

ignoreTimeScale

|  |
| --- |
| Should ignore Time.scale? |

useAlpha

|  |
| --- |
| Should also Tween the alpha channel? |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.DoLegacyMeshGeneration Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DoLegacyMeshGeneration() | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.DoMeshGeneration Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DoMeshGeneration() | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.GetPixelAdjustedRect Method

/// Returns a pixel perfect Rect closest to the Graphic RectTransform.
///

|  |  |
| --- | --- |
| C# |  |
| public **Rect** GetPixelAdjustedRect() | |

Returns

A Pixel perfect Rect.

Remarks

/// Note: This is only accurate if the Graphic root Canvas is in Screen Space.
///

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.GraphicUpdateComplete Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) GraphicUpdateComplete() | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.LayoutComplete Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) LayoutComplete() | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.OnCullingChanged Method

/// This method must be called when CanvasRenderer.cull is modified.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnCullingChanged() | |

Remarks

/// This can be used to perform operations that were previously skipped because the Graphic was culled.
///

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.OnRebuildRequested Method

/// Editor-only callback that is issued by Unity if a rebuild of the Graphic is required.
/// Currently sent when an asset is reimported.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnRebuildRequested() | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.PixelAdjustPoint Method

///Adjusts the given pixel to be pixel perfect.
///

|  |  |
| --- | --- |
| C# |  |
| public **Vector2** PixelAdjustPoint(  **Vector2** *point* ) | |

Parameters

point

|  |
| --- |
| Local space point. |

Returns

Pixel perfect adjusted point.

Remarks

///Note: This is only accurate if the Graphic root Canvas is in Screen Space.
///

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.Raycast Method

/// When a GraphicRaycaster is raycasting into the scene it does two things. First it filters the elements using their RectTransform rect. Then it uses this Raycast function to determine the elements hit by the raycast.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Raycast(  **Vector2** *sp*,  **Camera** *eventCamera* ) | |

Parameters

sp

|  |
| --- |
| Screen point being tested |

eventCamera

|  |
| --- |
| Camera that is being used for the testing. |

Returns

True if the provided point is a valid location for GraphicRaycaster raycasts.

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.Rebuild Method

/// Rebuilds the graphic geometry and its material on the PreRender cycle.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Rebuild(  [CanvasUpdate](#topic_00000000000001FB) *update* ) | |

Parameters

update

|  |
| --- |
| The current step of the rendering CanvasUpdate cycle. |

Remarks

/// See CanvasUpdateRegistry for more details on the canvas update cycle.
///

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.RegisterDirtyLayoutCallback Method

/// Add a listener to receive notification when the graphics layout is dirtied.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RegisterDirtyLayoutCallback(  **UnityAction** *action* ) | |

Parameters

action

|  |
| --- |
| The method to call when invoked. |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.RegisterDirtyMaterialCallback Method

/// Add a listener to receive notification when the graphics material is dirtied.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RegisterDirtyMaterialCallback(  **UnityAction** *action* ) | |

Parameters

action

|  |
| --- |
| The method to call when invoked. |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.RegisterDirtyVerticesCallback Method

/// Add a listener to receive notification when the graphics vertices are dirtied.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RegisterDirtyVerticesCallback(  **UnityAction** *action* ) | |

Parameters

action

|  |
| --- |
| The method to call when invoked. |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.SetAllDirty Method

/// Set all properties of the Graphic dirty and needing rebuilt.
/// Dirties Layout, Vertices, and Materials.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetAllDirty() | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.SetLayoutDirty Method

/// Mark the layout as dirty and needing rebuilt.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetLayoutDirty() | |

Remarks

/// Send a OnDirtyLayoutCallback notification if any elements are registered. See RegisterDirtyLayoutCallback
///

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.SetMaterialDirty Method

/// Mark the material as dirty and needing rebuilt.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetMaterialDirty() | |

Remarks

/// Send a OnDirtyMaterialCallback notification if any elements are registered. See RegisterDirtyMaterialCallback
///

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.SetNativeSize Method

/// Make the Graphic have the native size of its content.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetNativeSize() | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.SetVerticesDirty Method

/// Mark the vertices as dirty and needing rebuilt.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetVerticesDirty() | |

Remarks

/// Send a OnDirtyVertsCallback notification if any elements are registered. See RegisterDirtyVerticesCallback
///

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.UnregisterDirtyLayoutCallback Method

/// Remove a listener from receiving notifications when the graphics layout are dirtied
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UnregisterDirtyLayoutCallback(  **UnityAction** *action* ) | |

Parameters

action

|  |
| --- |
| The method to call when invoked. |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.UnregisterDirtyMaterialCallback Method

/// Remove a listener from receiving notifications when the graphics material are dirtied
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UnregisterDirtyMaterialCallback(  **UnityAction** *action* ) | |

Parameters

action

|  |
| --- |
| The method to call when invoked. |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

Graphic.UnregisterDirtyVerticesCallback Method

/// Remove a listener from receiving notifications when the graphics vertices are dirtied
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UnregisterDirtyVerticesCallback(  **UnityAction** *action* ) | |

Parameters

action

|  |
| --- |
| The method to call when invoked. |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

m\_Canvas Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] private **Canvas** m\_Canvas | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

m\_CanvasRenderer Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] private **CanvasRenderer** m\_CanvasRenderer | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

m\_Color Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Color** m\_Color | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

m\_ColorTweenRunner Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] private readonly **TweenRunner**<**ColorTween**> m\_ColorTweenRunner | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

m\_MaterialDirty Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_MaterialDirty | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

m\_RaycastPadding Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] new private **Vector4** m\_RaycastPadding | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

m\_RaycastTarget Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_RaycastTarget | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

m\_RectTransform Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] private **RectTransform** m\_RectTransform | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

m\_VertsDirty Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_VertsDirty | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

s\_VertexHelper Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] new private static readonly [VertexHelper](#topic_00000000000006EC) s\_VertexHelper | |

See Also

Applies to: [Graphic](#topic_00000000000002D6)

GraphicRaycaster Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

[UnityEngine.EventSystems.BaseRaycaster](#topic_0000000000000164)

**UnityEngine.UI.GraphicRaycaster**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("Event/Graphic Raycaster")] [RequireComponent(typeof(Canvas))] public class GraphicRaycaster : [BaseRaycaster](#topic_0000000000000164) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [blockingMask](#topic_0000000000000313), [blockingObjects](#topic_0000000000000312), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [canvas](#topic_0000000000000315), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [eventCamera](#topic_0000000000000318), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [ignoreReversedGraphics](#topic_0000000000000311), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [priority](#topic_0000000000000168) (inherited from [BaseRaycaster](#topic_0000000000000164)), [renderOrderPriority](#topic_000000000000030E), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [rootRaycaster](#topic_000000000000016B) (inherited from [BaseRaycaster](#topic_0000000000000164)), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [sortOrderPriority](#topic_000000000000030D), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [Raycast](#topic_0000000000000317), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](#topic_000000000000016C) (inherited from [BaseRaycaster](#topic_0000000000000164)), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Enumerations

[BlockingObjects](#topic_0000000000000308)

Fields

[m\_BlockingObjects](#topic_0000000000000310), [m\_Canvas](#topic_0000000000000314), [m\_IgnoreReversedGraphics](#topic_000000000000030F), [m\_RaycastResults](#topic_0000000000000316), [s\_SortedGraphics](#topic_0000000000000319)

GraphicRaycaster.blockingMask Property

/// The type of objects specified through LayerMask that are checked to determine if they block graphic raycasts.
///

|  |  |
| --- | --- |
| C# |  |
| public **LayerMask** blockingMask {get; set;} | |

See Also

Applies to: [GraphicRaycaster](#topic_0000000000000307)

GraphicRaycaster.blockingObjects Property

/// The type of objects that are checked to determine if they block graphic raycasts.
///

|  |  |
| --- | --- |
| C# |  |
| public [BlockingObjects](#topic_0000000000000308) blockingObjects {get; set;} | |

See Also

Applies to: [GraphicRaycaster](#topic_0000000000000307)

GraphicRaycaster.canvas Property

|  |  |
| --- | --- |
| C# |  |
| private **Canvas** canvas {get;} | |

See Also

Applies to: [GraphicRaycaster](#topic_0000000000000307)

GraphicRaycaster.eventCamera Property

/// The camera that will generate rays for this raycaster.
///

|  |  |
| --- | --- |
| C# |  |
| public override **Camera** eventCamera {get;} | |

Property Value

/// - Null if Camera mode is ScreenSpaceOverlay or ScreenSpaceCamera and has no camera.
/// - canvas.worldCanvas if not null
/// - Camera.main.
///

See Also

Applies to: [GraphicRaycaster](#topic_0000000000000307)

GraphicRaycaster.ignoreReversedGraphics Property

/// Whether Graphics facing away from the raycaster are checked for raycasts.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ignoreReversedGraphics {get; set;} | |

See Also

Applies to: [GraphicRaycaster](#topic_0000000000000307)

GraphicRaycaster.renderOrderPriority Property

/// Priority of the raycaster based upon render order.
///

|  |  |
| --- | --- |
| C# |  |
| public override [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) renderOrderPriority {get;} | |

Property Value

/// The renderOrder priority.
///

See Also

Applies to: [GraphicRaycaster](#topic_0000000000000307)

GraphicRaycaster.sortOrderPriority Property

/// Priority of the raycaster based upon sort order.
///

|  |  |
| --- | --- |
| C# |  |
| public override [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) sortOrderPriority {get;} | |

Property Value

/// The sortOrder priority.
///

See Also

Applies to: [GraphicRaycaster](#topic_0000000000000307)

GraphicRaycaster.Raycast (Canvas, Camera, Vector2, IList<Graphic>, List<Graphic>) Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Raycast(  **Canvas** *canvas*,  **Camera** *eventCamera*,  **Vector2** *pointerPosition*,  [IList](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.ilist-1)<[Graphic](#topic_00000000000002D6)> *foundGraphics*,  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[Graphic](#topic_00000000000002D6)> *results* ) | |

Parameters

canvas

|  |
| --- |
|  |

eventCamera

|  |
| --- |
|  |

pointerPosition

|  |
| --- |
|  |

foundGraphics

|  |
| --- |
|  |

results

|  |
| --- |
|  |

See Also

Applies to: [GraphicRaycaster](#topic_0000000000000307)

GraphicRaycaster.Raycast (PointerEventData, List<RaycastResult>) Method

/// Perform the raycast against the list of graphics associated with the Canvas.
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Raycast(  [PointerEventData](#topic_000000000000000E) *eventData*,  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[RaycastResult](#topic_000000000000017B)> *resultAppendList* ) | |

Parameters

eventData

|  |
| --- |
| Current event data |

resultAppendList

|  |
| --- |
| List of hit objects to append new results to. |

See Also

Applies to: [GraphicRaycaster](#topic_0000000000000307)

BlockingObjects Enumeration

/// Type of raycasters to check against to check for canvas blocking elements.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| All | 3 | /// Perform a 2D and a 3D raycasts to check for blocking 2D and 3D elements. /// |
| None | 0 | /// Perform no raycasts. /// |
| ThreeD | 2 | /// Perform a 3D raycast check to check for blocking 3D elements /// |
| TwoD | 1 | /// Perform a 2D raycast check to check for blocking 2D elements /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [GraphicRaycaster](#topic_0000000000000307)

m\_BlockingObjects Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("blockingObjects")] [SerializeField()] private [BlockingObjects](#topic_0000000000000308) m\_BlockingObjects | |

See Also

Applies to: [GraphicRaycaster](#topic_0000000000000307)

m\_Canvas Field

|  |  |
| --- | --- |
| C# |  |
| private **Canvas** m\_Canvas | |

See Also

Applies to: [GraphicRaycaster](#topic_0000000000000307)

m\_IgnoreReversedGraphics Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("ignoreReversedGraphics")] [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_IgnoreReversedGraphics | |

See Also

Applies to: [GraphicRaycaster](#topic_0000000000000307)

m\_RaycastResults Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] new private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[Graphic](#topic_00000000000002D6)> m\_RaycastResults | |

See Also

Applies to: [GraphicRaycaster](#topic_0000000000000307)

s\_SortedGraphics Field

/// Perform a raycast into the screen and collect all graphics underneath it.
///

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] new private static readonly [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[Graphic](#topic_00000000000002D6)> s\_SortedGraphics | |

See Also

Applies to: [GraphicRaycaster](#topic_0000000000000307)

GraphicRebuildTracker Class

/// EditorOnly class for tracking all Graphics.
/// Used when a source asset is reimported into the editor to ensure that Graphics are updated as intended.
///

|  |  |
| --- | --- |
| C# |  |
| public static class GraphicRebuildTracker | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[DisableTrackGraphic](#topic_0000000000000320), [OnRebuildRequested](#topic_0000000000000321), [TrackGraphic](#topic_000000000000031E), [UnTrackGraphic](#topic_000000000000031F)

Fields

[m\_Tracked](#topic_000000000000031C), [s\_Initialized](#topic_000000000000031D)

GraphicRebuildTracker.DisableTrackGraphic Method

/// Remove a Graphic to the list of tracked Graphics
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DisableTrackGraphic(  [Graphic](#topic_00000000000002D6) *g* ) | |

Parameters

g

|  |
| --- |
| The graphic to remove from tracking. |

See Also

Applies to: [GraphicRebuildTracker](#topic_000000000000031B)

GraphicRebuildTracker.OnRebuildRequested Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnRebuildRequested() | |

See Also

Applies to: [GraphicRebuildTracker](#topic_000000000000031B)

GraphicRebuildTracker.TrackGraphic Method

/// Add a Graphic to the list of tracked Graphics
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) TrackGraphic(  [Graphic](#topic_00000000000002D6) *g* ) | |

Parameters

g

|  |
| --- |
| The graphic to track |

See Also

Applies to: [GraphicRebuildTracker](#topic_000000000000031B)

GraphicRebuildTracker.UnTrackGraphic Method

/// Remove a Graphic to the list of tracked Graphics
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UnTrackGraphic(  [Graphic](#topic_00000000000002D6) *g* ) | |

Parameters

g

|  |
| --- |
| The graphic to remove from tracking. |

See Also

Applies to: [GraphicRebuildTracker](#topic_000000000000031B)

m\_Tracked Field

|  |  |
| --- | --- |
| C# |  |
| new private static **IndexedSet**<[Graphic](#topic_00000000000002D6)> m\_Tracked | |

See Also

Applies to: [GraphicRebuildTracker](#topic_000000000000031B)

s\_Initialized Field

|  |  |
| --- | --- |
| C# |  |
| private static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) s\_Initialized | |

See Also

Applies to: [GraphicRebuildTracker](#topic_000000000000031B)

GraphicRegistry Class

/// Registry which maps a Graphic to the canvas it belongs to.
///

|  |  |
| --- | --- |
| C# |  |
| public class GraphicRegistry | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[instance](#topic_0000000000000326)

Methods

[DisableGraphicForCanvas](#topic_000000000000032B), [DisableRaycastGraphicForCanvas](#topic_000000000000032C), [GetGraphicsForCanvas](#topic_000000000000032E), [GetRaycastableGraphicsForCanvas](#topic_000000000000032F), [RegisterGraphicForCanvas](#topic_0000000000000327), [RegisterRaycastGraphicForCanvas](#topic_0000000000000328), [UnregisterGraphicForCanvas](#topic_0000000000000329), [UnregisterRaycastGraphicForCanvas](#topic_000000000000032A)

Fields

[m\_Graphics](#topic_0000000000000324), [m\_RaycastableGraphics](#topic_0000000000000325), [s\_EmptyList](#topic_000000000000032D), [s\_Instance](#topic_0000000000000323)

GraphicRegistry.instance Property

/// The singleton instance of the GraphicRegistry. Creates a new instance if it does not exist.
///

|  |  |
| --- | --- |
| C# |  |
| public static [GraphicRegistry](#topic_0000000000000322) instance {get;} | |

See Also

Applies to: [GraphicRegistry](#topic_0000000000000322)

GraphicRegistry.DisableGraphicForCanvas Method

/// Disables a Graphic from a Canvas, disabling this association from the registry.
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DisableGraphicForCanvas(  **Canvas** *c*,  [Graphic](#topic_00000000000002D6) *graphic* ) | |

Parameters

c

|  |
| --- |
| The Canvas to dissociate from the Graphic. |

graphic

|  |
| --- |
| The Graphic to dissociate from the Canvas. |

See Also

Applies to: [GraphicRegistry](#topic_0000000000000322)

GraphicRegistry.DisableRaycastGraphicForCanvas Method

/// Disables the raycast for a Graphic from a Canvas, disabling this association from the registry.
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DisableRaycastGraphicForCanvas(  **Canvas** *c*,  [Graphic](#topic_00000000000002D6) *graphic* ) | |

Parameters

c

|  |
| --- |
| The Canvas to dissociate from the Graphic. |

graphic

|  |
| --- |
| The Graphic to dissociate from the Canvas. |

See Also

Applies to: [GraphicRegistry](#topic_0000000000000322)

GraphicRegistry.GetGraphicsForCanvas Method

/// Retrieves the list of Graphics associated with a Canvas.
///

|  |  |
| --- | --- |
| C# |  |
| public static [IList](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.ilist-1)<[Graphic](#topic_00000000000002D6)> GetGraphicsForCanvas(  **Canvas** *canvas* ) | |

Parameters

canvas

|  |
| --- |
| The Canvas to search |

Returns

Returns a list of Graphics. Returns an empty list if no Graphics are associated with the specified Canvas.

See Also

Applies to: [GraphicRegistry](#topic_0000000000000322)

GraphicRegistry.GetRaycastableGraphicsForCanvas Method

/// Retrieves the list of Graphics that are raycastable and associated with a Canvas.
///

|  |  |
| --- | --- |
| C# |  |
| public static [IList](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.ilist-1)<[Graphic](#topic_00000000000002D6)> GetRaycastableGraphicsForCanvas(  **Canvas** *canvas* ) | |

Parameters

canvas

|  |
| --- |
| The Canvas to search |

Returns

Returns a list of Graphics. Returns an empty list if no Graphics are associated with the specified Canvas.

See Also

Applies to: [GraphicRegistry](#topic_0000000000000322)

GraphicRegistry.RegisterGraphicForCanvas Method

/// Associates a Graphic with a Canvas and stores this association in the registry.
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RegisterGraphicForCanvas(  **Canvas** *c*,  [Graphic](#topic_00000000000002D6) *graphic* ) | |

Parameters

c

|  |
| --- |
| The canvas being associated with the Graphic. |

graphic

|  |
| --- |
| The Graphic being associated with the Canvas. |

See Also

Applies to: [GraphicRegistry](#topic_0000000000000322)

GraphicRegistry.RegisterRaycastGraphicForCanvas Method

/// Associates a raycastable Graphic with a Canvas and stores this association in the registry.
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RegisterRaycastGraphicForCanvas(  **Canvas** *c*,  [Graphic](#topic_00000000000002D6) *graphic* ) | |

Parameters

c

|  |
| --- |
| The canvas being associated with the Graphic. |

graphic

|  |
| --- |
| The Graphic being associated with the Canvas. |

See Also

Applies to: [GraphicRegistry](#topic_0000000000000322)

GraphicRegistry.UnregisterGraphicForCanvas Method

/// Dissociates a Graphic from a Canvas, removing this association from the registry.
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UnregisterGraphicForCanvas(  **Canvas** *c*,  [Graphic](#topic_00000000000002D6) *graphic* ) | |

Parameters

c

|  |
| --- |
| The Canvas to dissociate from the Graphic. |

graphic

|  |
| --- |
| The Graphic to dissociate from the Canvas. |

See Also

Applies to: [GraphicRegistry](#topic_0000000000000322)

GraphicRegistry.UnregisterRaycastGraphicForCanvas Method

/// Dissociates a Graphic from a Canvas, removing this association from the registry.
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UnregisterRaycastGraphicForCanvas(  **Canvas** *c*,  [Graphic](#topic_00000000000002D6) *graphic* ) | |

Parameters

c

|  |
| --- |
| The Canvas to dissociate from the Graphic. |

graphic

|  |
| --- |
| The Graphic to dissociate from the Canvas. |

See Also

Applies to: [GraphicRegistry](#topic_0000000000000322)

m\_Graphics Field

|  |  |
| --- | --- |
| C# |  |
| new private readonly [Dictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2)<**Canvas**, **IndexedSet**<[Graphic](#topic_00000000000002D6)>> m\_Graphics | |

See Also

Applies to: [GraphicRegistry](#topic_0000000000000322)

m\_RaycastableGraphics Field

|  |  |
| --- | --- |
| C# |  |
| new private readonly [Dictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2)<**Canvas**, **IndexedSet**<[Graphic](#topic_00000000000002D6)>> m\_RaycastableGraphics | |

See Also

Applies to: [GraphicRegistry](#topic_0000000000000322)

s\_EmptyList Field

|  |  |
| --- | --- |
| C# |  |
| new private static readonly [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[Graphic](#topic_00000000000002D6)> s\_EmptyList | |

See Also

Applies to: [GraphicRegistry](#topic_0000000000000322)

s\_Instance Field

|  |  |
| --- | --- |
| C# |  |
| private static [GraphicRegistry](#topic_0000000000000322) s\_Instance | |

See Also

Applies to: [GraphicRegistry](#topic_0000000000000322)

GridLayoutGroup Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

[UnityEngine.UI.LayoutGroup](#topic_00000000000004E8)

**UnityEngine.UI.GridLayoutGroup**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("Layout/Grid Layout Group", 152)] public class GridLayoutGroup : [LayoutGroup](#topic_00000000000004E8) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [cellSize](#topic_00000000000004AA), [childAlignment](#topic_00000000000004EA) (inherited from [LayoutGroup](#topic_00000000000004E8)), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [constraint](#topic_00000000000004AC), [constraintCount](#topic_00000000000004AD), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [flexibleHeight](#topic_00000000000004F7) (inherited from [LayoutGroup](#topic_00000000000004E8)), [flexibleWidth](#topic_00000000000004F4) (inherited from [LayoutGroup](#topic_00000000000004E8)), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [layoutPriority](#topic_00000000000004F8) (inherited from [LayoutGroup](#topic_00000000000004E8)), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [minHeight](#topic_00000000000004F5) (inherited from [LayoutGroup](#topic_00000000000004E8)), [minWidth](#topic_00000000000004F2) (inherited from [LayoutGroup](#topic_00000000000004E8)), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [padding](#topic_00000000000004E9) (inherited from [LayoutGroup](#topic_00000000000004E8)), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [preferredHeight](#topic_00000000000004F6) (inherited from [LayoutGroup](#topic_00000000000004E8)), [preferredWidth](#topic_00000000000004F3) (inherited from [LayoutGroup](#topic_00000000000004E8)), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [spacing](#topic_00000000000004AB), [startAxis](#topic_00000000000004A9), [startCorner](#topic_00000000000004A8), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CalculateLayoutInputHorizontal](#topic_00000000000004AE), [CalculateLayoutInputVertical](#topic_00000000000004AF), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SetCellsAlongAxis](#topic_00000000000004B2), [SetLayoutHorizontal](#topic_00000000000004B0), [SetLayoutVertical](#topic_00000000000004B1), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Enumerations

[Axis](#topic_00000000000004A1), [Constraint](#topic_00000000000004A4), [Corner](#topic_000000000000049C)

GridLayoutGroup.cellSize Property

/// The size to use for each cell in the grid.
///

|  |  |
| --- | --- |
| C# |  |
| public **Vector2** cellSize {get; set;} | |

See Also

Applies to: [GridLayoutGroup](#topic_000000000000049B)

GridLayoutGroup.constraint Property

/// Which constraint to use for the GridLayoutGroup.
///

|  |  |
| --- | --- |
| C# |  |
| public [Constraint](#topic_00000000000004A4) constraint {get; set;} | |

Remarks

/// Specifying a constraint can make the GridLayoutGroup work better in conjunction with a [[ContentSizeFitter]] component. When GridLayoutGroup is used on a RectTransform with a manually specified size, there's no need to specify a constraint.
///

See Also

Applies to: [GridLayoutGroup](#topic_000000000000049B)

GridLayoutGroup.constraintCount Property

/// How many cells there should be along the constrained axis.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) constraintCount {get; set;} | |

See Also

Applies to: [GridLayoutGroup](#topic_000000000000049B)

GridLayoutGroup.spacing Property

/// The spacing to use between layout elements in the grid on both axises.
///

|  |  |
| --- | --- |
| C# |  |
| public **Vector2** spacing {get; set;} | |

See Also

Applies to: [GridLayoutGroup](#topic_000000000000049B)

GridLayoutGroup.startAxis Property

/// Which axis should cells be placed along first
///

|  |  |
| --- | --- |
| C# |  |
| public [Axis](#topic_00000000000004A1) startAxis {get; set;} | |

Remarks

/// When startAxis is set to horizontal, an entire row will be filled out before proceeding to the next row. When set to vertical, an entire column will be filled out before proceeding to the next column.
///

See Also

Applies to: [GridLayoutGroup](#topic_000000000000049B)

GridLayoutGroup.startCorner Property

/// Which corner should the first cell be placed in?
///

|  |  |
| --- | --- |
| C# |  |
| public [Corner](#topic_000000000000049C) startCorner {get; set;} | |

See Also

Applies to: [GridLayoutGroup](#topic_000000000000049B)

GridLayoutGroup.CalculateLayoutInputHorizontal Method

/// Called by the layout system to calculate the horizontal layout size.
/// Also see ILayoutElement
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CalculateLayoutInputHorizontal() | |

See Also

Applies to: [GridLayoutGroup](#topic_000000000000049B)

GridLayoutGroup.CalculateLayoutInputVertical Method

/// Called by the layout system to calculate the vertical layout size.
/// Also see ILayoutElement
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CalculateLayoutInputVertical() | |

See Also

Applies to: [GridLayoutGroup](#topic_000000000000049B)

GridLayoutGroup.SetCellsAlongAxis Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetCellsAlongAxis(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *axis* ) | |

Parameters

axis

|  |
| --- |
|  |

See Also

Applies to: [GridLayoutGroup](#topic_000000000000049B)

GridLayoutGroup.SetLayoutHorizontal Method

/// Called by the layout system
/// Also see ILayoutElement
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetLayoutHorizontal() | |

See Also

Applies to: [GridLayoutGroup](#topic_000000000000049B)

GridLayoutGroup.SetLayoutVertical Method

/// Called by the layout system
/// Also see ILayoutElement
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetLayoutVertical() | |

See Also

Applies to: [GridLayoutGroup](#topic_000000000000049B)

Axis Enumeration

/// The grid axis we are looking at.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Horizontal | 0 | /// Horizontal axis /// |
| Vertical | 1 | /// Vertical axis. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [GridLayoutGroup](#topic_000000000000049B)

Constraint Enumeration

/// Constraint type on either the number of columns or rows.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| FixedColumnCount | 1 | /// Constrain the number of columns to a specified number. /// |
| FixedRowCount | 2 | /// Constraint the number of rows to a specified number. /// |
| Flexible | 0 | /// Don't constrain the number of rows or columns. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [GridLayoutGroup](#topic_000000000000049B)

Corner Enumeration

/// Which corner is the starting corner for the grid.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| LowerLeft | 2 | /// Lower Left corner. /// |
| LowerRight | 3 | /// Lower Right corner. /// |
| UpperLeft | 0 | /// Upper Left corner. /// |
| UpperRight | 1 | /// Upper Right corner. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [GridLayoutGroup](#topic_000000000000049B)

HorizontalLayoutGroup Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

[UnityEngine.UI.LayoutGroup](#topic_00000000000004E8)

[UnityEngine.UI.HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)

**UnityEngine.UI.HorizontalLayoutGroup**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("Layout/Horizontal Layout Group", 150)] public class HorizontalLayoutGroup : [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [childAlignment](#topic_00000000000004EA) (inherited from [LayoutGroup](#topic_00000000000004E8)), [childControlHeight](#topic_00000000000004BD) (inherited from [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)), [childControlWidth](#topic_00000000000004BC) (inherited from [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)), [childForceExpandHeight](#topic_00000000000004BB) (inherited from [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)), [childForceExpandWidth](#topic_00000000000004BA) (inherited from [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)), [childScaleHeight](#topic_00000000000004BF) (inherited from [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)), [childScaleWidth](#topic_00000000000004BE) (inherited from [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [flexibleHeight](#topic_00000000000004F7) (inherited from [LayoutGroup](#topic_00000000000004E8)), [flexibleWidth](#topic_00000000000004F4) (inherited from [LayoutGroup](#topic_00000000000004E8)), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [layoutPriority](#topic_00000000000004F8) (inherited from [LayoutGroup](#topic_00000000000004E8)), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [minHeight](#topic_00000000000004F5) (inherited from [LayoutGroup](#topic_00000000000004E8)), [minWidth](#topic_00000000000004F2) (inherited from [LayoutGroup](#topic_00000000000004E8)), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [padding](#topic_00000000000004E9) (inherited from [LayoutGroup](#topic_00000000000004E8)), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [preferredHeight](#topic_00000000000004F6) (inherited from [LayoutGroup](#topic_00000000000004E8)), [preferredWidth](#topic_00000000000004F3) (inherited from [LayoutGroup](#topic_00000000000004E8)), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [reverseArrangement](#topic_00000000000004C0) (inherited from [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [spacing](#topic_00000000000004B9) (inherited from [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CalculateLayoutInputHorizontal](#topic_00000000000004B4), [CalculateLayoutInputVertical](#topic_00000000000004B5), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SetLayoutHorizontal](#topic_00000000000004B6), [SetLayoutVertical](#topic_00000000000004B7), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

HorizontalLayoutGroup.CalculateLayoutInputHorizontal Method

/// Called by the layout system. Also see ILayoutElement
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CalculateLayoutInputHorizontal() | |

See Also

Applies to: [HorizontalLayoutGroup](#topic_00000000000004B3)

HorizontalLayoutGroup.CalculateLayoutInputVertical Method

/// Called by the layout system. Also see ILayoutElement
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CalculateLayoutInputVertical() | |

See Also

Applies to: [HorizontalLayoutGroup](#topic_00000000000004B3)

HorizontalLayoutGroup.SetLayoutHorizontal Method

/// Called by the layout system. Also see ILayoutElement
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetLayoutHorizontal() | |

See Also

Applies to: [HorizontalLayoutGroup](#topic_00000000000004B3)

HorizontalLayoutGroup.SetLayoutVertical Method

/// Called by the layout system. Also see ILayoutElement
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetLayoutVertical() | |

See Also

Applies to: [HorizontalLayoutGroup](#topic_00000000000004B3)

HorizontalOrVerticalLayoutGroup Class

/// Abstract base class for HorizontalLayoutGroup and VerticalLayoutGroup to generalize common functionality.
///

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

[UnityEngine.UI.LayoutGroup](#topic_00000000000004E8)

**UnityEngine.UI.HorizontalOrVerticalLayoutGroup**

[UnityEngine.UI.HorizontalLayoutGroup](#topic_00000000000004B3)

[UnityEngine.UI.VerticalLayoutGroup](#topic_0000000000000520)

|  |  |
| --- | --- |
| C# |  |
| [ExecuteAlways()] public abstract class HorizontalOrVerticalLayoutGroup : [LayoutGroup](#topic_00000000000004E8) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [childAlignment](#topic_00000000000004EA) (inherited from [LayoutGroup](#topic_00000000000004E8)), [childControlHeight](#topic_00000000000004BD), [childControlWidth](#topic_00000000000004BC), [childForceExpandHeight](#topic_00000000000004BB), [childForceExpandWidth](#topic_00000000000004BA), [childScaleHeight](#topic_00000000000004BF), [childScaleWidth](#topic_00000000000004BE), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [flexibleHeight](#topic_00000000000004F7) (inherited from [LayoutGroup](#topic_00000000000004E8)), [flexibleWidth](#topic_00000000000004F4) (inherited from [LayoutGroup](#topic_00000000000004E8)), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [layoutPriority](#topic_00000000000004F8) (inherited from [LayoutGroup](#topic_00000000000004E8)), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [minHeight](#topic_00000000000004F5) (inherited from [LayoutGroup](#topic_00000000000004E8)), [minWidth](#topic_00000000000004F2) (inherited from [LayoutGroup](#topic_00000000000004E8)), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [padding](#topic_00000000000004E9) (inherited from [LayoutGroup](#topic_00000000000004E8)), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [preferredHeight](#topic_00000000000004F6) (inherited from [LayoutGroup](#topic_00000000000004E8)), [preferredWidth](#topic_00000000000004F3) (inherited from [LayoutGroup](#topic_00000000000004E8)), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [reverseArrangement](#topic_00000000000004C0), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [spacing](#topic_00000000000004B9), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CalculateLayoutInputHorizontal](#topic_00000000000004F0) (inherited from [LayoutGroup](#topic_00000000000004E8)), [CalculateLayoutInputVertical](#topic_00000000000004F1) (inherited from [LayoutGroup](#topic_00000000000004E8)), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetChildSizes](#topic_00000000000004C1), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SetLayoutHorizontal](#topic_00000000000004F9) (inherited from [LayoutGroup](#topic_00000000000004E8)), [SetLayoutVertical](#topic_00000000000004FA) (inherited from [LayoutGroup](#topic_00000000000004E8)), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[m\_Capacity](#topic_00000000000004C2), [m\_Sizes](#topic_00000000000004C3)

HorizontalOrVerticalLayoutGroup.childControlHeight Property

/// Returns true if the Layout Group controls the heights of its children. Returns false if children control their own heights.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) childControlHeight {get; set;} | |

Remarks

/// If set to false, the layout group will only affect the positions of the children while leaving the heights untouched. The heights of the children can be set via the respective RectTransforms in this case.
///
/// If set to true, the heights of the children are automatically driven by the layout group according to their respective minimum, preferred, and flexible heights. This is useful if the heights of the children should change depending on how much space is available.In this case the height of each child cannot be set manually in the RectTransform, but the minimum, preferred and flexible height for each child can be controlled by adding a LayoutElement component to it.
///

See Also

Applies to: [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)

HorizontalOrVerticalLayoutGroup.childControlWidth Property

/// Returns true if the Layout Group controls the widths of its children. Returns false if children control their own widths.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) childControlWidth {get; set;} | |

Remarks

/// If set to false, the layout group will only affect the positions of the children while leaving the widths untouched. The widths of the children can be set via the respective RectTransforms in this case.
///
/// If set to true, the widths of the children are automatically driven by the layout group according to their respective minimum, preferred, and flexible widths. This is useful if the widths of the children should change depending on how much space is available.In this case the width of each child cannot be set manually in the RectTransform, but the minimum, preferred and flexible width for each child can be controlled by adding a LayoutElement component to it.
///

See Also

Applies to: [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)

HorizontalOrVerticalLayoutGroup.childForceExpandHeight Property

/// Whether to force the children to expand to fill additional available vertical space.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) childForceExpandHeight {get; set;} | |

See Also

Applies to: [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)

HorizontalOrVerticalLayoutGroup.childForceExpandWidth Property

/// Whether to force the children to expand to fill additional available horizontal space.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) childForceExpandWidth {get; set;} | |

See Also

Applies to: [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)

HorizontalOrVerticalLayoutGroup.childScaleHeight Property

/// Whether to use the y scale of each child when calculating its height.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) childScaleHeight {get; set;} | |

See Also

Applies to: [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)

HorizontalOrVerticalLayoutGroup.childScaleWidth Property

/// Whether to use the x scale of each child when calculating its width.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) childScaleWidth {get; set;} | |

See Also

Applies to: [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)

HorizontalOrVerticalLayoutGroup.reverseArrangement Property

/// Whether the order of children objects should be sorted in reverse.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) reverseArrangement {get; set;} | |

Remarks

/// If False the first child object will be positioned first.
/// If True the last child object will be positioned first.
///

See Also

Applies to: [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)

HorizontalOrVerticalLayoutGroup.spacing Property

/// The spacing to use between layout elements in the layout group.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) spacing {get; set;} | |

See Also

Applies to: [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)

HorizontalOrVerticalLayoutGroup.GetChildSizes Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) GetChildSizes(  **RectTransform** *child*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *axis*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *controlSize*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *childForceExpand*,  out [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *min*,  out [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *preferred*,  out [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *flexible* ) | |

Parameters

child

|  |
| --- |
|  |

axis

|  |
| --- |
|  |

controlSize

|  |
| --- |
|  |

childForceExpand

|  |
| --- |
|  |

min

|  |
| --- |
|  |

preferred

|  |
| --- |
|  |

flexible

|  |
| --- |
|  |

See Also

Applies to: [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)

m\_Capacity Field

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) m\_Capacity | |

See Also

Applies to: [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)

m\_Sizes Field

|  |  |
| --- | --- |
| C# |  |
| new private **Vector2**[] m\_Sizes | |

See Also

Applies to: [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)

Image Class

/// Image is a textured element in the UI hierarchy.
///

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

[UnityEngine.UI.Graphic](#topic_00000000000002D6)

[UnityEngine.UI.MaskableGraphic](#topic_0000000000000532)

**UnityEngine.UI.Image**

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof(CanvasRenderer))] [AddComponentMenu("UI/Image", 11)] public class Image : [MaskableGraphic](#topic_0000000000000532),  **ISerializationCallbackReceiver**,  [ILayoutElement](#topic_00000000000004C4),  **ICanvasRaycastFilter** | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[activeSprite](#topic_0000000000000356), [alphaHitTestMinimumThreshold](#topic_0000000000000368), [animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [canvas](#topic_00000000000002EB) (inherited from [Graphic](#topic_00000000000002D6)), [canvasRenderer](#topic_00000000000002ED) (inherited from [Graphic](#topic_00000000000002D6)), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [color](#topic_00000000000002D9) (inherited from [Graphic](#topic_00000000000002D6)), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [defaultETC1GraphicMaterial](#topic_000000000000036B), [defaultGraphicMaterial](#topic_00000000000002D7) (inherited from [Graphic](#topic_00000000000002D6)), [defaultMaterial](#topic_00000000000002EE) (inherited from [Graphic](#topic_00000000000002D6)), [depth](#topic_00000000000002E9) (inherited from [Graphic](#topic_00000000000002D6)), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [eventAlphaThreshold](#topic_0000000000000367), [fillAmount](#topic_0000000000000360), [fillCenter](#topic_000000000000035C), [fillClockwise](#topic_0000000000000362), [fillMethod](#topic_000000000000035E), [fillOrigin](#topic_0000000000000364), [flexibleHeight](#topic_000000000000038E), [flexibleWidth](#topic_000000000000038B), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hasBorder](#topic_000000000000036D), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [isMaskingGraphic](#topic_000000000000053A) (inherited from [MaskableGraphic](#topic_0000000000000532)), [layoutPriority](#topic_000000000000038F), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [mainTexture](#topic_000000000000036C), [maskable](#topic_0000000000000539) (inherited from [MaskableGraphic](#topic_0000000000000532)), [material](#topic_0000000000000372), [materialForRendering](#topic_00000000000002F0) (inherited from [Graphic](#topic_00000000000002D6)), [minHeight](#topic_000000000000038C), [minWidth](#topic_0000000000000389), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [onCullStateChanged](#topic_0000000000000538) (inherited from [MaskableGraphic](#topic_0000000000000532)), [overrideSprite](#topic_0000000000000355), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [pixelsPerUnit](#topic_0000000000000371), [pixelsPerUnitMultiplier](#topic_000000000000036F), [preferredHeight](#topic_000000000000038D), [preferredWidth](#topic_000000000000038A), [preserveAspect](#topic_000000000000035A), [raycastPadding](#topic_00000000000002DD) (inherited from [Graphic](#topic_00000000000002D6)), [raycastTarget](#topic_00000000000002DB) (inherited from [Graphic](#topic_00000000000002D6)), [rectTransform](#topic_00000000000002EA) (inherited from [Graphic](#topic_00000000000002D6)), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [sprite](#topic_0000000000000352), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [type](#topic_0000000000000358), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**), [useSpriteMesh](#topic_000000000000036A)

Methods

[AddQuad](#topic_000000000000037F), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CalculateLayoutInputHorizontal](#topic_0000000000000387), [CalculateLayoutInputVertical](#topic_0000000000000388), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [CrossFadeAlpha](#topic_0000000000000300) (inherited from [Graphic](#topic_00000000000002D6)), [CrossFadeColor](#topic_00000000000002FD) (inherited from [Graphic](#topic_00000000000002D6)), [Cull](#topic_000000000000053C) (inherited from [MaskableGraphic](#topic_0000000000000532)), [DisableSpriteOptimizations](#topic_0000000000000353), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GenerateFilledSprite](#topic_0000000000000384), [GenerateSimpleSprite](#topic_0000000000000379), [GenerateSlicedSprite](#topic_000000000000037D), [GenerateSprite](#topic_000000000000037A), [GenerateTiledSprite](#topic_000000000000037E), [GetAdjustedBorders](#topic_0000000000000381), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetDrawingDimensions](#topic_0000000000000376), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetModifiedMaterial](#topic_000000000000053B) (inherited from [MaskableGraphic](#topic_0000000000000532)), [GetPixelAdjustedRect](#topic_00000000000002FC) (inherited from [Graphic](#topic_00000000000002D6)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GraphicUpdateComplete](#topic_00000000000002F5) (inherited from [Graphic](#topic_00000000000002D6)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [IsRaycastLocationValid](#topic_0000000000000390), [LayoutComplete](#topic_00000000000002F4) (inherited from [Graphic](#topic_00000000000002D6)), [MapCoordinate](#topic_0000000000000391), [OnAfterDeserialize](#topic_0000000000000374), [OnBeforeSerialize](#topic_0000000000000373), [OnCullingChanged](#topic_00000000000002F2) (inherited from [Graphic](#topic_00000000000002D6)), [OnRebuildRequested](#topic_00000000000002F8) (inherited from [Graphic](#topic_00000000000002D6)), [ParentMaskStateChanged](#topic_0000000000000540) (inherited from [MaskableGraphic](#topic_0000000000000532)), [PixelAdjustPoint](#topic_00000000000002FB) (inherited from [Graphic](#topic_00000000000002D6)), [PreserveSpriteAspectRatio](#topic_0000000000000375), [RadialCut](#topic_0000000000000385), [Raycast](#topic_00000000000002FA) (inherited from [Graphic](#topic_00000000000002D6)), [Rebuild](#topic_00000000000002F3) (inherited from [Graphic](#topic_00000000000002D6)), [RebuildImage](#topic_0000000000000394), [RecalculateClipping](#topic_0000000000000544) (inherited from [MaskableGraphic](#topic_0000000000000532)), [RecalculateMasking](#topic_0000000000000545) (inherited from [MaskableGraphic](#topic_0000000000000532)), [RegisterDirtyLayoutCallback](#topic_0000000000000301) (inherited from [Graphic](#topic_00000000000002D6)), [RegisterDirtyMaterialCallback](#topic_0000000000000305) (inherited from [Graphic](#topic_00000000000002D6)), [RegisterDirtyVerticesCallback](#topic_0000000000000303) (inherited from [Graphic](#topic_00000000000002D6)), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SetAllDirty](#topic_00000000000002E5) (inherited from [Graphic](#topic_00000000000002D6)), [SetClipRect](#topic_000000000000053E) (inherited from [MaskableGraphic](#topic_0000000000000532)), [SetClipSoftness](#topic_000000000000053F) (inherited from [MaskableGraphic](#topic_0000000000000532)), [SetLayoutDirty](#topic_00000000000002E6) (inherited from [Graphic](#topic_00000000000002D6)), [SetMaterialDirty](#topic_00000000000002E8) (inherited from [Graphic](#topic_00000000000002D6)), [SetNativeSize](#topic_0000000000000377), [SetVerticesDirty](#topic_00000000000002E7) (inherited from [Graphic](#topic_00000000000002D6)), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TrackImage](#topic_0000000000000395), [TrackSprite](#topic_0000000000000378), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [UnTrackImage](#topic_0000000000000396), [UnregisterDirtyLayoutCallback](#topic_0000000000000302) (inherited from [Graphic](#topic_00000000000002D6)), [UnregisterDirtyMaterialCallback](#topic_0000000000000306) (inherited from [Graphic](#topic_00000000000002D6)), [UnregisterDirtyVerticesCallback](#topic_0000000000000304) (inherited from [Graphic](#topic_00000000000002D6))

Enumerations

[FillMethod](#topic_0000000000000336), [Origin180](#topic_0000000000000347), [Origin360](#topic_000000000000034C), [Origin90](#topic_0000000000000342), [OriginHorizontal](#topic_000000000000033C), [OriginVertical](#topic_000000000000033F), [Type](#topic_0000000000000331)

Fields

[m\_AlphaHitTestMinimumThreshold](#topic_0000000000000365), [m\_CachedReferencePixelsPerUnit](#topic_0000000000000370), [m\_FillAmount](#topic_000000000000035F), [m\_FillCenter](#topic_000000000000035B), [m\_FillClockwise](#topic_0000000000000361), [m\_FillMethod](#topic_000000000000035D), [m\_FillOrigin](#topic_0000000000000363), [m\_OverrideSprite](#topic_0000000000000354), [m\_PixelsPerUnitMultiplier](#topic_000000000000036E), [m\_PreserveAspect](#topic_0000000000000359), [m\_Sprite](#topic_0000000000000351), [m\_Tracked](#topic_0000000000000366), [m\_TrackedTexturelessImages](#topic_0000000000000392), [m\_Type](#topic_0000000000000357), [m\_UseSpriteMesh](#topic_0000000000000369), [s\_Initialized](#topic_0000000000000393), [s\_UVScratch](#topic_000000000000037C), [s\_Uv](#topic_0000000000000383), [s\_VertScratch](#topic_000000000000037B), [s\_Xy](#topic_0000000000000382)

Image.activeSprite Property

|  |  |
| --- | --- |
| C# |  |
| private **Sprite** activeSprite {get;} | |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.alphaHitTestMinimumThreshold Property

/// The alpha threshold specifies the minimum alpha a pixel must have for the event to considered a "hit" on the Image.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) alphaHitTestMinimumThreshold {get; set;} | |

Remarks

/// Alpha values less than the threshold will cause raycast events to pass through the Image. An value of 1 would cause only fully opaque pixels to register raycast events on the Image. The alpha tested is retrieved from the image sprite only, while the alpha of the Image [[UI.Graphic.color]] is disregarded.
///
/// alphaHitTestMinimumThreshold defaults to 0; all raycast events inside the Image rectangle are considered a hit. In order for greater than 0 to values to work, the sprite used by the Image must have readable pixels. This can be achieved by enabling Read/Write enabled in the advanced Texture Import Settings for the sprite and disabling atlassing for the sprite.
///

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public Image theButton;  ///  /// // Use this for initialization  /// void Start()  /// {  /// theButton.alphaHitTestMinimumThreshold = 0.5f;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Image](#topic_0000000000000330)

Image.defaultETC1GraphicMaterial Property

/// Cache of the default Canvas Ericsson Texture Compression 1 (ETC1) and alpha Material.
///

|  |  |
| --- | --- |
| C# |  |
| public static **Material** defaultETC1GraphicMaterial {get;} | |

Remarks

/// Stores the ETC1 supported Canvas Material that is returned from GetETC1SupportedCanvasMaterial().
/// Note: Always specify the UI/DefaultETC1 Shader in the Always Included Shader list, to use the ETC1 and alpha Material.
///

See Also

Applies to: [Image](#topic_0000000000000330)

Image.eventAlphaThreshold Property

**NOTE: This member is now obsolete.**

eventAlphaThreshold has been deprecated. Use eventMinimumAlphaThreshold instead (UnityUpgradable) -> alphaHitTestMinimumThreshold

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("eventAlphaThreshold has been deprecated. Use eventMinimumAlphaThreshold instead (UnityUpgradable) -> alphaHitTestMinimumThreshold")] public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) eventAlphaThreshold {get; set;} | |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.fillAmount Property

/// Amount of the Image shown when the Image.type is set to Image.Type.Filled.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) fillAmount {get; set;} | |

Remarks

/// 0-1 range with 0 being nothing shown, and 1 being the full Image.
///

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Cooldown : MonoBehaviour  /// {  /// public Image cooldown;  /// public bool coolingDown;  /// public float waitTime = 30.0f;  ///  /// // Update is called once per frame  /// void Update()  /// {  /// if (coolingDown == true)  /// {  /// //Reduce fill amount over 30 seconds  /// cooldown.fillAmount -= 1.0f / waitTime \* Time.deltaTime;  /// }  /// }  /// }  ///   /// |

///

See Also

Applies to: [Image](#topic_0000000000000330)

Image.fillCenter Property

/// Whether or not to render the center of a Tiled or Sliced image.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) fillCenter {get; set;} | |

Remarks

/// This will only have any effect if the Image.sprite has borders.
///

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI;  ///  /// public class FillCenterScript : MonoBehaviour  /// {  /// public Image xmasCalenderDoor;  ///  /// // removes the center of the image to reveal the image behind it  /// void OpenCalendarDoor()  /// {  /// xmasCalenderDoor.fillCenter = false;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Image](#topic_0000000000000330)

Image.fillClockwise Property

/// Whether the Image should be filled clockwise (true) or counter-clockwise (false).
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) fillClockwise {get; set;} | |

Remarks

/// This will only have any effect if the Image.type is set to Image.Type.Filled and Image.fillMethod is set to any of the Radial methods.
///

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class FillClockwiseScript : MonoBehaviour  /// {  /// public Image healthCircle;  ///  /// // This method sets the direction of the health circle.  /// // Clockwise for the Player, Counter Clockwise for the opponent.  /// void SetHealthDirection(GameObject target)  /// {  /// if (target.tag == "Player")  /// {  /// healthCircle.fillClockwise = true;  /// }  /// else if (target.tag == "Opponent")  /// {  /// healthCircle.fillClockwise = false;  /// }  /// }  /// }  ///   /// |

///

See Also

Applies to: [Image](#topic_0000000000000330)

Image.fillMethod Property

|  |  |
| --- | --- |
| C# |  |
| public [FillMethod](#topic_0000000000000336) fillMethod {get; set;} | |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.fillOrigin Property

/// Controls the origin point of the Fill process. Value means different things with each fill method.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) fillOrigin {get; set;} | |

Remarks

/// You should cast to the appropriate origin type: Image.OriginHorizontal, Image.OriginVertical, Image.Origin90, Image.Origin180 or Image.Origin360 depending on the Image.Fillmethod.
/// Note: This will only have any effect if the Image.type is set to Image.Type.Filled.
///

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using UnityEngine.UI;  /// using System.Collections;  ///  /// [RequireComponent(typeof(Image))]  /// public class ImageOriginCycle : MonoBehaviour  /// {  /// void OnEnable()  /// {  /// Image image = GetComponent<Image>();  /// string fillOriginName = "";  ///  /// switch ((Image.FillMethod)image.fillMethod)  /// {  /// case Image.FillMethod.Horizontal:  /// fillOriginName = ((Image.OriginHorizontal)image.fillOrigin).ToString();  /// break;  /// case Image.FillMethod.Vertical:  /// fillOriginName = ((Image.OriginVertical)image.fillOrigin).ToString();  /// break;  /// case Image.FillMethod.Radial90:  ///  /// fillOriginName = ((Image.Origin90)image.fillOrigin).ToString();  /// break;  /// case Image.FillMethod.Radial180:  ///  /// fillOriginName = ((Image.Origin180)image.fillOrigin).ToString();  /// break;  /// case Image.FillMethod.Radial360:  /// fillOriginName = ((Image.Origin360)image.fillOrigin).ToString();  /// break;  /// }  /// Debug.Log(string.Format("{0} is using {1} fill method with the origin on {2}", name, image.fillMethod, fillOriginName));  /// }  /// }  ///   /// |

///

See Also

Applies to: [Image](#topic_0000000000000330)

Image.flexibleHeight Property

/// See ILayoutElement.flexibleHeight.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) flexibleHeight {get;} | |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.flexibleWidth Property

/// See ILayoutElement.flexibleWidth.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) flexibleWidth {get;} | |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.hasBorder Property

/// Whether the Sprite of the image has a border to work with.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) hasBorder {get;} | |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.layoutPriority Property

/// See ILayoutElement.layoutPriority.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) layoutPriority {get;} | |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.mainTexture Property

/// Image's texture comes from the UnityEngine.Image.
///

|  |  |
| --- | --- |
| C# |  |
| public override **Texture** mainTexture {get;} | |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.material Property

/// The specified Material used by this Image. The default Material is used instead if one wasn't specified.
///

|  |  |
| --- | --- |
| C# |  |
| public override **Material** material {get; set;} | |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.minHeight Property

/// See ILayoutElement.minHeight.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) minHeight {get;} | |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.minWidth Property

/// See ILayoutElement.minWidth.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) minWidth {get;} | |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.overrideSprite Property

/// Set an override sprite to be used for rendering.
///

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** overrideSprite {get; set;} | |

Remarks

/// The UI.Image-overrideSprite|overrideSprite variable allows a sprite to have the
/// sprite changed.This change happens immediately.When the changed
/// sprite is no longer needed the sprite can be reverted back to the
/// original version.This happens when the overrideSprite
/// is set to /null/.
///

Example

/// Note: The script example below has two buttons. The button textures are loaded from the
/// /Resources/ folder. (They are not used in the shown example). Two sprites are added to
/// the example code. /Example1/ and /Example2/ are functions called by the button OnClick
/// functions. Example1 calls overrideSprite and Example2 sets overrideSprite to null.
///

|  |
| --- |
| ///   /// using System.Collections;  /// using System.Collections.Generic;  /// using UnityEngine;  /// using UnityEngine.UI;  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// private Sprite sprite1;  /// private Sprite sprite2;  /// private Image i;  ///  /// public void Start()  /// {  /// i = GetComponent<Image>();  /// sprite1 = Resources.Load<Sprite>("texture1");  /// sprite2 = Resources.Load<Sprite>("texture2");  ///  /// i.sprite = sprite1;  /// }  ///  /// // Called by a Button OnClick() with ExampleClass.Example1  /// // Uses overrideSprite to make this change temporary  /// public void Example1()  /// {  /// i.overrideSprite = sprite2;  /// }  ///  /// // Called by a Button OnClick() with ExampleClass.Example2  /// // Removes the overrideSprite which causes the original sprite to be used again.  /// public void Example2()  /// {  /// i.overrideSprite = null;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Image](#topic_0000000000000330)

Image.pixelsPerUnit Property

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) pixelsPerUnit {get;} | |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.pixelsPerUnitMultiplier Property

/// Pixel per unit modifier to change how sliced sprites are generated.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) pixelsPerUnitMultiplier {get; set;} | |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.preferredHeight Property

/// If there is a sprite being rendered returns the size of that sprite.
/// In the case of a slided or tiled sprite will return the calculated minimum size possible
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) preferredHeight {get;} | |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.preferredWidth Property

/// If there is a sprite being rendered returns the size of that sprite.
/// In the case of a slided or tiled sprite will return the calculated minimum size possible
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) preferredWidth {get;} | |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.preserveAspect Property

/// Whether this image should preserve its Sprite aspect ratio.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) preserveAspect {get; set;} | |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.sprite Property

/// The sprite that is used to render this image.
///

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** sprite {get; set;} | |

Remarks

/// This returns the source Sprite of an Image. This Sprite can also be viewed and changed in the Inspector as part of an Image component. This can also be used to change the Sprite using a script.
///

Example

///

|  |
| --- |
| ///   /// //Attach this script to an Image GameObject and set its Source Image to the Sprite you would like.  /// //Press the space key to change the Sprite. Remember to assign a second Sprite in this script's section of the Inspector.  ///  /// using UnityEngine;  /// using UnityEngine.UI;  ///  /// public class Example : MonoBehaviour  /// {  /// Image m\_Image;  /// //Set this in the Inspector  /// public Sprite m\_Sprite;  ///  /// void Start()  /// {  /// //Fetch the Image from the GameObject  /// m\_Image = GetComponent<Image>();  /// }  ///  /// void Update()  /// {  /// //Press space to change the Sprite of the Image  /// if (Input.GetKey(KeyCode.Space))  /// {  /// m\_Image.sprite = m\_Sprite;  /// }  /// }  /// }  ///   /// |

///

See Also

Applies to: [Image](#topic_0000000000000330)

Image.type Property

/// How to display the image.
///

|  |  |
| --- | --- |
| C# |  |
| public [Type](#topic_0000000000000331) type {get; set;} | |

Remarks

/// Unity can interpret an Image in various different ways depending on the intended purpose. This can be used to display:
/// - Whole images stretched to fit the RectTransform of the Image.
/// - A 9-sliced image useful for various decorated UI boxes and other rectangular elements.
/// - A tiled image with sections of the sprite repeated.
/// - As a partial image, useful for wipes, fades, timers, status bars etc.
///

See Also

Applies to: [Image](#topic_0000000000000330)

Image.useSpriteMesh Property

/// Allows you to specify whether the UI Image should be displayed using the mesh generated by the TextureImporter, or by a simple quad mesh.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) useSpriteMesh {get; set;} | |

Remarks

/// When this property is set to false, the UI Image uses a simple quad. When set to true, the UI Image uses the sprite mesh generated by the [[TextureImporter]]. You should set this to true if you want to use a tightly fitted sprite mesh based on the alpha values in your image.
/// Note: If the texture importer's SpriteMeshType property is set to SpriteMeshType.FullRect, it will only generate a quad, and not a tightly fitted sprite mesh, which means this UI image will be drawn using a quad regardless of the value of this property. Therefore, when enabling this property to use a tightly fitted sprite mesh, you must also ensure the texture importer's SpriteMeshType property is set to Tight.
///

See Also

Applies to: [Image](#topic_0000000000000330)

Image.AddQuad (VertexHelper, Vector2, Vector2, Color32, Vector2, Vector2) Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AddQuad(  [VertexHelper](#topic_00000000000006EC) *vertexHelper*,  **Vector2** *posMin*,  **Vector2** *posMax*,  **Color32** *color*,  **Vector2** *uvMin*,  **Vector2** *uvMax* ) | |

Parameters

vertexHelper

|  |
| --- |
|  |

posMin

|  |
| --- |
|  |

posMax

|  |
| --- |
|  |

color

|  |
| --- |
|  |

uvMin

|  |
| --- |
|  |

uvMax

|  |
| --- |
|  |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.AddQuad (VertexHelper, Vector3(), Color32, Vector3()) Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AddQuad(  [VertexHelper](#topic_00000000000006EC) *vertexHelper*,  **Vector3**[] *quadPositions*,  **Color32** *color*,  **Vector3**[] *quadUVs* ) | |

Parameters

vertexHelper

|  |
| --- |
|  |

quadPositions

|  |
| --- |
|  |

color

|  |
| --- |
|  |

quadUVs

|  |
| --- |
|  |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.CalculateLayoutInputHorizontal Method

/// See ILayoutElement.CalculateLayoutInputHorizontal.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CalculateLayoutInputHorizontal() | |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.CalculateLayoutInputVertical Method

/// See ILayoutElement.CalculateLayoutInputVertical.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CalculateLayoutInputVertical() | |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.DisableSpriteOptimizations Method

/// Disable all automatic sprite optimizations.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DisableSpriteOptimizations() | |

Remarks

/// When a new Sprite is assigned update optimizations are automatically applied.
///

See Also

Applies to: [Image](#topic_0000000000000330)

Image.GenerateFilledSprite Method

/// Generate vertices for a filled Image.
///

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) GenerateFilledSprite(  [VertexHelper](#topic_00000000000006EC) *toFill*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *preserveAspect* ) | |

Parameters

toFill

|  |
| --- |
|  |

preserveAspect

|  |
| --- |
|  |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.GenerateSimpleSprite Method

/// Generate vertices for a simple Image.
///

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) GenerateSimpleSprite(  [VertexHelper](#topic_00000000000006EC) *vh*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *lPreserveAspect* ) | |

Parameters

vh

|  |
| --- |
|  |

lPreserveAspect

|  |
| --- |
|  |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.GenerateSlicedSprite Method

/// Generate vertices for a 9-sliced Image.
///

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) GenerateSlicedSprite(  [VertexHelper](#topic_00000000000006EC) *toFill* ) | |

Parameters

toFill

|  |
| --- |
|  |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.GenerateSprite Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) GenerateSprite(  [VertexHelper](#topic_00000000000006EC) *vh*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *lPreserveAspect* ) | |

Parameters

vh

|  |
| --- |
|  |

lPreserveAspect

|  |
| --- |
|  |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.GenerateTiledSprite Method

/// Generate vertices for a tiled Image.
///

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) GenerateTiledSprite(  [VertexHelper](#topic_00000000000006EC) *toFill* ) | |

Parameters

toFill

|  |
| --- |
|  |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.GetAdjustedBorders Method

|  |  |
| --- | --- |
| C# |  |
| private **Vector4** GetAdjustedBorders(  **Vector4** *border*,  **Rect** *adjustedRect* ) | |

Parameters

border

|  |
| --- |
|  |

adjustedRect

|  |
| --- |
|  |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.GetDrawingDimensions Method

|  |  |
| --- | --- |
| C# |  |
| private **Vector4** GetDrawingDimensions(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *shouldPreserveAspect* ) | |

Parameters

shouldPreserveAspect

|  |
| --- |
|  |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.IsRaycastLocationValid Method

/// Calculate if the ray location for this image is a valid hit location. Takes into account a Alpha test threshold.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsRaycastLocationValid(  **Vector2** *screenPoint*,  **Camera** *eventCamera* ) | |

Parameters

screenPoint

|  |
| --- |
| The screen point to check against |

eventCamera

|  |
| --- |
| The camera in which to use to calculate the coordinating position |

Returns

If the location is a valid hit or not.

Implements

[ICanvasRaycastFilter.IsRaycastLocationValid](https://docs.microsoft.com/en-us/dotnet/api/unityengine.icanvasraycastfilter.israycastlocationvalid)

Remarks

Also see See:ICanvasRaycastFilter.

See Also

Applies to: [Image](#topic_0000000000000330)

Image.MapCoordinate Method

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** MapCoordinate(  **Vector2** *local*,  **Rect** *rect* ) | |

Parameters

local

|  |
| --- |
|  |

rect

|  |
| --- |
|  |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.OnAfterDeserialize Method

/// See ISerializationCallbackReceiver.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnAfterDeserialize() | |

Implements

[ISerializationCallbackReceiver.OnAfterDeserialize](https://docs.microsoft.com/en-us/dotnet/api/unityengine.iserializationcallbackreceiver.onafterdeserialize)

See Also

Applies to: [Image](#topic_0000000000000330)

Image.OnBeforeSerialize Method

/// See ISerializationCallbackReceiver.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnBeforeSerialize() | |

Implements

[ISerializationCallbackReceiver.OnBeforeSerialize](https://docs.microsoft.com/en-us/dotnet/api/unityengine.iserializationcallbackreceiver.onbeforeserialize)

See Also

Applies to: [Image](#topic_0000000000000330)

Image.PreserveSpriteAspectRatio Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) PreserveSpriteAspectRatio(  ref **Rect** *rect*,  **Vector2** *spriteSize* ) | |

Parameters

rect

|  |
| --- |
|  |

spriteSize

|  |
| --- |
|  |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.RadialCut (Vector3(), Single, Single, Boolean, Int32) Method

/// Adjust the specified quad, making it be radially filled instead.
///

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RadialCut(  **Vector3**[] *xy*,  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *cos*,  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *sin*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *invert*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *corner* ) | |

Parameters

xy

|  |
| --- |
|  |

cos

|  |
| --- |
|  |

sin

|  |
| --- |
|  |

invert

|  |
| --- |
|  |

corner

|  |
| --- |
|  |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.RadialCut (Vector3(), Vector3(), Single, Boolean, Int32) Method

/// Adjust the specified quad, making it be radially filled instead.
///

|  |  |
| --- | --- |
| C# |  |
| private static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) RadialCut(  **Vector3**[] *xy*,  **Vector3**[] *uv*,  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *fill*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *invert*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *corner* ) | |

Parameters

xy

|  |
| --- |
|  |

uv

|  |
| --- |
|  |

fill

|  |
| --- |
|  |

invert

|  |
| --- |
|  |

corner

|  |
| --- |
|  |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.RebuildImage Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RebuildImage(  **SpriteAtlas** *spriteAtlas* ) | |

Parameters

spriteAtlas

|  |
| --- |
|  |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.SetNativeSize Method

/// Adjusts the image size to make it pixel-perfect.
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetNativeSize() | |

Remarks

/// This means setting the Images RectTransform.sizeDelta to be equal to the Sprite dimensions.
///

See Also

Applies to: [Image](#topic_0000000000000330)

Image.TrackImage Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) TrackImage(  [Image](#topic_0000000000000330) *g* ) | |

Parameters

g

|  |
| --- |
|  |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.TrackSprite Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) TrackSprite() | |

See Also

Applies to: [Image](#topic_0000000000000330)

Image.UnTrackImage Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UnTrackImage(  [Image](#topic_0000000000000330) *g* ) | |

Parameters

g

|  |
| --- |
|  |

See Also

Applies to: [Image](#topic_0000000000000330)

FillMethod Enumeration

/// The possible fill method types for a Filled Image.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Horizontal | 0 | /// The Image will be filled Horizontally. /// |
| Radial180 | 3 | /// The Image will be filled Radially with the radial center in one of the edges. /// |
| Radial360 | 4 | /// The Image will be filled Radially with the radial center at the center. /// |
| Radial90 | 2 | /// The Image will be filled Radially with the radial center in one of the corners. /// |
| Vertical | 1 | /// The Image will be filled Vertically. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [Image](#topic_0000000000000330)

Origin180 Enumeration

/// Origin for the Image.FillMethod.Radial180.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Bottom | 0 | /// Center of the radial at the center of the Bottom edge. /// |
| Left | 1 | /// Center of the radial at the center of the Left edge. /// |
| Right | 3 | /// Center of the radial at the center of the Right edge. /// |
| Top | 2 | /// Center of the radial at the center of the Top edge. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [Image](#topic_0000000000000330)

Origin360 Enumeration

/// One of the points of the Arc for the Image.FillMethod.Radial360.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Bottom | 0 | /// Arc starting at the center of the Bottom edge. /// |
| Left | 3 | /// Arc starting at the center of the Left edge. /// |
| Right | 1 | /// Arc starting at the center of the Right edge. /// |
| Top | 2 | /// Arc starting at the center of the Top edge. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [Image](#topic_0000000000000330)

Origin90 Enumeration

/// Origin for the Image.FillMethod.Radial90.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| BottomLeft | 0 | /// Radial starting at the Bottom Left corner. /// |
| BottomRight | 3 | /// Radial starting at the Bottom Right corner. /// |
| TopLeft | 1 | /// Radial starting at the Top Left corner. /// |
| TopRight | 2 | /// Radial starting at the Top Right corner. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [Image](#topic_0000000000000330)

OriginHorizontal Enumeration

/// Origin for the Image.FillMethod.Horizontal.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Left | 0 | /// >Origin at the Left side. /// |
| Right | 1 | /// >Origin at the Right side. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [Image](#topic_0000000000000330)

OriginVertical Enumeration

/// Origin for the Image.FillMethod.Vertical.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Bottom | 0 | /// >Origin at the Bottom Edge. /// |
| Top | 1 | /// >Origin at the Top Edge. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [Image](#topic_0000000000000330)

Type Enumeration

/// Image fill type controls how to display the image.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Filled | 3 | /// Displays only a portion of the Image. /// |
| Simple | 0 | /// Displays the full Image /// |
| Sliced | 1 | /// Displays the Image as a 9-sliced graphic. /// |
| Tiled | 2 | /// Displays a sliced Sprite with its resizable sections tiled instead of stretched. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [Image](#topic_0000000000000330)

m\_AlphaHitTestMinimumThreshold Field

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_AlphaHitTestMinimumThreshold | |

See Also

Applies to: [Image](#topic_0000000000000330)

m\_CachedReferencePixelsPerUnit Field

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_CachedReferencePixelsPerUnit | |

See Also

Applies to: [Image](#topic_0000000000000330)

m\_FillAmount Field

|  |  |
| --- | --- |
| C# |  |
| [Range(0, 1)] [SerializeField()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_FillAmount | |

See Also

Applies to: [Image](#topic_0000000000000330)

m\_FillCenter Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_FillCenter | |

See Also

Applies to: [Image](#topic_0000000000000330)

m\_FillClockwise Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_FillClockwise | |

See Also

Applies to: [Image](#topic_0000000000000330)

m\_FillMethod Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [FillMethod](#topic_0000000000000336) m\_FillMethod | |

See Also

Applies to: [Image](#topic_0000000000000330)

m\_FillOrigin Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) m\_FillOrigin | |

See Also

Applies to: [Image](#topic_0000000000000330)

m\_OverrideSprite Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] private **Sprite** m\_OverrideSprite | |

See Also

Applies to: [Image](#topic_0000000000000330)

m\_PixelsPerUnitMultiplier Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_PixelsPerUnitMultiplier | |

See Also

Applies to: [Image](#topic_0000000000000330)

m\_PreserveAspect Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_PreserveAspect | |

See Also

Applies to: [Image](#topic_0000000000000330)

m\_Sprite Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("m\_Frame")] [SerializeField()] private **Sprite** m\_Sprite | |

See Also

Applies to: [Image](#topic_0000000000000330)

m\_Tracked Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_Tracked | |

See Also

Applies to: [Image](#topic_0000000000000330)

m\_TrackedTexturelessImages Field

|  |  |
| --- | --- |
| C# |  |
| new private static [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[Image](#topic_0000000000000330)> m\_TrackedTexturelessImages | |

See Also

Applies to: [Image](#topic_0000000000000330)

m\_Type Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [Type](#topic_0000000000000331) m\_Type | |

See Also

Applies to: [Image](#topic_0000000000000330)

m\_UseSpriteMesh Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_UseSpriteMesh | |

See Also

Applies to: [Image](#topic_0000000000000330)

s\_Initialized Field

|  |  |
| --- | --- |
| C# |  |
| private static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) s\_Initialized | |

See Also

Applies to: [Image](#topic_0000000000000330)

s\_UVScratch Field

|  |  |
| --- | --- |
| C# |  |
| new private static readonly **Vector2**[] s\_UVScratch | |

See Also

Applies to: [Image](#topic_0000000000000330)

s\_Uv Field

|  |  |
| --- | --- |
| C# |  |
| new private static readonly **Vector3**[] s\_Uv | |

See Also

Applies to: [Image](#topic_0000000000000330)

s\_VertScratch Field

|  |  |
| --- | --- |
| C# |  |
| new private static readonly **Vector2**[] s\_VertScratch | |

See Also

Applies to: [Image](#topic_0000000000000330)

s\_Xy Field

|  |  |
| --- | --- |
| C# |  |
| new private static readonly **Vector3**[] s\_Xy | |

See Also

Applies to: [Image](#topic_0000000000000330)

InputField Class

/// Turn a simple label into a interactable input field.
///

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

[UnityEngine.UI.Selectable](#topic_000000000000061B)

**UnityEngine.UI.InputField**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("UI/Legacy/Input Field", 103)] public class InputField : [Selectable](#topic_000000000000061B),  [IUpdateSelectedHandler](#topic_000000000000005A),  [IBeginDragHandler](#topic_000000000000004E),  [IDragHandler](#topic_0000000000000052),  [IEndDragHandler](#topic_0000000000000054),  [IPointerClickHandler](#topic_000000000000004C),  [ISubmitHandler](#topic_0000000000000062),  [ICanvasElement](#topic_0000000000000202),  [ILayoutElement](#topic_00000000000004C4) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[allSelectableCount](#topic_000000000000061E) (inherited from [Selectable](#topic_000000000000061B)), [allSelectables](#topic_000000000000061F) (inherited from [Selectable](#topic_000000000000061B)), [allSelectablesArray](#topic_000000000000061D) (inherited from [Selectable](#topic_000000000000061B)), [animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [animationTriggers](#topic_0000000000000632) (inherited from [Selectable](#topic_000000000000061B)), [animator](#topic_0000000000000639) (inherited from [Selectable](#topic_000000000000061B)), [asteriskChar](#topic_0000000000000402), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [caretBlinkRate](#topic_00000000000003ED), [caretColor](#topic_00000000000003F1), [caretPosition](#topic_0000000000000406), [caretSelectPosition](#topic_0000000000000405), [caretWidth](#topic_00000000000003EE), [characterLimit](#topic_00000000000003F9), [characterValidation](#topic_00000000000003FF), [clipboard](#topic_000000000000040F), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [colors](#topic_0000000000000630) (inherited from [Selectable](#topic_000000000000061B)), [compositionString](#topic_00000000000003E4), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [contentType](#topic_00000000000003FA), [customCaretColor](#topic_00000000000003F2), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [flexibleHeight](#topic_0000000000000455), [flexibleWidth](#topic_0000000000000452), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hasSelection](#topic_0000000000000404), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [image](#topic_0000000000000638) (inherited from [Selectable](#topic_000000000000061B)), [input](#topic_00000000000003E3), [inputType](#topic_00000000000003FC), [interactable](#topic_0000000000000634) (inherited from [Selectable](#topic_000000000000061B)), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [isFocused](#topic_00000000000003EC), [keyboardType](#topic_00000000000003FE), [layoutPriority](#topic_0000000000000456), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [lineType](#topic_00000000000003FB), [minHeight](#topic_0000000000000453), [minWidth](#topic_0000000000000450), [multiLine](#topic_0000000000000401), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [navigation](#topic_000000000000062E) (inherited from [Selectable](#topic_000000000000061B)), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [onEndEdit](#topic_00000000000003F4), [onSubmit](#topic_00000000000003F5), [onValidateInput](#topic_00000000000003F8), [onValueChange](#topic_00000000000003F6), [onValueChanged](#topic_00000000000003F7), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [placeholder](#topic_00000000000003F0), [preferredHeight](#topic_0000000000000454), [preferredWidth](#topic_0000000000000451), [readOnly](#topic_0000000000000400), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [selectionAnchorPosition](#topic_0000000000000407), [selectionColor](#topic_00000000000003F3), [selectionFocusPosition](#topic_0000000000000408), [shouldActivateOnSelect](#topic_00000000000003E8), [shouldHideMobileInput](#topic_00000000000003E7), [spriteState](#topic_0000000000000631) (inherited from [Selectable](#topic_000000000000061B)), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [targetGraphic](#topic_0000000000000633) (inherited from [Selectable](#topic_000000000000061B)), [text](#topic_00000000000003E9), [textComponent](#topic_00000000000003EF), [touchScreenKeyboard](#topic_00000000000003FD), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [transition](#topic_000000000000062F) (inherited from [Selectable](#topic_000000000000061B)), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**), [wasCanceled](#topic_0000000000000403)

Methods

[ActivateInputField](#topic_0000000000000443), [ActivateInputFieldInternal](#topic_0000000000000444), [AllSelectablesNoAlloc](#topic_0000000000000620) (inherited from [Selectable](#topic_000000000000061B)), [AssignPositioningIfNeeded](#topic_000000000000043E), [Backspace](#topic_000000000000042E), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CalculateLayoutInputHorizontal](#topic_000000000000044E), [CalculateLayoutInputVertical](#topic_000000000000044F), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CaretBlink](#topic_0000000000000409), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [CreateCursorVerts](#topic_0000000000000441), [DeactivateInputField](#topic_0000000000000447), [Delete](#topic_000000000000042C), [DetermineCharacterLine](#topic_0000000000000425), [EnforceContentType](#topic_000000000000044A), [EnforceTextHOverflow](#topic_000000000000044B), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [FindSelectable](#topic_000000000000063E) (inherited from [Selectable](#topic_000000000000061B)), [FindSelectableOnDown](#topic_0000000000000644) (inherited from [Selectable](#topic_000000000000061B)), [FindSelectableOnLeft](#topic_0000000000000641) (inherited from [Selectable](#topic_000000000000061B)), [FindSelectableOnRight](#topic_0000000000000642) (inherited from [Selectable](#topic_000000000000061B)), [FindSelectableOnUp](#topic_0000000000000643) (inherited from [Selectable](#topic_000000000000061B)), [FindtNextWordBegin](#topic_0000000000000421), [FindtPrevWordBegin](#topic_0000000000000423), [ForceLabelUpdate](#topic_0000000000000438), [ForwardSpace](#topic_000000000000042D), [GenerateCaret](#topic_0000000000000440), [GenerateHighlight](#topic_0000000000000442), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetLineEndPosition](#topic_0000000000000436), [GetLineStartPosition](#topic_0000000000000435), [GetSelectedString](#topic_0000000000000420), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetUnclampedCharacterLineFromPosition](#topic_0000000000000415), [GraphicUpdateComplete](#topic_000000000000043C), [InPlaceEditing](#topic_0000000000000411), [InPlaceEditingChanged](#topic_0000000000000412), [Insert](#topic_000000000000042F), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInteractable](#topic_000000000000063B) (inherited from [Selectable](#topic_000000000000061B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [IsSelectionVisible](#topic_0000000000000434), [IsValidChar](#topic_000000000000041C), [LayoutComplete](#topic_000000000000043B), [LineDownCharacterPosition](#topic_0000000000000427), [LineUpCharacterPosition](#topic_0000000000000426), [MarkGeometryAsDirty](#topic_0000000000000439), [MayDrag](#topic_0000000000000416), [MouseDragOutsideRect](#topic_0000000000000419), [MoveDown](#topic_0000000000000428), [MoveLeft](#topic_0000000000000424), [MoveRight](#topic_0000000000000422), [MoveTextEnd](#topic_000000000000040D), [MoveTextStart](#topic_000000000000040E), [MoveUp](#topic_000000000000042A), [OnBeginDrag](#topic_0000000000000417), [OnDeselect](#topic_0000000000000448), [OnDrag](#topic_0000000000000418), [OnEndDrag](#topic_000000000000041A), [OnFillVBO](#topic_000000000000043F), [OnMove](#topic_0000000000000645) (inherited from [Selectable](#topic_000000000000061B)), [OnPointerClick](#topic_0000000000000446), [OnPointerDown](#topic_000000000000041B), [OnPointerEnter](#topic_000000000000064C) (inherited from [Selectable](#topic_000000000000061B)), [OnPointerExit](#topic_000000000000064D) (inherited from [Selectable](#topic_000000000000061B)), [OnPointerUp](#topic_000000000000064B) (inherited from [Selectable](#topic_000000000000061B)), [OnSelect](#topic_0000000000000445), [OnSubmit](#topic_0000000000000449), [OnUpdateSelected](#topic_000000000000041F), [ProcessEvent](#topic_000000000000041E), [Rebuild](#topic_000000000000043A), [ScreenToLocal](#topic_0000000000000414), [Select](#topic_0000000000000650) (inherited from [Selectable](#topic_000000000000061B)), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SendOnValueChanged](#topic_0000000000000432), [SendOnValueChangedAndUpdateLabel](#topic_0000000000000431), [SetCaretActive](#topic_000000000000040B), [SetCaretVisible](#topic_000000000000040A), [SetDrawRangeToContainCaretPosition](#topic_0000000000000437), [SetText](#topic_00000000000003EB), [SetTextWithoutNotify](#topic_00000000000003EA), [SetToCustom](#topic_000000000000044D), [SetToCustomIfContentTypeIsNot](#topic_000000000000044C), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TouchScreenKeyboardShouldBeUsed](#topic_0000000000000410), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [UpdateCaretFromKeyboard](#topic_0000000000000413), [UpdateCaretMaterial](#topic_000000000000040C), [UpdateGeometry](#topic_000000000000043D), [UpdateTouchKeyboardFromEditChanges](#topic_0000000000000430)

Classes

[EndEditEvent](#topic_00000000000003B9), [OnChangeEvent](#topic_00000000000003BA), [SubmitEvent](#topic_00000000000003B8)

Delegates

[OnValidateInput](#topic_00000000000003B7)

Enumerations

[CharacterValidation](#topic_00000000000003AC), [ContentType](#topic_000000000000039D), [InputType](#topic_00000000000003A8), [LineType](#topic_00000000000003B3)

Fields

[caretRectTrans](#topic_00000000000003D0), [kEmailSpecialCharacters](#topic_00000000000003E5), [kHScrollSpeed](#topic_00000000000003D8), [kOculusQuestDeviceModel](#topic_00000000000003E6), [kSeparators](#topic_00000000000003BB), [kVScrollSpeed](#topic_00000000000003D9), [k\_MaxTextLength](#topic_0000000000000433), [m\_AllowInput](#topic_00000000000003D4), [m\_AsteriskChar](#topic_00000000000003BF), [m\_BlinkCoroutine](#topic_00000000000003DA), [m\_BlinkStartTime](#topic_00000000000003DB), [m\_CachedInputRenderer](#topic_00000000000003D2), [m\_CaretBlinkRate](#topic_00000000000003CC), [m\_CaretColor](#topic_00000000000003C9), [m\_CaretWidth](#topic_00000000000003CD), [m\_CharacterLimit](#topic_00000000000003C4), [m\_CharacterValidation](#topic_00000000000003C3), [m\_ContentType](#topic_00000000000003BD), [m\_CustomCaretColor](#topic_00000000000003CA), [m\_DragCoroutine](#topic_00000000000003DC), [m\_DragPositionOutOfBounds](#topic_00000000000003D7), [m\_HasDoneFocusTransition](#topic_00000000000003DF), [m\_HideMobileInput](#topic_00000000000003C2), [m\_InputTextCache](#topic_00000000000003D1), [m\_InputType](#topic_00000000000003BE), [m\_IsCompositionActive](#topic_00000000000003E2), [m\_KeyboardType](#topic_00000000000003C0), [m\_LineType](#topic_00000000000003C1), [m\_OnDidEndEdit](#topic_00000000000003C6), [m\_OnSubmit](#topic_00000000000003C5), [m\_OnValidateInput](#topic_00000000000003C8), [m\_OnValueChanged](#topic_00000000000003C7), [m\_OriginalText](#topic_00000000000003DD), [m\_PreventFontCallback](#topic_00000000000003D3), [m\_ProcessingEvent](#topic_000000000000041D), [m\_ReadOnly](#topic_00000000000003CE), [m\_SelectionColor](#topic_00000000000003CB), [m\_ShouldActivateNextUpdate](#topic_00000000000003D5), [m\_ShouldActivateOnSelect](#topic_00000000000003CF), [m\_TouchKeyboardAllowsInPlaceEditing](#topic_00000000000003E1), [m\_UpdateDrag](#topic_00000000000003D6), [m\_WaitForSecondsRealtime](#topic_00000000000003E0), [m\_WasCanceled](#topic_00000000000003DE), [s\_IsQuestDevice](#topic_00000000000003BC)

InputField.asteriskChar Property

/// The character used to hide text in password field.
///

|  |  |
| --- | --- |
| C# |  |
| public [char](https://docs.microsoft.com/en-us/dotnet/api/system.char) asteriskChar {get; set;} | |

Remarks

/// Not shown in the inspector.
///

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Example : MonoBehaviour  /// {  /// public InputField mainInputField;  ///  /// void Start()  /// {  /// // changes the password symbol. 0 = $, 1 = ! 2 = £ and so on.  /// mainInputField.asteriskChar = "$!£%&\*"[0];  /// }  /// }  ///   /// |

///

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.caretBlinkRate Property

/// The blinking rate of the input caret, defined as the number of times the blink cycle occurs per second.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) caretBlinkRate {get; set;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.caretColor Property

/// The custom caret color used if customCaretColor is set.
///

|  |  |
| --- | --- |
| C# |  |
| public **Color** caretColor {get; set;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.caretPosition Property

/// Get: Returns the focus position as thats the position that moves around even during selection.
/// Set: Set both the anchor and focus position such that a selection doesn't happen
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) caretPosition {get; set;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.caretSelectPosition Property

**NOTE: This member is now obsolete.**

caretSelectPosition has been deprecated. Use selectionFocusPosition instead (UnityUpgradable) -> selectionFocusPosition

|  |  |
| --- | --- |
| C# |  |
| [System.ComponentModel.EditorBrowsable(System.ComponentModel.EditorBrowsableState.Never)] [Obsolete("caretSelectPosition has been deprecated. Use selectionFocusPosition instead (UnityUpgradable) -> selectionFocusPosition", true)] public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) caretSelectPosition {get;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.caretWidth Property

/// The width of the caret in pixels.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) caretWidth {get; set;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.characterLimit Property

/// How many characters the input field is limited to. 0 = infinite.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) characterLimit {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Example : MonoBehaviour  /// {  /// public InputField mainInputField;  /// public string playerName;  ///  /// void Start()  /// {  /// //Changes the character limit in the main input field.  /// mainInputField.characterLimit = playerName.Length;  /// }  /// }  ///   /// |

///

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.characterValidation Property

/// The type of validation to perform on a character
///

|  |  |
| --- | --- |
| C# |  |
| public [CharacterValidation](#topic_00000000000003AC) characterValidation {get; set;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.clipboard Property

|  |  |
| --- | --- |
| C# |  |
| private static [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) clipboard {get; set;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.compositionString Property

|  |  |
| --- | --- |
| C# |  |
| private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) compositionString {get;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.contentType Property

/// Specifies the type of the input text content.
///

|  |  |
| --- | --- |
| C# |  |
| public [ContentType](#topic_000000000000039D) contentType {get; set;} | |

Remarks

/// The ContentType affects character validation, keyboard type used (on platforms with on-screen keyboards), whether the InputField accepts multiple lines, and whether the text is autocorrected (on platforms that offer input auto-correction) or is treated as a password where the characters are not shown directly.
///

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Example : MonoBehaviour  /// {  /// public InputField mainInputField;  /// public string playerName;  ///  /// void Start()  /// {  /// //Changes the character limit in the main input field.  /// mainInputField.characterLimit = playerName.Length;  /// }  /// }  ///   /// |

///

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.customCaretColor Property

/// Should a custom caret color be used or should the textComponent.color be used.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) customCaretColor {get; set;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.flexibleHeight Property

/// See ILayoutElement.flexibleHeight.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) flexibleHeight {get;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.flexibleWidth Property

/// See ILayoutElement.flexibleWidth.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) flexibleWidth {get;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.hasSelection Property

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) hasSelection {get;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.input Property

|  |  |
| --- | --- |
| C# |  |
| private [BaseInput](#topic_00000000000000FD) input {get;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.inputType Property

/// The type of input expected. See InputField.InputType.
///

|  |  |
| --- | --- |
| C# |  |
| public [InputType](#topic_00000000000003A8) inputType {get; set;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.isFocused Property

/// Whether the InputField has focus and whether it is able to process events.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isFocused {get;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Example : MonoBehaviour  /// {  /// public GameObject mainInputField;  ///  /// void Update()  /// {  /// //If the input field is focused, change its color to green.  /// if (mainInputField.GetComponent<InputField>().isFocused == true)  /// {  /// mainInputField.GetComponent<Image>().color = Color.green;  /// }  /// }  /// }  ///   /// |

///

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.keyboardType Property

/// They type of mobile keyboard that will be used.
///

|  |  |
| --- | --- |
| C# |  |
| public **TouchScreenKeyboardType** keyboardType {get; set;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.layoutPriority Property

/// See ILayoutElement.layoutPriority.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) layoutPriority {get;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.lineType Property

/// The LineType used by the InputField.
///

|  |  |
| --- | --- |
| C# |  |
| public [LineType](#topic_00000000000003B3) lineType {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Example : MonoBehaviour  /// {  /// public GameObject mainInputField;  ///  /// //When you press a button, this method is called.  /// public void ChangeInputField(int type)  /// {  /// if (type == 0)  /// {  /// //Change the input field to "Single Line" line type.  /// mainInputField.GetComponent<InputField>().lineType = InputField.LineType.SingleLine;  /// }  /// else if (type == 1)  /// {  /// //Change the input field to "MultiLine Newline" line type.  /// mainInputField.GetComponent<InputField>().lineType = InputField.LineType.MultiLineNewline;  /// }  /// else if (type == 2)  /// {  /// //Change the input field to "MultiLine Submit" line type.  /// mainInputField.GetComponent<InputField>().lineType = InputField.LineType.MultiLineSubmit;  /// }  /// }  /// }  ///   /// |

///

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.minHeight Property

/// See ILayoutElement.minHeight.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) minHeight {get;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.minWidth Property

/// See ILayoutElement.minWidth.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) minWidth {get;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.multiLine Property

/// If the input field supports multiple lines.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) multiLine {get;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Example : MonoBehaviour  /// {  /// public InputField mainInputField;  ///  /// public void Update()  /// {  /// //Check to see if the input field is set to allow multiple lines.  /// if (mainInputField.multiLine)  /// {  /// //Set the input field to only allow Single Lines, if it is currently set to allow Multiple lines.  /// mainInputField.lineType = InputField.LineType.SingleLine;  /// //Print to console  /// Debug.Log("The main input field is now set to allow single lines only!");  /// }  /// }  /// }  ///   /// |

///

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.onEndEdit Property

/// The Unity Event to call when editing has ended
///

|  |  |
| --- | --- |
| C# |  |
| public [EndEditEvent](#topic_00000000000003B9) onEndEdit {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Example : MonoBehaviour  /// {  /// public InputField mainInputField;  ///  /// // Checks if there is anything entered into the input field.  /// void LockInput(InputField input)  /// {  /// if (input.text.Length > 0)  /// {  /// Debug.Log("Text has been entered");  /// }  /// else if (input.text.Length == 0)  /// {  /// Debug.Log("Main Input Empty");  /// }  /// }  ///  /// public void Start()  /// {  /// //Adds a listener that invokes the "LockInput" method when the player finishes editing the main input field.  /// //Passes the main input field into the method when "LockInput" is invoked  /// mainInputField.onEndEdit.AddListener(delegate {LockInput(mainInputField); });  /// }  /// }  ///   /// |

///

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.onSubmit Property

/// The Unity Event to call when editing has ended
///

|  |  |
| --- | --- |
| C# |  |
| public [SubmitEvent](#topic_00000000000003B8) onSubmit {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Example : MonoBehaviour  /// {  /// public InputField mainInputField;  ///  /// // Checks if there is anything entered into the input field.  /// void LockInput(InputField input)  /// {  /// if (input.text.Length > 0)  /// {  /// Debug.Log("Text has been entered");  /// }  /// else if (input.text.Length == 0)  /// {  /// Debug.Log("Main Input Empty");  /// }  /// }  ///  /// public void Start()  /// {  /// //Adds a listener that invokes the "LockInput" method when the player finishes editing the main input field.  /// //Passes the main input field into the method when "LockInput" is invoked  /// mainInputField.onSubmit.AddListener(delegate {LockInput(mainInputField); });  /// }  /// }  ///   /// |

///

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.onValidateInput Property

/// The function to call to validate the input characters.
///

|  |  |
| --- | --- |
| C# |  |
| public [OnValidateInput](#topic_00000000000003B7) onValidateInput {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Example : MonoBehaviour  /// {  /// public InputField mainInputField;  ///  /// public void Start()  /// {  /// // Sets the MyValidate method to invoke after the input field's default input validation invoke (default validation happens every time a character is entered into the text field.)  /// mainInputField.onValidateInput += delegate(string input, int charIndex, char addedChar) { return MyValidate(addedChar); };  /// }  ///  /// private char MyValidate(char charToValidate)  /// {  /// //Checks if a dollar sign is entered....  /// if (charToValidate == '$')  /// {  /// // ... if it is change it to an empty character.  /// charToValidate = '\0';  /// }  /// return charToValidate;  /// }  /// }  ///   /// |

///

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.onValueChange Property

**NOTE: This member is now obsolete.**

onValueChange has been renamed to onValueChanged

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("onValueChange has been renamed to onValueChanged")] public [OnChangeEvent](#topic_00000000000003BA) onValueChange {get; set;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.onValueChanged Property

/// Accessor to the OnChangeEvent.
///

|  |  |
| --- | --- |
| C# |  |
| public [OnChangeEvent](#topic_00000000000003BA) onValueChanged {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Example : MonoBehaviour  /// {  /// public InputField mainInputField;  ///  /// public void Start()  /// {  /// //Adds a listener to the main input field and invokes a method when the value changes.  /// mainInputField.onValueChange.AddListener(delegate {ValueChangeCheck(); });  /// }  ///  /// // Invoked when the value of the text field changes.  /// public void ValueChangeCheck()  /// {  /// Debug.Log("Value Changed");  /// }  /// }  ///   /// |

///

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.placeholder Property

/// This is an optional ‘empty’ graphic to show that the InputField text field is empty. Note that this ‘empty' graphic still displays even when the InputField is selected (that is; when there is focus on it).
/// A placeholder graphic can be used to show subtle hints or make it more obvious that the control is an InputField.
///

|  |  |
| --- | --- |
| C# |  |
| public [Graphic](#topic_00000000000002D6) placeholder {get; set;} | |

Remarks

/// If a Text component is used as the placeholder, it's recommended to make the placeholder text look different from the real text of the InputField so they are not easily confused. For example, the placeholder text might be a more subtle color or have lower alpha value.
///

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.preferredHeight Property

/// Get the height of all the text if constrained to the height of the RectTransform.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) preferredHeight {get;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.preferredWidth Property

/// Get the displayed with of all input characters.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) preferredWidth {get;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.readOnly Property

/// Set the InputField to be read only.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) readOnly {get; set;} | |

Remarks

/// Setting read only allows for highlighting of text without allowing modifications via keyboard.
///

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.selectionAnchorPosition Property

/// The beginning point of the selection.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) selectionAnchorPosition {get; set;} | |

Remarks

/// When making a selection with a mouse, the anchor is where in the document the mouse button is initially pressed.
/// Get: Returns the beginning position of selection
/// Set: If Input.compositionString is 0 set the fixed position.
///

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.selectionColor Property

/// The color of the highlight to show which characters are selected.
///

|  |  |
| --- | --- |
| C# |  |
| public **Color** selectionColor {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Example : MonoBehaviour  /// {  /// public InputField mainInputField;  ///  /// // Changes the color of the highlight that shows what characters are selected.  /// void ChangeSelectionColor()  /// {  /// mainInputField.selectionColor = Color.red;  /// }  /// }  ///   /// |

///

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.selectionFocusPosition Property

/// The end point of the selection.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) selectionFocusPosition {get; set;} | |

Remarks

/// When making a selection with a mouse, the focus is where in the document the mouse button is released.
/// Get: Returns the end position of selection
/// Set: If Input.compositionString is 0 set the variable position.
///

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.shouldActivateOnSelect Property

/// Should the inputfield be automatically activated upon selection.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) shouldActivateOnSelect {get; set;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.shouldHideMobileInput Property

/// Should the mobile keyboard input be hidden. This allows for input to happen with a caret in the InputField instead of a OS input box above the keyboard.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) shouldHideMobileInput {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Example : MonoBehaviour  /// {  /// public InputField mainInputField;  ///  /// public void Start()  /// {  /// //This setting can be toggled in the inspector.  /// mainInputField.shouldHideMobileInput = true;  /// }  /// }  ///   /// |

///

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.text Property

/// Input field's current text value. This is not necessarily the same as what is visible on screen.
///

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) text {get; set;} | |

Remarks

/// Note that null is invalid value for InputField.text.
///

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Example : MonoBehaviour  /// {  /// public InputField mainInputField;  ///  /// public void Start()  /// {  /// mainInputField.text = "Enter Text Here...";  /// }  /// }  ///   /// |

///

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.textComponent Property

/// The Text component that is going to be used to render the text to screen.
///

|  |  |
| --- | --- |
| C# |  |
| public [Text](#topic_00000000000006A6) textComponent {get; set;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.touchScreenKeyboard Property

/// The TouchScreenKeyboard being used to edit the Input Field.
///

|  |  |
| --- | --- |
| C# |  |
| public **TouchScreenKeyboard** touchScreenKeyboard {get;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.wasCanceled Property

/// If the InputField was canceled and will revert back to the original text upon DeactivateInputField.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) wasCanceled {get;} | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.ActivateInputField Method

/// Function to activate the InputField to begin processing Events.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ActivateInputField() | |

Remarks

/// Will only activate if deactivated.
///

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI;  ///  /// public class Example : MonoBehaviour  /// {  /// public InputField mainInputField;  ///  /// // Activate the main input field when the scene starts.  /// void Start()  /// {  /// mainInputField.ActivateInputField();  /// }  /// }  ///   /// |

///

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.ActivateInputFieldInternal Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ActivateInputFieldInternal() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.AssignPositioningIfNeeded Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AssignPositioningIfNeeded() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.Backspace Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Backspace() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.CalculateLayoutInputHorizontal Method

/// See ILayoutElement.CalculateLayoutInputHorizontal.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CalculateLayoutInputHorizontal() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.CalculateLayoutInputVertical Method

/// See ILayoutElement.CalculateLayoutInputVertical.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CalculateLayoutInputVertical() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.CaretBlink Method

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](https://docs.microsoft.com/en-us/dotnet/api/system.collections.ienumerator) CaretBlink() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.CreateCursorVerts Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CreateCursorVerts() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.DeactivateInputField Method

/// Function to deactivate the InputField to stop the processing of Events and send OnSubmit if not canceled.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DeactivateInputField() | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Example : MonoBehaviour  /// {  /// public InputField mainInputField;  ///  /// // Deactivates the main input field when the scene starts.  /// void Start()  /// {  /// mainInputField.DeactivateInputField();  /// }  /// }  ///   /// |

///

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.Delete Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Delete() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.DetermineCharacterLine Method

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) DetermineCharacterLine(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *charPos*,  **TextGenerator** *generator* ) | |

Parameters

charPos

|  |
| --- |
|  |

generator

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.EnforceContentType Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) EnforceContentType() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.EnforceTextHOverflow Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) EnforceTextHOverflow() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.FindtNextWordBegin Method

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) FindtNextWordBegin() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.FindtPrevWordBegin Method

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) FindtPrevWordBegin() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.ForceLabelUpdate Method

/// Force the label to update immediatly. This will recalculate the positioning of the caret and the visible text.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ForceLabelUpdate() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.ForwardSpace Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ForwardSpace() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.GenerateCaret Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) GenerateCaret(  [VertexHelper](#topic_00000000000006EC) *vbo*,  **Vector2** *roundingOffset* ) | |

Parameters

vbo

|  |
| --- |
|  |

roundingOffset

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.GenerateHighlight Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) GenerateHighlight(  [VertexHelper](#topic_00000000000006EC) *vbo*,  **Vector2** *roundingOffset* ) | |

Parameters

vbo

|  |
| --- |
|  |

roundingOffset

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.GetLineEndPosition Method

|  |  |
| --- | --- |
| C# |  |
| private static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) GetLineEndPosition(  **TextGenerator** *gen*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *line* ) | |

Parameters

gen

|  |
| --- |
|  |

line

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.GetLineStartPosition Method

|  |  |
| --- | --- |
| C# |  |
| private static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) GetLineStartPosition(  **TextGenerator** *gen*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *line* ) | |

Parameters

gen

|  |
| --- |
|  |

line

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.GetSelectedString Method

|  |  |
| --- | --- |
| C# |  |
| private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) GetSelectedString() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.GetUnclampedCharacterLineFromPosition Method

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) GetUnclampedCharacterLineFromPosition(  **Vector2** *pos*,  **TextGenerator** *generator* ) | |

Parameters

pos

|  |
| --- |
|  |

generator

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.GraphicUpdateComplete Method

/// See ICanvasElement.GraphicUpdateComplete. Does nothing by default.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) GraphicUpdateComplete() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.InPlaceEditing Method

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) InPlaceEditing() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.InPlaceEditingChanged Method

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) InPlaceEditingChanged() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.Insert Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Insert(  [char](https://docs.microsoft.com/en-us/dotnet/api/system.char) *c* ) | |

Parameters

c

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.IsSelectionVisible Method

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsSelectionVisible() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.IsValidChar Method

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsValidChar(  [char](https://docs.microsoft.com/en-us/dotnet/api/system.char) *c* ) | |

Parameters

c

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.LayoutComplete Method

/// See ICanvasElement.LayoutComplete. Does nothing by default.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) LayoutComplete() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.LineDownCharacterPosition Method

/// Use cachedInputTextGenerator as the y component for the UICharInfo is not required
///

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) LineDownCharacterPosition(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *originalPos*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *goToLastChar* ) | |

Parameters

originalPos

|  |
| --- |
|  |

goToLastChar

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.LineUpCharacterPosition Method

/// Use cachedInputTextGenerator as the y component for the UICharInfo is not required
///

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) LineUpCharacterPosition(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *originalPos*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *goToFirstChar* ) | |

Parameters

originalPos

|  |
| --- |
|  |

goToFirstChar

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.MarkGeometryAsDirty Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) MarkGeometryAsDirty() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.MayDrag Method

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) MayDrag(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.MouseDragOutsideRect Method

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](https://docs.microsoft.com/en-us/dotnet/api/system.collections.ienumerator) MouseDragOutsideRect(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.MoveDown (Boolean) Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) MoveDown(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *shift* ) | |

Parameters

shift

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.MoveDown (Boolean, Boolean) Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) MoveDown(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *shift*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *goToLastChar* ) | |

Parameters

shift

|  |
| --- |
|  |

goToLastChar

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.MoveLeft Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) MoveLeft(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *shift*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *ctrl* ) | |

Parameters

shift

|  |
| --- |
|  |

ctrl

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.MoveRight Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) MoveRight(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *shift*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *ctrl* ) | |

Parameters

shift

|  |
| --- |
|  |

ctrl

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.MoveTextEnd Method

/// Move the caret index to end of text.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) MoveTextEnd(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *shift* ) | |

Parameters

shift

|  |
| --- |
| Only move the selection position to facilate selection |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.MoveTextStart Method

/// Move the caret index to start of text.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) MoveTextStart(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *shift* ) | |

Parameters

shift

|  |
| --- |
| Only move the selection position to facilate selection |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.MoveUp (Boolean, Boolean) Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) MoveUp(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *shift*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *goToFirstChar* ) | |

Parameters

shift

|  |
| --- |
|  |

goToFirstChar

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.MoveUp (Boolean) Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) MoveUp(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *shift* ) | |

Parameters

shift

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.OnBeginDrag Method

/// Capture the OnBeginDrag callback from the EventSystem and ensure we should listen to the drag events to follow.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnBeginDrag(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
| The data passed by the EventSystem |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.OnDeselect Method

/// What to do when the event system sends a Deselect Event. Defaults to deactivating the inputfield.
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDeselect(  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

eventData

|  |
| --- |
| The data sent by the EventSystem |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.OnDrag Method

/// If we are able to drag, try and select the character range underneath the bounding rect.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDrag(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.OnEndDrag Method

/// Capture the OnEndDrag callback from the EventSystem and cancel the listening of drag events.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnEndDrag(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
| The eventData sent by the EventSystem. |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.OnFillVBO Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnFillVBO(  **Mesh** *vbo* ) | |

Parameters

vbo

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.OnPointerClick Method

/// What to do when the event system sends a pointer click Event
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerClick(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
| The data on which to process |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.OnPointerDown Method

/// The action to perform when the event system sends a pointer down Event.
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerDown(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.OnSelect Method

/// What to do when the event system sends a submit Event.
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnSelect(  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

eventData

|  |
| --- |
| The data on which to process |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.OnSubmit Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnSubmit(  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.OnUpdateSelected Method

/// What to do when the event system sends a Update selected Event.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnUpdateSelected(  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

eventData

|  |
| --- |
| The data on which to process. |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.ProcessEvent Method

/// Helper function to allow separate events to be processed by the InputField.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ProcessEvent(  **Event** *e* ) | |

Parameters

e

|  |
| --- |
| The Event to process |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.Rebuild Method

/// Rebuild the input fields geometry. (caret and highlight).
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Rebuild(  [CanvasUpdate](#topic_00000000000001FB) *update* ) | |

Parameters

update

|  |
| --- |
| Which update loop we are in. |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.ScreenToLocal Method

**NOTE: This member is now obsolete.**

This function is no longer used. Please use RectTransformUtility.ScreenPointToLocalPointInRectangle() instead.

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("This function is no longer used. Please use RectTransformUtility.ScreenPointToLocalPointInRectangle() instead.")] public **Vector2** ScreenToLocal(  **Vector2** *screen* ) | |

Parameters

screen

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.SendOnValueChanged Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SendOnValueChanged() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.SendOnValueChangedAndUpdateLabel Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SendOnValueChangedAndUpdateLabel() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.SetCaretActive Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetCaretActive() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.SetCaretVisible Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetCaretVisible() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.SetDrawRangeToContainCaretPosition Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetDrawRangeToContainCaretPosition(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *caretPos* ) | |

Parameters

caretPos

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.SetText Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetText(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *value*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *sendCallback* = true ) | |

Parameters

value

|  |
| --- |
|  |

sendCallback

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.SetTextWithoutNotify Method

/// Set the current text value of the Input field without invoking onValueChanged.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetTextWithoutNotify(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *input* ) | |

Parameters

input

|  |
| --- |
|  |

Remarks

/// This is not necessarily the same as what is visible on screen.
///

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.SetToCustom Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetToCustom() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.SetToCustomIfContentTypeIsNot Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetToCustomIfContentTypeIsNot(  params [ContentType](#topic_000000000000039D)[] *allowedContentTypes* ) | |

Parameters

allowedContentTypes

|  |
| --- |
|  |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.TouchScreenKeyboardShouldBeUsed Method

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) TouchScreenKeyboardShouldBeUsed() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.UpdateCaretFromKeyboard Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateCaretFromKeyboard() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.UpdateCaretMaterial Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateCaretMaterial() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.UpdateGeometry Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateGeometry() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

InputField.UpdateTouchKeyboardFromEditChanges Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateTouchKeyboardFromEditChanges() | |

See Also

Applies to: [InputField](#topic_000000000000039C)

EndEditEvent Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Events.UnityEventBase](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase)

[UnityEngine.Events.UnityEvent<T0>](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1)

**UnityEngine.UI.InputField.EndEditEvent**

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public class EndEditEvent : **UnityEvent**<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string)> | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[AddListener](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.addlistener) (inherited from **UnityEvent<T0>**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetPersistentEventCount](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistenteventcount) (inherited from **UnityEventBase**), [GetPersistentListenerState](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistentlistenerstate) (inherited from **UnityEventBase**), [GetPersistentMethodName](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistentmethodname) (inherited from **UnityEventBase**), [GetPersistentTarget](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistenttarget) (inherited from **UnityEventBase**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.invoke) (inherited from **UnityEvent<T0>**), [RemoveAllListeners](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.removealllisteners) (inherited from **UnityEventBase**), [RemoveListener](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.removelistener) (inherited from **UnityEvent<T0>**), [SetPersistentListenerState](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.setpersistentlistenerstate) (inherited from **UnityEventBase**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.tostring) (inherited from **UnityEventBase**)

See Also

Applies to: [InputField](#topic_000000000000039C)

OnChangeEvent Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Events.UnityEventBase](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase)

[UnityEngine.Events.UnityEvent<T0>](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1)

**UnityEngine.UI.InputField.OnChangeEvent**

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public class OnChangeEvent : **UnityEvent**<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string)> | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[AddListener](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.addlistener) (inherited from **UnityEvent<T0>**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetPersistentEventCount](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistenteventcount) (inherited from **UnityEventBase**), [GetPersistentListenerState](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistentlistenerstate) (inherited from **UnityEventBase**), [GetPersistentMethodName](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistentmethodname) (inherited from **UnityEventBase**), [GetPersistentTarget](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistenttarget) (inherited from **UnityEventBase**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.invoke) (inherited from **UnityEvent<T0>**), [RemoveAllListeners](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.removealllisteners) (inherited from **UnityEventBase**), [RemoveListener](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.removelistener) (inherited from **UnityEvent<T0>**), [SetPersistentListenerState](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.setpersistentlistenerstate) (inherited from **UnityEventBase**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.tostring) (inherited from **UnityEventBase**)

See Also

Applies to: [InputField](#topic_000000000000039C)

SubmitEvent Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Events.UnityEventBase](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase)

[UnityEngine.Events.UnityEvent<T0>](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1)

**UnityEngine.UI.InputField.SubmitEvent**

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public class SubmitEvent : **UnityEvent**<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string)> | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[AddListener](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.addlistener) (inherited from **UnityEvent<T0>**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetPersistentEventCount](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistenteventcount) (inherited from **UnityEventBase**), [GetPersistentListenerState](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistentlistenerstate) (inherited from **UnityEventBase**), [GetPersistentMethodName](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistentmethodname) (inherited from **UnityEventBase**), [GetPersistentTarget](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistenttarget) (inherited from **UnityEventBase**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.invoke) (inherited from **UnityEvent<T0>**), [RemoveAllListeners](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.removealllisteners) (inherited from **UnityEventBase**), [RemoveListener](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.removelistener) (inherited from **UnityEvent<T0>**), [SetPersistentListenerState](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.setpersistentlistenerstate) (inherited from **UnityEventBase**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.tostring) (inherited from **UnityEventBase**)

See Also

Applies to: [InputField](#topic_000000000000039C)

OnValidateInput Delegate

|  |  |
| --- | --- |
| C# |  |
| public delegate [char](https://docs.microsoft.com/en-us/dotnet/api/system.char) OnValidateInput(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *text*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *charIndex*,  [char](https://docs.microsoft.com/en-us/dotnet/api/system.char) *addedChar* ) | |

Parameters

text

|  |
| --- |
|  |

charIndex

|  |
| --- |
|  |

addedChar

|  |
| --- |
|  |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [InputField](#topic_000000000000039C)

CharacterValidation Enumeration

/// The type of characters that are allowed to be added to the string.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Alphanumeric | 3 | /// Allows letters A-Z, a-z and numbers 0-9. /// |
| Decimal | 2 | /// Allows decimal numbers (positive or negative). /// |
| EmailAddress | 5 | /// Allows the characters that are allowed in an email address. /// |
| Integer | 1 | /// Allow whole numbers (positive or negative). /// Characters 0-9 and - (dash / minus sign) are allowed. The dash is only allowed as the first character. /// |
| Name | 4 | /// Only allow names and enforces capitalization. /// |
| None | 0 | /// No validation. Any input is valid. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [InputField](#topic_000000000000039C)

ContentType Enumeration

/// Setting the content type acts as a shortcut for setting a combination of InputType, CharacterValidation, LineType, and TouchScreenKeyboardType
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Alphanumeric | 4 | /// Allows letters A-Z, a-z and numbers 0-9. /// |
| Autocorrected | 1 | /// Allows all input and performs auto-correction on platforms that support it. /// |
| Custom | 9 | /// Custom types that allows user-defined settings. /// |
| DecimalNumber | 3 | /// Allows decimal numbers (positive or negative). /// |
| EmailAddress | 6 | /// The input is used for typing in an email address. /// |
| IntegerNumber | 2 | /// Allow whole numbers (positive or negative). /// |
| Name | 5 | /// The InputField is used for typing in a name, and enforces capitalization of the first letter of each word. Note that the user can circumvent the first letter capitalization rules by deleting automatically-capitalized letters. /// |
| Password | 7 | /// Allows all input and hides the typed characters by showing them as asterisks characters. /// |
| Pin | 8 | /// Allows integer numbers and hides the typed characters by showing them as asterisks characters. /// |
| Standard | 0 | /// Allows all input. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [InputField](#topic_000000000000039C)

InputType Enumeration

/// Type of data expected by the input field mobile keyboard.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| AutoCorrect | 1 | /// The mobile autocorrect keyboard. /// |
| Password | 2 | /// The mobile password keyboard. /// |
| Standard | 0 | /// The standard mobile keyboard /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [InputField](#topic_000000000000039C)

LineType Enumeration

/// The LineType is used to describe the behavior of the InputField.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| MultiLineNewline | 2 | /// Is a multiline InputField with vertical scrolling and overflow. Pressing the return key will insert a new line character. /// |
| MultiLineSubmit | 1 | /// Is a multiline InputField with vertical scrolling and overflow. Pressing the return key will submit. /// |
| SingleLine | 0 | /// Only allows 1 line to be entered. Has horizontal scrolling and no word wrap. Pressing enter will submit the InputField. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [InputField](#topic_000000000000039C)

caretRectTrans Field

|  |  |
| --- | --- |
| C# |  |
| private **RectTransform** caretRectTrans | |

See Also

Applies to: [InputField](#topic_000000000000039C)

kSeparators Field

|  |  |
| --- | --- |
| C# |  |
| private static readonly [char](https://docs.microsoft.com/en-us/dotnet/api/system.char)[] kSeparators | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_AllowInput Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_AllowInput | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_AsteriskChar Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("asteriskChar")] [SerializeField()] private [char](https://docs.microsoft.com/en-us/dotnet/api/system.char) m\_AsteriskChar | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_BlinkCoroutine Field

|  |  |
| --- | --- |
| C# |  |
| private **Coroutine** m\_BlinkCoroutine | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_BlinkStartTime Field

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_BlinkStartTime | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_CachedInputRenderer Field

|  |  |
| --- | --- |
| C# |  |
| private **CanvasRenderer** m\_CachedInputRenderer | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_CaretBlinkRate Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] [Range(0f, 4f)] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_CaretBlinkRate | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_CaretColor Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("selectionColor")] [SerializeField()] new private **Color** m\_CaretColor | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_CaretWidth Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] [Range(1, 5)] private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) m\_CaretWidth | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_CharacterLimit Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("characterLimit")] [SerializeField()] private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) m\_CharacterLimit | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_CharacterValidation Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("validation")] [SerializeField()] private [CharacterValidation](#topic_00000000000003AC) m\_CharacterValidation | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_ContentType Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [ContentType](#topic_000000000000039D) m\_ContentType | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_CustomCaretColor Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_CustomCaretColor | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_DragCoroutine Field

|  |  |
| --- | --- |
| C# |  |
| private **Coroutine** m\_DragCoroutine | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_DragPositionOutOfBounds Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_DragPositionOutOfBounds | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_HasDoneFocusTransition Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_HasDoneFocusTransition | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_HideMobileInput Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("hideMobileInput")] [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_HideMobileInput | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_InputTextCache Field

|  |  |
| --- | --- |
| C# |  |
| private **TextGenerator** m\_InputTextCache | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_InputType Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("inputType")] [SerializeField()] private [InputType](#topic_00000000000003A8) m\_InputType | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_IsCompositionActive Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_IsCompositionActive | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_KeyboardType Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("keyboardType")] [SerializeField()] private **TouchScreenKeyboardType** m\_KeyboardType | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_LineType Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [LineType](#topic_00000000000003B3) m\_LineType | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_OnDidEndEdit Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] new private [EndEditEvent](#topic_00000000000003B9) m\_OnDidEndEdit | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_OnSubmit Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("onSubmit")] [FormerlySerializedAs("m\_OnSubmit")] [FormerlySerializedAs("m\_EndEdit")] [FormerlySerializedAs("m\_OnEndEdit")] [SerializeField()] new private [SubmitEvent](#topic_00000000000003B8) m\_OnSubmit | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_OnValidateInput Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("onValidateInput")] [SerializeField()] private [OnValidateInput](#topic_00000000000003B7) m\_OnValidateInput | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_OnValueChanged Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("onValueChange")] [FormerlySerializedAs("m\_OnValueChange")] [SerializeField()] new private [OnChangeEvent](#topic_00000000000003BA) m\_OnValueChanged | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_OriginalText Field

|  |  |
| --- | --- |
| C# |  |
| private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) m\_OriginalText | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_PreventFontCallback Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_PreventFontCallback | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_ProcessingEvent Field

/// Handle the specified event.
///

|  |  |
| --- | --- |
| C# |  |
| new private **Event** m\_ProcessingEvent | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_ReadOnly Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_ReadOnly | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_SelectionColor Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] new private **Color** m\_SelectionColor | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_ShouldActivateNextUpdate Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_ShouldActivateNextUpdate | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_ShouldActivateOnSelect Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_ShouldActivateOnSelect | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_TouchKeyboardAllowsInPlaceEditing Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_TouchKeyboardAllowsInPlaceEditing | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_UpdateDrag Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_UpdateDrag | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_WaitForSecondsRealtime Field

|  |  |
| --- | --- |
| C# |  |
| private **WaitForSecondsRealtime** m\_WaitForSecondsRealtime | |

See Also

Applies to: [InputField](#topic_000000000000039C)

m\_WasCanceled Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_WasCanceled | |

See Also

Applies to: [InputField](#topic_000000000000039C)

s\_IsQuestDevice Field

|  |  |
| --- | --- |
| C# |  |
| private static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) s\_IsQuestDevice | |

See Also

Applies to: [InputField](#topic_000000000000039C)

kEmailSpecialCharacters Field

|  |  |
| --- | --- |
| C# |  |
| private const [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) kEmailSpecialCharacters = @"!#$%&'\*+-/=?^\_`{|}~" | |

See Also

Applies to: [InputField](#topic_000000000000039C)

kHScrollSpeed Field

|  |  |
| --- | --- |
| C# |  |
| private const [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) kHScrollSpeed = 0.05 | |

See Also

Applies to: [InputField](#topic_000000000000039C)

kOculusQuestDeviceModel Field

|  |  |
| --- | --- |
| C# |  |
| private const [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) kOculusQuestDeviceModel = @"Oculus Quest" | |

See Also

Applies to: [InputField](#topic_000000000000039C)

kVScrollSpeed Field

|  |  |
| --- | --- |
| C# |  |
| private const [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) kVScrollSpeed = 0.1 | |

See Also

Applies to: [InputField](#topic_000000000000039C)

k\_MaxTextLength Field

|  |  |
| --- | --- |
| C# |  |
| private const [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) k\_MaxTextLength = 16382 | |

See Also

Applies to: [InputField](#topic_000000000000039C)

LayoutElement Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

**UnityEngine.UI.LayoutElement**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("Layout/Layout Element", 140)] [RequireComponent(typeof(RectTransform))] [ExecuteAlways()] public class LayoutElement : [UIBehaviour](#topic_000000000000018B),  [ILayoutElement](#topic_00000000000004C4),  [ILayoutIgnorer](#topic_00000000000004D3) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [flexibleHeight](#topic_00000000000004E6), [flexibleWidth](#topic_00000000000004E5), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [ignoreLayout](#topic_00000000000004DE), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [layoutPriority](#topic_00000000000004E7), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [minHeight](#topic_00000000000004E2), [minWidth](#topic_00000000000004E1), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [preferredHeight](#topic_00000000000004E4), [preferredWidth](#topic_00000000000004E3), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CalculateLayoutInputHorizontal](#topic_00000000000004DF), [CalculateLayoutInputVertical](#topic_00000000000004E0), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[m\_FlexibleHeight](#topic_00000000000004DC), [m\_FlexibleWidth](#topic_00000000000004DB), [m\_IgnoreLayout](#topic_00000000000004D6), [m\_LayoutPriority](#topic_00000000000004DD), [m\_MinHeight](#topic_00000000000004D8), [m\_MinWidth](#topic_00000000000004D7), [m\_PreferredHeight](#topic_00000000000004DA), [m\_PreferredWidth](#topic_00000000000004D9)

LayoutElement.flexibleHeight Property

/// The extra relative height this layout element should be allocated if there is additional available space.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) flexibleHeight {get; set;} | |

See Also

Applies to: [LayoutElement](#topic_00000000000004D5)

LayoutElement.flexibleWidth Property

/// The extra relative width this layout element should be allocated if there is additional available space.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) flexibleWidth {get; set;} | |

See Also

Applies to: [LayoutElement](#topic_00000000000004D5)

LayoutElement.ignoreLayout Property

/// Should this RectTransform be ignored by the layout system?
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ignoreLayout {get; set;} | |

Remarks

/// Setting this property to true will make a parent layout group component not consider this RectTransform part of the group. The RectTransform can then be manually positioned despite being a child GameObject of a layout group.
///

See Also

Applies to: [LayoutElement](#topic_00000000000004D5)

LayoutElement.layoutPriority Property

/// The Priority of layout this element has.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) layoutPriority {get; set;} | |

See Also

Applies to: [LayoutElement](#topic_00000000000004D5)

LayoutElement.minHeight Property

/// The minimum height this layout element may be allocated.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) minHeight {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public Transform MyContentPanel;  ///  /// //Sets the flexible height on on all children in the content panel.  /// public void Start()  /// {  /// //Assign all the children of the content panel to an array.  /// LayoutElement[] myLayoutElements = MyContentPanel.GetComponentsInChildren<LayoutElement>();  ///  /// //For each child in the array change its LayoutElement's minimum height size to 64.  /// foreach (LayoutElement element in myLayoutElements)  /// {  /// element.minHeight = 64f;  /// }  /// }  /// }  ///   /// |

///

See Also

Applies to: [LayoutElement](#topic_00000000000004D5)

LayoutElement.minWidth Property

/// The minimum width this layout element may be allocated.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) minWidth {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public Transform MyContentPanel;  ///  /// //Sets the flexible height on on all children in the content panel.  /// public void Start()  /// {  /// //Assign all the children of the content panel to an array.  /// LayoutElement[] myLayoutElements = MyContentPanel.GetComponentsInChildren<LayoutElement>();  ///  /// //For each child in the array change its LayoutElement's minimum width size to 200.  /// foreach (LayoutElement element in myLayoutElements)  /// {  /// element.minWidth = 200f;  /// }  /// }  /// }  ///   /// |

///

See Also

Applies to: [LayoutElement](#topic_00000000000004D5)

LayoutElement.preferredHeight Property

/// The preferred height this layout element should be allocated if there is sufficient space.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) preferredHeight {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public Transform MyContentPanel;  ///  /// //Sets the flexible height on on all children in the content panel.  /// public void Start()  /// {  /// //Assign all the children of the content panel to an array.  /// LayoutElement[] myLayoutElements = MyContentPanel.GetComponentsInChildren<LayoutElement>();  ///  /// //For each child in the array change its LayoutElement's preferred height size to 100.  /// foreach (LayoutElement element in myLayoutElements)  /// {  /// element.preferredHeight = 100f;  /// }  /// }  /// }  ///   /// |

///

See Also

Applies to: [LayoutElement](#topic_00000000000004D5)

LayoutElement.preferredWidth Property

/// The preferred width this layout element should be allocated if there is sufficient space. The preferredWidth can be set to -1 to remove the size.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) preferredWidth {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public Transform MyContentPanel;  ///  /// //Sets the flexible height on on all children in the content panel.  /// public void Start()  /// {  /// //Assign all the children of the content panel to an array.  /// LayoutElement[] myLayoutElements = MyContentPanel.GetComponentsInChildren<LayoutElement>();  ///  /// //For each child in the array change its LayoutElement's preferred width size to 250.  /// foreach (LayoutElement element in myLayoutElements)  /// {  /// element.preferredWidth = 250f;  /// }  /// }  /// }  ///   /// |

///

See Also

Applies to: [LayoutElement](#topic_00000000000004D5)

LayoutElement.CalculateLayoutInputHorizontal Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CalculateLayoutInputHorizontal() | |

See Also

Applies to: [LayoutElement](#topic_00000000000004D5)

LayoutElement.CalculateLayoutInputVertical Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CalculateLayoutInputVertical() | |

See Also

Applies to: [LayoutElement](#topic_00000000000004D5)

m\_FlexibleHeight Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_FlexibleHeight | |

See Also

Applies to: [LayoutElement](#topic_00000000000004D5)

m\_FlexibleWidth Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_FlexibleWidth | |

See Also

Applies to: [LayoutElement](#topic_00000000000004D5)

m\_IgnoreLayout Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_IgnoreLayout | |

See Also

Applies to: [LayoutElement](#topic_00000000000004D5)

m\_LayoutPriority Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) m\_LayoutPriority | |

See Also

Applies to: [LayoutElement](#topic_00000000000004D5)

m\_MinHeight Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_MinHeight | |

See Also

Applies to: [LayoutElement](#topic_00000000000004D5)

m\_MinWidth Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_MinWidth | |

See Also

Applies to: [LayoutElement](#topic_00000000000004D5)

m\_PreferredHeight Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_PreferredHeight | |

See Also

Applies to: [LayoutElement](#topic_00000000000004D5)

m\_PreferredWidth Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_PreferredWidth | |

See Also

Applies to: [LayoutElement](#topic_00000000000004D5)

LayoutGroup Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

**UnityEngine.UI.LayoutGroup**

[UnityEngine.UI.GridLayoutGroup](#topic_000000000000049B)

[UnityEngine.UI.HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)

|  |  |
| --- | --- |
| C# |  |
| [DisallowMultipleComponent()] [ExecuteAlways()] [RequireComponent(typeof(RectTransform))] public abstract class LayoutGroup : [UIBehaviour](#topic_000000000000018B),  [ILayoutElement](#topic_00000000000004C4),  [ILayoutGroup](#topic_00000000000004D1) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [childAlignment](#topic_00000000000004EA), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [flexibleHeight](#topic_00000000000004F7), [flexibleWidth](#topic_00000000000004F4), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [isRootLayoutGroup](#topic_00000000000004FB), [layoutPriority](#topic_00000000000004F8), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [minHeight](#topic_00000000000004F5), [minWidth](#topic_00000000000004F2), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [padding](#topic_00000000000004E9), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [preferredHeight](#topic_00000000000004F6), [preferredWidth](#topic_00000000000004F3), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CalculateLayoutInputHorizontal](#topic_00000000000004F0), [CalculateLayoutInputVertical](#topic_00000000000004F1), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [DelayedSetDirty](#topic_00000000000004FC), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SetLayoutHorizontal](#topic_00000000000004F9), [SetLayoutVertical](#topic_00000000000004FA), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[m\_Rect](#topic_00000000000004EB), [m\_RectChildren](#topic_00000000000004EF), [m\_TotalFlexibleSize](#topic_00000000000004EE), [m\_TotalMinSize](#topic_00000000000004EC), [m\_TotalPreferredSize](#topic_00000000000004ED)

LayoutGroup.childAlignment Property

/// The alignment to use for the child layout elements in the layout group.
///

|  |  |
| --- | --- |
| C# |  |
| public **TextAnchor** childAlignment {get; set;} | |

Remarks

/// If a layout element does not specify a flexible width or height, its child elements many not use the available space within the layout group. In this case, use the alignment settings to specify how to align child elements within their layout group.
///

See Also

Applies to: [LayoutGroup](#topic_00000000000004E8)

LayoutGroup.flexibleHeight Property

/// See LayoutElement.flexibleHeight
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) flexibleHeight {get;} | |

See Also

Applies to: [LayoutGroup](#topic_00000000000004E8)

LayoutGroup.flexibleWidth Property

/// See LayoutElement.flexibleWidth
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) flexibleWidth {get;} | |

See Also

Applies to: [LayoutGroup](#topic_00000000000004E8)

LayoutGroup.isRootLayoutGroup Property

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isRootLayoutGroup {get;} | |

See Also

Applies to: [LayoutGroup](#topic_00000000000004E8)

LayoutGroup.layoutPriority Property

/// See LayoutElement.layoutPriority
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) layoutPriority {get;} | |

See Also

Applies to: [LayoutGroup](#topic_00000000000004E8)

LayoutGroup.minHeight Property

/// See LayoutElement.minHeight
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) minHeight {get;} | |

See Also

Applies to: [LayoutGroup](#topic_00000000000004E8)

LayoutGroup.minWidth Property

/// See LayoutElement.minWidth
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) minWidth {get;} | |

See Also

Applies to: [LayoutGroup](#topic_00000000000004E8)

LayoutGroup.padding Property

/// The padding to add around the child layout elements.
///

|  |  |
| --- | --- |
| C# |  |
| public **RectOffset** padding {get; set;} | |

See Also

Applies to: [LayoutGroup](#topic_00000000000004E8)

LayoutGroup.preferredHeight Property

/// See LayoutElement.preferredHeight
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) preferredHeight {get;} | |

See Also

Applies to: [LayoutGroup](#topic_00000000000004E8)

LayoutGroup.preferredWidth Property

/// See LayoutElement.preferredWidth
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) preferredWidth {get;} | |

See Also

Applies to: [LayoutGroup](#topic_00000000000004E8)

LayoutGroup.CalculateLayoutInputHorizontal Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CalculateLayoutInputHorizontal() | |

See Also

Applies to: [LayoutGroup](#topic_00000000000004E8)

LayoutGroup.CalculateLayoutInputVertical Method

|  |  |
| --- | --- |
| C# |  |
| public abstract [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CalculateLayoutInputVertical() | |

See Also

Applies to: [LayoutGroup](#topic_00000000000004E8)

LayoutGroup.DelayedSetDirty Method

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](https://docs.microsoft.com/en-us/dotnet/api/system.collections.ienumerator) DelayedSetDirty(  **RectTransform** *rectTransform* ) | |

Parameters

rectTransform

|  |
| --- |
|  |

See Also

Applies to: [LayoutGroup](#topic_00000000000004E8)

LayoutGroup.SetLayoutHorizontal Method

/// Callback invoked by the auto layout system which handles horizontal aspects of the layout.
///

|  |  |
| --- | --- |
| C# |  |
| public abstract [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetLayoutHorizontal() | |

Implements

[ILayoutGroup.SetLayoutHorizontal](#topic_00000000000004CF)

See Also

Applies to: [LayoutGroup](#topic_00000000000004E8)

LayoutGroup.SetLayoutVertical Method

/// Callback invoked by the auto layout system which handles vertical aspects of the layout.
///

|  |  |
| --- | --- |
| C# |  |
| public abstract [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetLayoutVertical() | |

Implements

[ILayoutGroup.SetLayoutVertical](#topic_00000000000004D0)

See Also

Applies to: [LayoutGroup](#topic_00000000000004E8)

m\_Rect Field

|  |  |
| --- | --- |
| C# |  |
| [System.NonSerialized()] private **RectTransform** m\_Rect | |

See Also

Applies to: [LayoutGroup](#topic_00000000000004E8)

m\_RectChildren Field

|  |  |
| --- | --- |
| C# |  |
| [System.NonSerialized()] new private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**RectTransform**> m\_RectChildren | |

See Also

Applies to: [LayoutGroup](#topic_00000000000004E8)

m\_TotalFlexibleSize Field

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** m\_TotalFlexibleSize | |

See Also

Applies to: [LayoutGroup](#topic_00000000000004E8)

m\_TotalMinSize Field

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** m\_TotalMinSize | |

See Also

Applies to: [LayoutGroup](#topic_00000000000004E8)

m\_TotalPreferredSize Field

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** m\_TotalPreferredSize | |

See Also

Applies to: [LayoutGroup](#topic_00000000000004E8)

LayoutRebuilder Class

/// Wrapper class for managing layout rebuilding of CanvasElement.
///

|  |  |
| --- | --- |
| C# |  |
| public class LayoutRebuilder : [ICanvasElement](#topic_0000000000000202) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Constructors

[LayoutRebuilder](#topic_0000000000000503)

Properties

[transform](#topic_0000000000000505)

Methods

[Clear](#topic_0000000000000502), [Equals](#topic_0000000000000512), [ForceRebuildLayoutImmediate](#topic_0000000000000508), [GetHashCode](#topic_0000000000000511), [GraphicUpdateComplete](#topic_0000000000000510), [Initialize](#topic_0000000000000501), [IsDestroyed](#topic_0000000000000506), [LayoutComplete](#topic_000000000000050F), [MarkLayoutForRebuild](#topic_000000000000050C), [MarkLayoutRootForRebuild](#topic_000000000000050E), [PerformLayoutCalculation](#topic_000000000000050B), [PerformLayoutControl](#topic_000000000000050A), [ReapplyDrivenProperties](#topic_0000000000000504), [Rebuild](#topic_0000000000000509), [StripDisabledBehavioursFromList](#topic_0000000000000507), [ToString](#topic_0000000000000513), [ValidController](#topic_000000000000050D)

Fields

[m\_CachedHashFromTransform](#topic_00000000000004FF), [m\_ToRebuild](#topic_00000000000004FE), [s\_Rebuilders](#topic_0000000000000500)

LayoutRebuilder Constructor

|  |  |
| --- | --- |
| C# |  |
| private static LayoutRebuilder() | |

See Also

Applies to: [LayoutRebuilder](#topic_00000000000004FD)

LayoutRebuilder.transform Property

|  |  |
| --- | --- |
| C# |  |
| public **Transform** transform {get;} | |

See Also

Applies to: [LayoutRebuilder](#topic_00000000000004FD)

LayoutRebuilder.Clear Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Clear() | |

See Also

Applies to: [LayoutRebuilder](#topic_00000000000004FD)

LayoutRebuilder.Equals Method

/// Does the passed rebuilder point to the same CanvasElement.
///

|  |  |
| --- | --- |
| C# |  |
| public override [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Equals(  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *obj* ) | |

Parameters

obj

|  |
| --- |
| The other object to compare |

Returns

Are they equal

See Also

Applies to: [LayoutRebuilder](#topic_00000000000004FD)

LayoutRebuilder.ForceRebuildLayoutImmediate Method

/// Forces an immediate rebuild of the layout element and child layout elements affected by the calculations.
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ForceRebuildLayoutImmediate(  **RectTransform** *layoutRoot* ) | |

Parameters

layoutRoot

|  |
| --- |
| The layout element to perform the layout rebuild on. |

Remarks

/// Normal use of the layout system should not use this method. Instead MarkLayoutForRebuild should be used instead, which triggers a delayed layout rebuild during the next layout pass. The delayed rebuild automatically handles objects in the entire layout hierarchy in the correct order, and prevents multiple recalculations for the same layout elements.
/// However, for special layout calculation needs, ::ref::ForceRebuildLayoutImmediate can be used to get the layout of a sub-tree resolved immediately. This can even be done from inside layout calculation methods such as ILayoutController.SetLayoutHorizontal orILayoutController.SetLayoutVertical. Usage should be restricted to cases where multiple layout passes are unavaoidable despite the extra cost in performance.
///

See Also

Applies to: [LayoutRebuilder](#topic_00000000000004FD)

LayoutRebuilder.GetHashCode Method

|  |  |
| --- | --- |
| C# |  |
| public override [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) GetHashCode() | |

See Also

Applies to: [LayoutRebuilder](#topic_00000000000004FD)

LayoutRebuilder.GraphicUpdateComplete Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) GraphicUpdateComplete() | |

See Also

Applies to: [LayoutRebuilder](#topic_00000000000004FD)

LayoutRebuilder.Initialize Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Initialize(  **RectTransform** *controller* ) | |

Parameters

controller

|  |
| --- |
|  |

See Also

Applies to: [LayoutRebuilder](#topic_00000000000004FD)

LayoutRebuilder.IsDestroyed Method

/// Has the native representation of this LayoutRebuilder been destroyed?
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsDestroyed() | |

See Also

Applies to: [LayoutRebuilder](#topic_00000000000004FD)

LayoutRebuilder.LayoutComplete Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) LayoutComplete() | |

See Also

Applies to: [LayoutRebuilder](#topic_00000000000004FD)

LayoutRebuilder.MarkLayoutForRebuild Method

/// Mark the given RectTransform as needing it's layout to be recalculated during the next layout pass.
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) MarkLayoutForRebuild(  **RectTransform** *rect* ) | |

Parameters

rect

|  |
| --- |
| Rect to rebuild. |

See Also

Applies to: [LayoutRebuilder](#topic_00000000000004FD)

LayoutRebuilder.MarkLayoutRootForRebuild Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) MarkLayoutRootForRebuild(  **RectTransform** *controller* ) | |

Parameters

controller

|  |
| --- |
|  |

See Also

Applies to: [LayoutRebuilder](#topic_00000000000004FD)

LayoutRebuilder.PerformLayoutCalculation Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) PerformLayoutCalculation(  **RectTransform** *rect*,  **UnityAction**<**Component**> *action* ) | |

Parameters

rect

|  |
| --- |
|  |

action

|  |
| --- |
|  |

See Also

Applies to: [LayoutRebuilder](#topic_00000000000004FD)

LayoutRebuilder.PerformLayoutControl Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) PerformLayoutControl(  **RectTransform** *rect*,  **UnityAction**<**Component**> *action* ) | |

Parameters

rect

|  |
| --- |
|  |

action

|  |
| --- |
|  |

See Also

Applies to: [LayoutRebuilder](#topic_00000000000004FD)

LayoutRebuilder.ReapplyDrivenProperties Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ReapplyDrivenProperties(  **RectTransform** *driven* ) | |

Parameters

driven

|  |
| --- |
|  |

See Also

Applies to: [LayoutRebuilder](#topic_00000000000004FD)

LayoutRebuilder.Rebuild Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Rebuild(  [CanvasUpdate](#topic_00000000000001FB) *executing* ) | |

Parameters

executing

|  |
| --- |
|  |

See Also

Applies to: [LayoutRebuilder](#topic_00000000000004FD)

LayoutRebuilder.StripDisabledBehavioursFromList Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) StripDisabledBehavioursFromList(  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**Component**> *components* ) | |

Parameters

components

|  |
| --- |
|  |

See Also

Applies to: [LayoutRebuilder](#topic_00000000000004FD)

LayoutRebuilder.ToString Method

|  |  |
| --- | --- |
| C# |  |
| public override [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) ToString() | |

See Also

Applies to: [LayoutRebuilder](#topic_00000000000004FD)

LayoutRebuilder.ValidController Method

|  |  |
| --- | --- |
| C# |  |
| private static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ValidController(  **RectTransform** *layoutRoot*,  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**Component**> *comps* ) | |

Parameters

layoutRoot

|  |
| --- |
|  |

comps

|  |
| --- |
|  |

See Also

Applies to: [LayoutRebuilder](#topic_00000000000004FD)

m\_CachedHashFromTransform Field

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) m\_CachedHashFromTransform | |

See Also

Applies to: [LayoutRebuilder](#topic_00000000000004FD)

m\_ToRebuild Field

|  |  |
| --- | --- |
| C# |  |
| private **RectTransform** m\_ToRebuild | |

See Also

Applies to: [LayoutRebuilder](#topic_00000000000004FD)

s\_Rebuilders Field

|  |  |
| --- | --- |
| C# |  |
| new private static **ObjectPool**<[LayoutRebuilder](#topic_00000000000004FD)> s\_Rebuilders | |

See Also

Applies to: [LayoutRebuilder](#topic_00000000000004FD)

LayoutUtility Class

/// Utility functions for querying layout elements for their minimum, preferred, and flexible sizes.
///

|  |  |
| --- | --- |
| C# |  |
| public static class LayoutUtility | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[GetFlexibleHeight](#topic_000000000000051D), [GetFlexibleSize](#topic_0000000000000517), [GetFlexibleWidth](#topic_000000000000051A), [GetLayoutProperty](#topic_000000000000051E), [GetMinHeight](#topic_000000000000051B), [GetMinSize](#topic_0000000000000515), [GetMinWidth](#topic_0000000000000518), [GetPreferredHeight](#topic_000000000000051C), [GetPreferredSize](#topic_0000000000000516), [GetPreferredWidth](#topic_0000000000000519)

LayoutUtility.GetFlexibleHeight Method

/// Returns the flexible height of the layout element.
///

|  |  |
| --- | --- |
| C# |  |
| public static [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) GetFlexibleHeight(  **RectTransform** *rect* ) | |

Parameters

rect

|  |
| --- |
| The RectTransform of the layout element to query. |

Remarks

/// All components on the GameObject that implement the ILayoutElement are queried. The one with the highest priority which has a value for this setting is used. If multiple componets have this setting and have the same priority, the maximum value out of those is used.
///

See Also

Applies to: [LayoutUtility](#topic_0000000000000514)

LayoutUtility.GetFlexibleSize Method

/// Returns the flexible size of the layout element.
///

|  |  |
| --- | --- |
| C# |  |
| public static [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) GetFlexibleSize(  **RectTransform** *rect*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *axis* ) | |

Parameters

rect

|  |
| --- |
| The RectTransform of the layout element to query. |

axis

|  |
| --- |
| The axis to query. This can be 0 or 1. |

Remarks

/// All components on the GameObject that implement the ILayoutElement are queried. The one with the highest priority which has a value for this setting is used. If multiple componets have this setting and have the same priority, the maximum value out of those is used.
///

See Also

Applies to: [LayoutUtility](#topic_0000000000000514)

LayoutUtility.GetFlexibleWidth Method

/// Returns the flexible width of the layout element.
///

|  |  |
| --- | --- |
| C# |  |
| public static [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) GetFlexibleWidth(  **RectTransform** *rect* ) | |

Parameters

rect

|  |
| --- |
| The RectTransform of the layout element to query. |

Remarks

/// All components on the GameObject that implement the ILayoutElement are queried. The one with the highest priority which has a value for this setting is used. If multiple componets have this setting and have the same priority, the maximum value out of those is used
///

See Also

Applies to: [LayoutUtility](#topic_0000000000000514)

LayoutUtility.GetLayoutProperty (RectTransform, Func<ILayoutElementSingle>, Single) Method

/// Gets a calculated layout property for the layout element with the given RectTransform.
///

|  |  |
| --- | --- |
| C# |  |
| public static [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) GetLayoutProperty(  **RectTransform** *rect*,  [Func](https://docs.microsoft.com/en-us/dotnet/api/system.func-2)<[ILayoutElement](#topic_00000000000004C4), [float](https://docs.microsoft.com/en-us/dotnet/api/system.single)> *property*,  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *defaultValue* ) | |

Parameters

rect

|  |
| --- |
| The RectTransform of the layout element to get a property for. |

property

|  |
| --- |
| The property to calculate. |

defaultValue

|  |
| --- |
| The default value to use if no component on the layout element supplies the given property |

Returns

The calculated value of the layout property.

See Also

Applies to: [LayoutUtility](#topic_0000000000000514)

LayoutUtility.GetLayoutProperty (RectTransform, Func<ILayoutElementSingle>, Single, out ILayoutElement) Method

/// Gets a calculated layout property for the layout element with the given RectTransform.
///

|  |  |
| --- | --- |
| C# |  |
| public static [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) GetLayoutProperty(  **RectTransform** *rect*,  [Func](https://docs.microsoft.com/en-us/dotnet/api/system.func-2)<[ILayoutElement](#topic_00000000000004C4), [float](https://docs.microsoft.com/en-us/dotnet/api/system.single)> *property*,  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *defaultValue*,  out [ILayoutElement](#topic_00000000000004C4) *source* ) | |

Parameters

rect

|  |
| --- |
| The RectTransform of the layout element to get a property for. |

property

|  |
| --- |
| The property to calculate. |

defaultValue

|  |
| --- |
| The default value to use if no component on the layout element supplies the given property |

source

|  |
| --- |
| Optional out parameter to get the component that supplied the calculated value. |

Returns

The calculated value of the layout property.

See Also

Applies to: [LayoutUtility](#topic_0000000000000514)

LayoutUtility.GetMinHeight Method

/// Returns the minimum height of the layout element.
///

|  |  |
| --- | --- |
| C# |  |
| public static [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) GetMinHeight(  **RectTransform** *rect* ) | |

Parameters

rect

|  |
| --- |
| The RectTransform of the layout element to query. |

Remarks

/// All components on the GameObject that implement the ILayoutElement are queried. The one with the highest priority which has a value for this setting is used. If multiple componets have this setting and have the same priority, the maximum value out of those is used.
///

See Also

Applies to: [LayoutUtility](#topic_0000000000000514)

LayoutUtility.GetMinSize Method

/// Returns the minimum size of the layout element.
///

|  |  |
| --- | --- |
| C# |  |
| public static [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) GetMinSize(  **RectTransform** *rect*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *axis* ) | |

Parameters

rect

|  |
| --- |
| The RectTransform of the layout element to query. |

axis

|  |
| --- |
| The axis to query. This can be 0 or 1. |

Remarks

All components on the GameObject that implement the ILayoutElement are queried. The one with the highest priority which has a value for this setting is used. If multiple componets have this setting and have the same priority, the maximum value out of those is used.

See Also

Applies to: [LayoutUtility](#topic_0000000000000514)

LayoutUtility.GetMinWidth Method

/// Returns the minimum width of the layout element.
///

|  |  |
| --- | --- |
| C# |  |
| public static [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) GetMinWidth(  **RectTransform** *rect* ) | |

Parameters

rect

|  |
| --- |
| The RectTransform of the layout element to query. |

Remarks

/// All components on the GameObject that implement the ILayoutElement are queried. The one with the highest priority which has a value for this setting is used. If multiple componets have this setting and have the same priority, the maximum value out of those is used.
///

See Also

Applies to: [LayoutUtility](#topic_0000000000000514)

LayoutUtility.GetPreferredHeight Method

/// Returns the preferred height of the layout element.
///

|  |  |
| --- | --- |
| C# |  |
| public static [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) GetPreferredHeight(  **RectTransform** *rect* ) | |

Parameters

rect

|  |
| --- |
| The RectTransform of the layout element to query. |

Remarks

/// All components on the GameObject that implement the ILayoutElement are queried. The one with the highest priority which has a value for this setting is used. If multiple componets have this setting and have the same priority, the maximum value out of those is used.
///

See Also

Applies to: [LayoutUtility](#topic_0000000000000514)

LayoutUtility.GetPreferredSize Method

/// Returns the preferred size of the layout element.
///

|  |  |
| --- | --- |
| C# |  |
| public static [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) GetPreferredSize(  **RectTransform** *rect*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *axis* ) | |

Parameters

rect

|  |
| --- |
| The RectTransform of the layout element to query. |

axis

|  |
| --- |
| The axis to query. This can be 0 or 1. |

Remarks

/// All components on the GameObject that implement the ILayoutElement are queried. The one with the highest priority which has a value for this setting is used. If multiple componets have this setting and have the same priority, the maximum value out of those is used.
///

See Also

Applies to: [LayoutUtility](#topic_0000000000000514)

LayoutUtility.GetPreferredWidth Method

/// Returns the preferred width of the layout element.
///

|  |  |
| --- | --- |
| C# |  |
| public static [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) GetPreferredWidth(  **RectTransform** *rect* ) | |

Parameters

rect

|  |
| --- |
| The RectTransform of the layout element to query. |

Returns

/// All components on the GameObject that implement the ILayoutElement are queried. The one with the highest priority which has a value for this setting is used. If multiple componets have this setting and have the same priority, the maximum value out of those is used.
///

See Also

Applies to: [LayoutUtility](#topic_0000000000000514)

Mask Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

**UnityEngine.UI.Mask**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("UI/Mask", 13)] [ExecuteAlways()] [RequireComponent(typeof(RectTransform))] [DisallowMultipleComponent()] public class Mask : [UIBehaviour](#topic_000000000000018B),  **ICanvasRaycastFilter**,  [IMaterialModifier](#topic_000000000000054E) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [graphic](#topic_000000000000052B), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [rectTransform](#topic_0000000000000527), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [showMaskGraphic](#topic_0000000000000529), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetModifiedMaterial](#topic_0000000000000531), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [IsRaycastLocationValid](#topic_0000000000000530), [MaskEnabled](#topic_000000000000052E), [OnSiblingGraphicEnabledDisabled](#topic_000000000000052F), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[m\_Graphic](#topic_000000000000052A), [m\_MaskMaterial](#topic_000000000000052C), [m\_RectTransform](#topic_0000000000000526), [m\_ShowMaskGraphic](#topic_0000000000000528), [m\_UnmaskMaterial](#topic_000000000000052D)

Mask.graphic Property

/// The graphic associated with the Mask.
///

|  |  |
| --- | --- |
| C# |  |
| public [Graphic](#topic_00000000000002D6) graphic {get;} | |

See Also

Applies to: [Mask](#topic_0000000000000525)

Mask.rectTransform Property

|  |  |
| --- | --- |
| C# |  |
| public **RectTransform** rectTransform {get;} | |

See Also

Applies to: [Mask](#topic_0000000000000525)

Mask.showMaskGraphic Property

/// Show the graphic that is associated with the Mask render area.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) showMaskGraphic {get; set;} | |

See Also

Applies to: [Mask](#topic_0000000000000525)

Mask.GetModifiedMaterial Method

|  |  |
| --- | --- |
| C# |  |
| public virtual **Material** GetModifiedMaterial(  **Material** *baseMaterial* ) | |

Parameters

baseMaterial

|  |
| --- |
|  |

See Also

Applies to: [Mask](#topic_0000000000000525)

Mask.IsRaycastLocationValid Method

Given a point and a camera is the raycast valid.

|  |  |
| --- | --- |
| C# |  |
| public virtual [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsRaycastLocationValid(  **Vector2** *sp*,  **Camera** *eventCamera* ) | |

Parameters

sp

|  |
| --- |
| Screen position. |

eventCamera

|  |
| --- |
| Raycast camera. |

Returns

Valid.

Implements

[ICanvasRaycastFilter.IsRaycastLocationValid](https://docs.microsoft.com/en-us/dotnet/api/unityengine.icanvasraycastfilter.israycastlocationvalid)

See Also

Applies to: [Mask](#topic_0000000000000525)

Mask.MaskEnabled Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) MaskEnabled() | |

See Also

Applies to: [Mask](#topic_0000000000000525)

Mask.OnSiblingGraphicEnabledDisabled Method

**NOTE: This member is now obsolete.**

Not used anymore.

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Not used anymore.")] public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnSiblingGraphicEnabledDisabled() | |

See Also

Applies to: [Mask](#topic_0000000000000525)

m\_Graphic Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] private [Graphic](#topic_00000000000002D6) m\_Graphic | |

See Also

Applies to: [Mask](#topic_0000000000000525)

m\_MaskMaterial Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] private **Material** m\_MaskMaterial | |

See Also

Applies to: [Mask](#topic_0000000000000525)

m\_RectTransform Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] private **RectTransform** m\_RectTransform | |

See Also

Applies to: [Mask](#topic_0000000000000525)

m\_ShowMaskGraphic Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_ShowMaskGraphic | |

See Also

Applies to: [Mask](#topic_0000000000000525)

m\_UnmaskMaterial Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] private **Material** m\_UnmaskMaterial | |

See Also

Applies to: [Mask](#topic_0000000000000525)

MaskUtilities Class

/// Mask related utility class. This class provides masking-specific utility functions.
///

|  |  |
| --- | --- |
| C# |  |
| public class MaskUtilities | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[FindRootSortOverrideCanvas](#topic_0000000000000549), [GetRectMaskForClippable](#topic_000000000000054C), [GetRectMasksForClip](#topic_000000000000054D), [GetStencilDepth](#topic_000000000000054A), [IsDescendantOrSelf](#topic_000000000000054B), [Notify2DMaskStateChanged](#topic_0000000000000547), [NotifyStencilStateChanged](#topic_0000000000000548)

MaskUtilities.FindRootSortOverrideCanvas Method

/// Find a root Canvas.
///

|  |  |
| --- | --- |
| C# |  |
| public static **Transform** FindRootSortOverrideCanvas(  **Transform** *start* ) | |

Parameters

start

|  |
| --- |
| Transform to start the search at going up the hierarchy. |

Returns

Finds either the most root canvas, or the first canvas that overrides sorting.

See Also

Applies to: [MaskUtilities](#topic_0000000000000546)

MaskUtilities.GetRectMaskForClippable Method

/// Find the correct RectMask2D for a given IClippable.
///

|  |  |
| --- | --- |
| C# |  |
| public static [RectMask2D](#topic_000000000000056C) GetRectMaskForClippable(  [IClippable](#topic_0000000000000247) *clippable* ) | |

Parameters

clippable

|  |
| --- |
| Clippable to search from. |

Returns

The Correct RectMask2D

See Also

Applies to: [MaskUtilities](#topic_0000000000000546)

MaskUtilities.GetRectMasksForClip Method

/// Search for all RectMask2D that apply to the given RectMask2D (includes self).
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) GetRectMasksForClip(  [RectMask2D](#topic_000000000000056C) *clipper*,  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[RectMask2D](#topic_000000000000056C)> *masks* ) | |

Parameters

clipper

|  |
| --- |
| Starting clipping object. |

masks

|  |
| --- |
| The list of Rect masks |

See Also

Applies to: [MaskUtilities](#topic_0000000000000546)

MaskUtilities.GetStencilDepth Method

/// Find the stencil depth for a given element.
///

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) GetStencilDepth(  **Transform** *transform*,  **Transform** *stopAfter* ) | |

Parameters

transform

|  |
| --- |
| The starting transform to search. |

stopAfter

|  |
| --- |
| Where the search of parents should stop |

Returns

What the proper stencil buffer index should be.

See Also

Applies to: [MaskUtilities](#topic_0000000000000546)

MaskUtilities.IsDescendantOrSelf Method

/// Helper function to determine if the child is a descendant of father or is father.
///

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsDescendantOrSelf(  **Transform** *father*,  **Transform** *child* ) | |

Parameters

father

|  |
| --- |
| The transform to compare against. |

child

|  |
| --- |
| The starting transform to search up the hierarchy. |

Returns

Is child equal to father or is a descendant.

See Also

Applies to: [MaskUtilities](#topic_0000000000000546)

MaskUtilities.Notify2DMaskStateChanged Method

/// Notify all IClippables under the given component that they need to recalculate clipping.
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Notify2DMaskStateChanged(  **Component** *mask* ) | |

Parameters

mask

|  |
| --- |
| The object thats changed for whose children should be notified. |

See Also

Applies to: [MaskUtilities](#topic_0000000000000546)

MaskUtilities.NotifyStencilStateChanged Method

/// Notify all IMaskable under the given component that they need to recalculate masking.
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) NotifyStencilStateChanged(  **Component** *mask* ) | |

Parameters

mask

|  |
| --- |
| The object thats changed for whose children should be notified. |

See Also

Applies to: [MaskUtilities](#topic_0000000000000546)

MaskableGraphic Class

/// A Graphic that is capable of being masked out.
///

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

[UnityEngine.UI.Graphic](#topic_00000000000002D6)

**UnityEngine.UI.MaskableGraphic**

[UnityEngine.UI.Image](#topic_0000000000000330)

[UnityEngine.UI.RawImage](#topic_0000000000000565)

[UnityEngine.UI.Text](#topic_00000000000006A6)

|  |  |
| --- | --- |
| C# |  |
| public abstract class MaskableGraphic : [Graphic](#topic_00000000000002D6),  [IClippable](#topic_0000000000000247),  [IMaskable](#topic_000000000000039A),  [IMaterialModifier](#topic_000000000000054E) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [canvas](#topic_00000000000002EB) (inherited from [Graphic](#topic_00000000000002D6)), [canvasRenderer](#topic_00000000000002ED) (inherited from [Graphic](#topic_00000000000002D6)), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [color](#topic_00000000000002D9) (inherited from [Graphic](#topic_00000000000002D6)), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [defaultGraphicMaterial](#topic_00000000000002D7) (inherited from [Graphic](#topic_00000000000002D6)), [defaultMaterial](#topic_00000000000002EE) (inherited from [Graphic](#topic_00000000000002D6)), [depth](#topic_00000000000002E9) (inherited from [Graphic](#topic_00000000000002D6)), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [isMaskingGraphic](#topic_000000000000053A), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [mainTexture](#topic_00000000000002F1) (inherited from [Graphic](#topic_00000000000002D6)), [maskable](#topic_0000000000000539), [material](#topic_00000000000002EF) (inherited from [Graphic](#topic_00000000000002D6)), [materialForRendering](#topic_00000000000002F0) (inherited from [Graphic](#topic_00000000000002D6)), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [onCullStateChanged](#topic_0000000000000538), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [raycastPadding](#topic_00000000000002DD) (inherited from [Graphic](#topic_00000000000002D6)), [raycastTarget](#topic_00000000000002DB) (inherited from [Graphic](#topic_00000000000002D6)), [rectTransform](#topic_00000000000002EA) (inherited from [Graphic](#topic_00000000000002D6)), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [rootCanvasRect](#topic_0000000000000542), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [CrossFadeAlpha](#topic_0000000000000300) (inherited from [Graphic](#topic_00000000000002D6)), [CrossFadeColor](#topic_00000000000002FD) (inherited from [Graphic](#topic_00000000000002D6)), [Cull](#topic_000000000000053C), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetModifiedMaterial](#topic_000000000000053B), [GetPixelAdjustedRect](#topic_00000000000002FC) (inherited from [Graphic](#topic_00000000000002D6)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GraphicUpdateComplete](#topic_00000000000002F5) (inherited from [Graphic](#topic_00000000000002D6)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [LayoutComplete](#topic_00000000000002F4) (inherited from [Graphic](#topic_00000000000002D6)), [OnCullingChanged](#topic_00000000000002F2) (inherited from [Graphic](#topic_00000000000002D6)), [OnRebuildRequested](#topic_00000000000002F8) (inherited from [Graphic](#topic_00000000000002D6)), [ParentMaskStateChanged](#topic_0000000000000540), [PixelAdjustPoint](#topic_00000000000002FB) (inherited from [Graphic](#topic_00000000000002D6)), [Raycast](#topic_00000000000002FA) (inherited from [Graphic](#topic_00000000000002D6)), [Rebuild](#topic_00000000000002F3) (inherited from [Graphic](#topic_00000000000002D6)), [RecalculateClipping](#topic_0000000000000544), [RecalculateMasking](#topic_0000000000000545), [RegisterDirtyLayoutCallback](#topic_0000000000000301) (inherited from [Graphic](#topic_00000000000002D6)), [RegisterDirtyMaterialCallback](#topic_0000000000000305) (inherited from [Graphic](#topic_00000000000002D6)), [RegisterDirtyVerticesCallback](#topic_0000000000000303) (inherited from [Graphic](#topic_00000000000002D6)), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SetAllDirty](#topic_00000000000002E5) (inherited from [Graphic](#topic_00000000000002D6)), [SetClipRect](#topic_000000000000053E), [SetClipSoftness](#topic_000000000000053F), [SetLayoutDirty](#topic_00000000000002E6) (inherited from [Graphic](#topic_00000000000002D6)), [SetMaterialDirty](#topic_00000000000002E8) (inherited from [Graphic](#topic_00000000000002D6)), [SetNativeSize](#topic_00000000000002F9) (inherited from [Graphic](#topic_00000000000002D6)), [SetVerticesDirty](#topic_00000000000002E7) (inherited from [Graphic](#topic_00000000000002D6)), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [UnregisterDirtyLayoutCallback](#topic_0000000000000302) (inherited from [Graphic](#topic_00000000000002D6)), [UnregisterDirtyMaterialCallback](#topic_0000000000000306) (inherited from [Graphic](#topic_00000000000002D6)), [UnregisterDirtyVerticesCallback](#topic_0000000000000304) (inherited from [Graphic](#topic_00000000000002D6)), [UpdateClipParent](#topic_0000000000000543), [UpdateCull](#topic_000000000000053D)

Classes

[CullStateChangedEvent](#topic_0000000000000536)

Fields

[m\_Corners](#topic_0000000000000541), [m\_IsMaskingGraphic](#topic_0000000000000535), [m\_Maskable](#topic_0000000000000534), [m\_OnCullStateChanged](#topic_0000000000000537), [m\_ParentMask](#topic_0000000000000533)

MaskableGraphic.isMaskingGraphic Property

/// Is this graphic the graphic on the same object as a Mask that is enabled.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isMaskingGraphic {get; set;} | |

Remarks

/// If toggled ensure to call MaskUtilities.NotifyStencilStateChanged(this); manually as it changes how stenciles are calculated for this image.
///

See Also

Applies to: [MaskableGraphic](#topic_0000000000000532)

MaskableGraphic.maskable Property

/// Does this graphic allow masking.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) maskable {get; set;} | |

See Also

Applies to: [MaskableGraphic](#topic_0000000000000532)

MaskableGraphic.onCullStateChanged Property

/// Callback issued when culling changes.
///

|  |  |
| --- | --- |
| C# |  |
| public [CullStateChangedEvent](#topic_0000000000000536) onCullStateChanged {get; set;} | |

Remarks

/// Called whene the culling state of this MaskableGraphic either becomes culled or visible. You can use this to control other elements of your UI as culling happens.
///

See Also

Applies to: [MaskableGraphic](#topic_0000000000000532)

MaskableGraphic.rootCanvasRect Property

|  |  |
| --- | --- |
| C# |  |
| private **Rect** rootCanvasRect {get;} | |

See Also

Applies to: [MaskableGraphic](#topic_0000000000000532)

MaskableGraphic.Cull Method

/// See IClippable.Cull
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Cull(  **Rect** *clipRect*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *validRect* ) | |

Parameters

clipRect

|  |
| --- |
|  |

validRect

|  |
| --- |
|  |

See Also

Applies to: [MaskableGraphic](#topic_0000000000000532)

MaskableGraphic.GetModifiedMaterial Method

/// See IMaterialModifier.GetModifiedMaterial
///

|  |  |
| --- | --- |
| C# |  |
| public virtual **Material** GetModifiedMaterial(  **Material** *baseMaterial* ) | |

Parameters

baseMaterial

|  |
| --- |
|  |

See Also

Applies to: [MaskableGraphic](#topic_0000000000000532)

MaskableGraphic.ParentMaskStateChanged Method

**NOTE: This member is now obsolete.**

Not used anymore.

|  |  |
| --- | --- |
| C# |  |
| [System.ComponentModel.EditorBrowsable(System.ComponentModel.EditorBrowsableState.Never)] [Obsolete("Not used anymore.", true)] public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ParentMaskStateChanged() | |

See Also

Applies to: [MaskableGraphic](#topic_0000000000000532)

MaskableGraphic.RecalculateClipping Method

/// See IClippable.RecalculateClipping
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RecalculateClipping() | |

See Also

Applies to: [MaskableGraphic](#topic_0000000000000532)

MaskableGraphic.RecalculateMasking Method

/// See IMaskable.RecalculateMasking
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RecalculateMasking() | |

See Also

Applies to: [MaskableGraphic](#topic_0000000000000532)

MaskableGraphic.SetClipRect Method

/// See IClippable.SetClipRect
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetClipRect(  **Rect** *clipRect*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *validRect* ) | |

Parameters

clipRect

|  |
| --- |
|  |

validRect

|  |
| --- |
|  |

See Also

Applies to: [MaskableGraphic](#topic_0000000000000532)

MaskableGraphic.SetClipSoftness Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetClipSoftness(  **Vector2** *clipSoftness* ) | |

Parameters

clipSoftness

|  |
| --- |
|  |

See Also

Applies to: [MaskableGraphic](#topic_0000000000000532)

MaskableGraphic.UpdateClipParent Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateClipParent() | |

See Also

Applies to: [MaskableGraphic](#topic_0000000000000532)

MaskableGraphic.UpdateCull Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateCull(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *cull* ) | |

Parameters

cull

|  |
| --- |
|  |

See Also

Applies to: [MaskableGraphic](#topic_0000000000000532)

CullStateChangedEvent Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Events.UnityEventBase](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase)

[UnityEngine.Events.UnityEvent<T0>](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1)

**UnityEngine.UI.MaskableGraphic.CullStateChangedEvent**

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public class CullStateChangedEvent : **UnityEvent**<[bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean)> | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[AddListener](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.addlistener) (inherited from **UnityEvent<T0>**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetPersistentEventCount](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistenteventcount) (inherited from **UnityEventBase**), [GetPersistentListenerState](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistentlistenerstate) (inherited from **UnityEventBase**), [GetPersistentMethodName](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistentmethodname) (inherited from **UnityEventBase**), [GetPersistentTarget](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistenttarget) (inherited from **UnityEventBase**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.invoke) (inherited from **UnityEvent<T0>**), [RemoveAllListeners](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.removealllisteners) (inherited from **UnityEventBase**), [RemoveListener](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.removelistener) (inherited from **UnityEvent<T0>**), [SetPersistentListenerState](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.setpersistentlistenerstate) (inherited from **UnityEventBase**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.tostring) (inherited from **UnityEventBase**)

See Also

Applies to: [MaskableGraphic](#topic_0000000000000532)

m\_Corners Field

|  |  |
| --- | --- |
| C# |  |
| new private readonly **Vector3**[] m\_Corners | |

See Also

Applies to: [MaskableGraphic](#topic_0000000000000532)

m\_IsMaskingGraphic Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_IsMaskingGraphic | |

See Also

Applies to: [MaskableGraphic](#topic_0000000000000532)

m\_Maskable Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_Maskable | |

See Also

Applies to: [MaskableGraphic](#topic_0000000000000532)

m\_OnCullStateChanged Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] new private [CullStateChangedEvent](#topic_0000000000000536) m\_OnCullStateChanged | |

See Also

Applies to: [MaskableGraphic](#topic_0000000000000532)

m\_ParentMask Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] private [RectMask2D](#topic_000000000000056C) m\_ParentMask | |

See Also

Applies to: [MaskableGraphic](#topic_0000000000000532)

Outline Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

[UnityEngine.UI.BaseMeshEffect](#topic_000000000000070E)

[UnityEngine.UI.Shadow](#topic_000000000000071B)

**UnityEngine.UI.Outline**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("UI/Effects/Outline", 81)] public class Outline : [Shadow](#topic_000000000000071B) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [effectColor](#topic_0000000000000720) (inherited from [Shadow](#topic_000000000000071B)), [effectDistance](#topic_0000000000000721) (inherited from [Shadow](#topic_000000000000071B)), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**), [useGraphicAlpha](#topic_0000000000000722) (inherited from [Shadow](#topic_000000000000071B))

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [ModifyMesh](#topic_0000000000000718), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Outline.ModifyMesh Method

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ModifyMesh(  [VertexHelper](#topic_00000000000006EC) *vh* ) | |

Parameters

vh

|  |
| --- |
|  |

See Also

Applies to: [Outline](#topic_0000000000000717)

PositionAsUV1 Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

[UnityEngine.UI.BaseMeshEffect](#topic_000000000000070E)

**UnityEngine.UI.PositionAsUV1**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("UI/Effects/Position As UV1", 82)] public class PositionAsUV1 : [BaseMeshEffect](#topic_000000000000070E) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [ModifyMesh](#topic_000000000000071A), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

PositionAsUV1.ModifyMesh Method

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ModifyMesh(  [VertexHelper](#topic_00000000000006EC) *vh* ) | |

Parameters

vh

|  |
| --- |
|  |

See Also

Applies to: [PositionAsUV1](#topic_0000000000000719)

RawImage Class

/// Displays a Texture2D for the UI System.
///

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

[UnityEngine.UI.Graphic](#topic_00000000000002D6)

[UnityEngine.UI.MaskableGraphic](#topic_0000000000000532)

**UnityEngine.UI.RawImage**

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof(CanvasRenderer))] [AddComponentMenu("UI/Raw Image", 12)] public class RawImage : [MaskableGraphic](#topic_0000000000000532) | |

Remarks

/// If you don't have or don't wish to create an atlas, you can simply use this script to draw a texture.
/// Keep in mind though that this will create an extra draw call with each RawImage present, so it's
/// best to use it only for backgrounds or temporary visible graphics.
///

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [canvas](#topic_00000000000002EB) (inherited from [Graphic](#topic_00000000000002D6)), [canvasRenderer](#topic_00000000000002ED) (inherited from [Graphic](#topic_00000000000002D6)), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [color](#topic_00000000000002D9) (inherited from [Graphic](#topic_00000000000002D6)), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [defaultGraphicMaterial](#topic_00000000000002D7) (inherited from [Graphic](#topic_00000000000002D6)), [defaultMaterial](#topic_00000000000002EE) (inherited from [Graphic](#topic_00000000000002D6)), [depth](#topic_00000000000002E9) (inherited from [Graphic](#topic_00000000000002D6)), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [isMaskingGraphic](#topic_000000000000053A) (inherited from [MaskableGraphic](#topic_0000000000000532)), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [mainTexture](#topic_0000000000000568), [maskable](#topic_0000000000000539) (inherited from [MaskableGraphic](#topic_0000000000000532)), [material](#topic_00000000000002EF) (inherited from [Graphic](#topic_00000000000002D6)), [materialForRendering](#topic_00000000000002F0) (inherited from [Graphic](#topic_00000000000002D6)), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [onCullStateChanged](#topic_0000000000000538) (inherited from [MaskableGraphic](#topic_0000000000000532)), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [raycastPadding](#topic_00000000000002DD) (inherited from [Graphic](#topic_00000000000002D6)), [raycastTarget](#topic_00000000000002DB) (inherited from [Graphic](#topic_00000000000002D6)), [rectTransform](#topic_00000000000002EA) (inherited from [Graphic](#topic_00000000000002D6)), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [texture](#topic_0000000000000569), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**), [uvRect](#topic_000000000000056A)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [CrossFadeAlpha](#topic_0000000000000300) (inherited from [Graphic](#topic_00000000000002D6)), [CrossFadeColor](#topic_00000000000002FD) (inherited from [Graphic](#topic_00000000000002D6)), [Cull](#topic_000000000000053C) (inherited from [MaskableGraphic](#topic_0000000000000532)), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetModifiedMaterial](#topic_000000000000053B) (inherited from [MaskableGraphic](#topic_0000000000000532)), [GetPixelAdjustedRect](#topic_00000000000002FC) (inherited from [Graphic](#topic_00000000000002D6)), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GraphicUpdateComplete](#topic_00000000000002F5) (inherited from [Graphic](#topic_00000000000002D6)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [LayoutComplete](#topic_00000000000002F4) (inherited from [Graphic](#topic_00000000000002D6)), [OnCullingChanged](#topic_00000000000002F2) (inherited from [Graphic](#topic_00000000000002D6)), [OnRebuildRequested](#topic_00000000000002F8) (inherited from [Graphic](#topic_00000000000002D6)), [ParentMaskStateChanged](#topic_0000000000000540) (inherited from [MaskableGraphic](#topic_0000000000000532)), [PixelAdjustPoint](#topic_00000000000002FB) (inherited from [Graphic](#topic_00000000000002D6)), [Raycast](#topic_00000000000002FA) (inherited from [Graphic](#topic_00000000000002D6)), [Rebuild](#topic_00000000000002F3) (inherited from [Graphic](#topic_00000000000002D6)), [RecalculateClipping](#topic_0000000000000544) (inherited from [MaskableGraphic](#topic_0000000000000532)), [RecalculateMasking](#topic_0000000000000545) (inherited from [MaskableGraphic](#topic_0000000000000532)), [RegisterDirtyLayoutCallback](#topic_0000000000000301) (inherited from [Graphic](#topic_00000000000002D6)), [RegisterDirtyMaterialCallback](#topic_0000000000000305) (inherited from [Graphic](#topic_00000000000002D6)), [RegisterDirtyVerticesCallback](#topic_0000000000000303) (inherited from [Graphic](#topic_00000000000002D6)), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SetAllDirty](#topic_00000000000002E5) (inherited from [Graphic](#topic_00000000000002D6)), [SetClipRect](#topic_000000000000053E) (inherited from [MaskableGraphic](#topic_0000000000000532)), [SetClipSoftness](#topic_000000000000053F) (inherited from [MaskableGraphic](#topic_0000000000000532)), [SetLayoutDirty](#topic_00000000000002E6) (inherited from [Graphic](#topic_00000000000002D6)), [SetMaterialDirty](#topic_00000000000002E8) (inherited from [Graphic](#topic_00000000000002D6)), [SetNativeSize](#topic_000000000000056B), [SetVerticesDirty](#topic_00000000000002E7) (inherited from [Graphic](#topic_00000000000002D6)), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [UnregisterDirtyLayoutCallback](#topic_0000000000000302) (inherited from [Graphic](#topic_00000000000002D6)), [UnregisterDirtyMaterialCallback](#topic_0000000000000306) (inherited from [Graphic](#topic_00000000000002D6)), [UnregisterDirtyVerticesCallback](#topic_0000000000000304) (inherited from [Graphic](#topic_00000000000002D6))

Fields

[m\_Texture](#topic_0000000000000566), [m\_UVRect](#topic_0000000000000567)

RawImage.mainTexture Property

/// Returns the texture used to draw this Graphic.
///

|  |  |
| --- | --- |
| C# |  |
| public override **Texture** mainTexture {get;} | |

See Also

Applies to: [RawImage](#topic_0000000000000565)

RawImage.texture Property

/// The RawImage's texture to be used.
///

|  |  |
| --- | --- |
| C# |  |
| public **Texture** texture {get; set;} | |

Remarks

/// Use this to alter or return the Texture the RawImage displays. The Raw Image can display any Texture whereas an Image component can only show a Sprite Texture.
/// Note : Keep in mind that using a RawImage creates an extra draw call with each RawImage present, so it's best to use it only for backgrounds or temporary visible graphics.Note: Keep in mind that using a RawImage creates an extra draw call with each RawImage present, so it's best to use it only for backgrounds or temporary visible graphics.
///

Example

///

|  |
| --- |
| ///   /// //Create a new RawImage by going to Create>UI>Raw Image in the hierarchy.  /// //Attach this script to the RawImage GameObject.  ///  /// using UnityEngine;  /// using UnityEngine.UI;  ///  /// public class RawImageTexture : MonoBehaviour  /// {  /// RawImage m\_RawImage;  /// //Select a Texture in the Inspector to change to  /// public Texture m\_Texture;  ///  /// void Start()  /// {  /// //Fetch the RawImage component from the GameObject  /// m\_RawImage = GetComponent<RawImage>();  /// //Change the Texture to be the one you define in the Inspector  /// m\_RawImage.texture = m\_Texture;  /// }  /// }  ///   /// |

///

See Also

Applies to: [RawImage](#topic_0000000000000565)

RawImage.uvRect Property

/// UV rectangle used by the texture.
///

|  |  |
| --- | --- |
| C# |  |
| public **Rect** uvRect {get; set;} | |

See Also

Applies to: [RawImage](#topic_0000000000000565)

RawImage.SetNativeSize Method

/// Adjust the scale of the Graphic to make it pixel-perfect.
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetNativeSize() | |

Remarks

/// This means setting the RawImage's RectTransform.sizeDelta to be equal to the Texture dimensions.
///

See Also

Applies to: [RawImage](#topic_0000000000000565)

m\_Texture Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("m\_Tex")] [SerializeField()] private **Texture** m\_Texture | |

See Also

Applies to: [RawImage](#topic_0000000000000565)

m\_UVRect Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] new private **Rect** m\_UVRect | |

See Also

Applies to: [RawImage](#topic_0000000000000565)

RectMask2D Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

**UnityEngine.UI.RectMask2D**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("UI/Rect Mask 2D", 14)] [ExecuteAlways()] [DisallowMultipleComponent()] [RequireComponent(typeof(RectTransform))] public class RectMask2D : [UIBehaviour](#topic_000000000000018B),  [IClipper](#topic_0000000000000245),  **ICanvasRaycastFilter** | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [canvasRect](#topic_000000000000057A), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [padding](#topic_0000000000000576), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [rectTransform](#topic_000000000000057B), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [rootCanvasRect](#topic_000000000000057E), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [softness](#topic_0000000000000578), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[AddClippable](#topic_0000000000000581), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [IsRaycastLocationValid](#topic_000000000000057C), [PerformClipping](#topic_000000000000057F), [RemoveClippable](#topic_0000000000000582), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [UpdateClipSoftness](#topic_0000000000000580)

Fields

[m\_Canvas](#topic_0000000000000579), [m\_ClipTargets](#topic_0000000000000570), [m\_Clippers](#topic_0000000000000572), [m\_Corners](#topic_000000000000057D), [m\_ForceClip](#topic_0000000000000574), [m\_LastClipRectCanvasSpace](#topic_0000000000000573), [m\_MaskableTargets](#topic_000000000000056F), [m\_Padding](#topic_0000000000000575), [m\_RectTransform](#topic_000000000000056E), [m\_ShouldRecalculateClipRects](#topic_0000000000000571), [m\_Softness](#topic_0000000000000577), [m\_VertexClipper](#topic_000000000000056D)

RectMask2D.canvasRect Property

/// Get the Rect for the mask in canvas space.
///

|  |  |
| --- | --- |
| C# |  |
| public **Rect** canvasRect {get;} | |

See Also

Applies to: [RectMask2D](#topic_000000000000056C)

RectMask2D.padding Property

/// Padding to be applied to the masking
/// X = Left
/// Y = Bottom
/// Z = Right
/// W = Top
///

|  |  |
| --- | --- |
| C# |  |
| public **Vector4** padding {get; set;} | |

See Also

Applies to: [RectMask2D](#topic_000000000000056C)

RectMask2D.rectTransform Property

/// Helper function to get the RectTransform for the mask.
///

|  |  |
| --- | --- |
| C# |  |
| public **RectTransform** rectTransform {get;} | |

See Also

Applies to: [RectMask2D](#topic_000000000000056C)

RectMask2D.rootCanvasRect Property

|  |  |
| --- | --- |
| C# |  |
| private **Rect** rootCanvasRect {get;} | |

See Also

Applies to: [RectMask2D](#topic_000000000000056C)

RectMask2D.softness Property

/// The softness to apply to the horizontal and vertical axis.
///

|  |  |
| --- | --- |
| C# |  |
| public **Vector2Int** softness {get; set;} | |

See Also

Applies to: [RectMask2D](#topic_000000000000056C)

RectMask2D.AddClippable Method

/// Add a IClippable to be tracked by the mask.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AddClippable(  [IClippable](#topic_0000000000000247) *clippable* ) | |

Parameters

clippable

|  |
| --- |
| Add the clippable object for this mask |

See Also

Applies to: [RectMask2D](#topic_000000000000056C)

RectMask2D.IsRaycastLocationValid Method

Given a point and a camera is the raycast valid.

|  |  |
| --- | --- |
| C# |  |
| public virtual [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsRaycastLocationValid(  **Vector2** *sp*,  **Camera** *eventCamera* ) | |

Parameters

sp

|  |
| --- |
| Screen position. |

eventCamera

|  |
| --- |
| Raycast camera. |

Returns

Valid.

Implements

[ICanvasRaycastFilter.IsRaycastLocationValid](https://docs.microsoft.com/en-us/dotnet/api/unityengine.icanvasraycastfilter.israycastlocationvalid)

See Also

Applies to: [RectMask2D](#topic_000000000000056C)

RectMask2D.PerformClipping Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) PerformClipping() | |

See Also

Applies to: [RectMask2D](#topic_000000000000056C)

RectMask2D.RemoveClippable Method

/// Remove an IClippable from being tracked by the mask.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RemoveClippable(  [IClippable](#topic_0000000000000247) *clippable* ) | |

Parameters

clippable

|  |
| --- |
| Remove the clippable object from this mask |

See Also

Applies to: [RectMask2D](#topic_000000000000056C)

RectMask2D.UpdateClipSoftness Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateClipSoftness() | |

See Also

Applies to: [RectMask2D](#topic_000000000000056C)

m\_Canvas Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] private **Canvas** m\_Canvas | |

Remarks

/// Returns a non-destroyed instance or a null reference.
///

See Also

Applies to: [RectMask2D](#topic_000000000000056C)

m\_ClipTargets Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] new private [HashSet](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.hashset-1)<[IClippable](#topic_0000000000000247)> m\_ClipTargets | |

See Also

Applies to: [RectMask2D](#topic_000000000000056C)

m\_Clippers Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] new private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[RectMask2D](#topic_000000000000056C)> m\_Clippers | |

See Also

Applies to: [RectMask2D](#topic_000000000000056C)

m\_Corners Field

|  |  |
| --- | --- |
| C# |  |
| new private **Vector3**[] m\_Corners | |

See Also

Applies to: [RectMask2D](#topic_000000000000056C)

m\_ForceClip Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_ForceClip | |

See Also

Applies to: [RectMask2D](#topic_000000000000056C)

m\_LastClipRectCanvasSpace Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] private **Rect** m\_LastClipRectCanvasSpace | |

See Also

Applies to: [RectMask2D](#topic_000000000000056C)

m\_MaskableTargets Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] new private [HashSet](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.hashset-1)<[MaskableGraphic](#topic_0000000000000532)> m\_MaskableTargets | |

See Also

Applies to: [RectMask2D](#topic_000000000000056C)

m\_Padding Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] new private **Vector4** m\_Padding | |

See Also

Applies to: [RectMask2D](#topic_000000000000056C)

m\_RectTransform Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] private **RectTransform** m\_RectTransform | |

See Also

Applies to: [RectMask2D](#topic_000000000000056C)

m\_ShouldRecalculateClipRects Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_ShouldRecalculateClipRects | |

See Also

Applies to: [RectMask2D](#topic_000000000000056C)

m\_Softness Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Vector2Int** m\_Softness | |

See Also

Applies to: [RectMask2D](#topic_000000000000056C)

m\_VertexClipper Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] new private readonly **RectangularVertexClipper** m\_VertexClipper | |

See Also

Applies to: [RectMask2D](#topic_000000000000056C)

ScrollRect Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

**UnityEngine.UI.ScrollRect**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("UI/Scroll Rect", 37)] [SelectionBase()] [ExecuteAlways()] [DisallowMultipleComponent()] [RequireComponent(typeof(RectTransform))] public class ScrollRect : [UIBehaviour](#topic_000000000000018B),  [IInitializePotentialDragHandler](#topic_0000000000000050),  [IBeginDragHandler](#topic_000000000000004E),  [IEndDragHandler](#topic_0000000000000054),  [IDragHandler](#topic_0000000000000052),  [IScrollHandler](#topic_0000000000000058),  [ICanvasElement](#topic_0000000000000202),  [ILayoutElement](#topic_00000000000004C4),  [ILayoutGroup](#topic_00000000000004D1) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [content](#topic_00000000000005C2), [decelerationRate](#topic_00000000000005CE), [elasticity](#topic_00000000000005CA), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [flexibleHeight](#topic_0000000000000611), [flexibleWidth](#topic_000000000000060E), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hScrollingNeeded](#topic_0000000000000608), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [horizontal](#topic_00000000000005C4), [horizontalNormalizedPosition](#topic_0000000000000603), [horizontalScrollbar](#topic_00000000000005D4), [horizontalScrollbarSpacing](#topic_00000000000005DC), [horizontalScrollbarVisibility](#topic_00000000000005D8), [inertia](#topic_00000000000005CC), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [layoutPriority](#topic_0000000000000612), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [minHeight](#topic_000000000000060F), [minWidth](#topic_000000000000060C), [movementType](#topic_00000000000005C8), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [normalizedPosition](#topic_0000000000000602), [onValueChanged](#topic_00000000000005E0), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [preferredHeight](#topic_0000000000000610), [preferredWidth](#topic_000000000000060D), [rectTransform](#topic_00000000000005F1), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [scrollSensitivity](#topic_00000000000005D0), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**), [vScrollingNeeded](#topic_0000000000000609), [velocity](#topic_00000000000005E5), [vertical](#topic_00000000000005C6), [verticalNormalizedPosition](#topic_0000000000000604), [verticalScrollbar](#topic_00000000000005D6), [verticalScrollbarSpacing](#topic_00000000000005DE), [verticalScrollbarVisibility](#topic_00000000000005DA), [viewport](#topic_00000000000005D2)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CalculateLayoutInputHorizontal](#topic_000000000000060A), [CalculateLayoutInputVertical](#topic_000000000000060B), [CalculateOffset](#topic_000000000000061A), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [EnsureLayoutHasRebuilt](#topic_00000000000005FA), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetBounds](#topic_0000000000000619), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GraphicUpdateComplete](#topic_00000000000005F7), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_00000000000005F9), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [LayoutComplete](#topic_00000000000005F6), [OnBeginDrag](#topic_00000000000005FE), [OnDrag](#topic_0000000000000600), [OnEndDrag](#topic_00000000000005FF), [OnInitializePotentialDrag](#topic_00000000000005FD), [OnScroll](#topic_00000000000005FC), [Rebuild](#topic_00000000000005F5), [RubberDelta](#topic_0000000000000607), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SetHorizontalNormalizedPosition](#topic_0000000000000605), [SetLayoutHorizontal](#topic_0000000000000613), [SetLayoutVertical](#topic_0000000000000614), [SetVerticalNormalizedPosition](#topic_0000000000000606), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [StopMovement](#topic_00000000000005FB), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [UpdateCachedData](#topic_00000000000005F8), [UpdateOneScrollbarVisibility](#topic_0000000000000616), [UpdateScrollbarLayout](#topic_0000000000000617), [UpdateScrollbarVisibility](#topic_0000000000000615), [UpdateScrollbars](#topic_0000000000000601)

Classes

[ScrollRectEvent](#topic_00000000000005C0)

Enumerations

[MovementType](#topic_00000000000005B8), [ScrollbarVisibility](#topic_00000000000005BC)

Fields

[m\_Content](#topic_00000000000005C1), [m\_Corners](#topic_0000000000000618), [m\_DecelerationRate](#topic_00000000000005CD), [m\_Dragging](#topic_00000000000005E6), [m\_Elasticity](#topic_00000000000005C9), [m\_HSliderExpand](#topic_00000000000005EC), [m\_HSliderHeight](#topic_00000000000005EE), [m\_HasRebuiltLayout](#topic_00000000000005EB), [m\_Horizontal](#topic_00000000000005C3), [m\_HorizontalScrollbar](#topic_00000000000005D3), [m\_HorizontalScrollbarRect](#topic_00000000000005F2), [m\_HorizontalScrollbarSpacing](#topic_00000000000005DB), [m\_HorizontalScrollbarVisibility](#topic_00000000000005D7), [m\_Inertia](#topic_00000000000005CB), [m\_MovementType](#topic_00000000000005C7), [m\_OnValueChanged](#topic_00000000000005DF), [m\_PointerStartLocalCursor](#topic_00000000000005E1), [m\_PrevContentBounds](#topic_00000000000005E9), [m\_PrevPosition](#topic_00000000000005E8), [m\_PrevViewBounds](#topic_00000000000005EA), [m\_Rect](#topic_00000000000005F0), [m\_ScrollSensitivity](#topic_00000000000005CF), [m\_Scrolling](#topic_00000000000005E7), [m\_Tracker](#topic_00000000000005F4), [m\_VSliderExpand](#topic_00000000000005ED), [m\_VSliderWidth](#topic_00000000000005EF), [m\_Velocity](#topic_00000000000005E4), [m\_Vertical](#topic_00000000000005C5), [m\_VerticalScrollbar](#topic_00000000000005D5), [m\_VerticalScrollbarRect](#topic_00000000000005F3), [m\_VerticalScrollbarSpacing](#topic_00000000000005DD), [m\_VerticalScrollbarVisibility](#topic_00000000000005D9), [m\_ViewBounds](#topic_00000000000005E3), [m\_ViewRect](#topic_00000000000005E2), [m\_Viewport](#topic_00000000000005D1)

ScrollRect.content Property

/// The content that can be scrolled. It should be a child of the GameObject with ScrollRect on it.
///

|  |  |
| --- | --- |
| C# |  |
| public **RectTransform** content {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public ScrollRect myScrollRect;  /// public RectTransform scrollableContent;  ///  /// //Do this when the Save button is selected.  /// public void Start()  /// {  /// // assigns the contect that can be scrolled using the ScrollRect.  /// myScrollRect.content = scrollableContent;  /// }  /// }  ///   /// |

///

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.decelerationRate Property

/// The rate at which movement slows down.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) decelerationRate {get; set;} | |

Remarks

/// The deceleration rate is the speed reduction per second. A value of 0.5 halves the speed each second. The default is 0.135. The deceleration rate is only used when inertia is enabled.
///

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public ScrollRect myScrollRect;  ///  /// public void Start()  /// {  /// // assigns a new value to the decelerationRate of the scroll rect.  /// // The higher the number the longer it takes to decelerate.  /// myScrollRect.decelerationRate = 5.0f;  /// }  /// }  ///   /// |

///

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.elasticity Property

/// The amount of elasticity to use when the content moves beyond the scroll rect.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) elasticity {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI;  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public ScrollRect myScrollRect;  ///  /// public void Start()  /// {  /// // assigns a new value to the elasticity of the scroll rect.  /// // The higher the number the longer it takes to snap back.  /// myScrollRect.elasticity = 3.0f;  /// }  /// }  ///   /// |

///

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.flexibleHeight Property

/// Called by the layout system.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) flexibleHeight {get;} | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.flexibleWidth Property

/// Called by the layout system.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) flexibleWidth {get;} | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.hScrollingNeeded Property

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) hScrollingNeeded {get;} | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.horizontal Property

/// Should horizontal scrolling be enabled?
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) horizontal {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public ScrollRect myScrollRect;  ///  /// public void Start()  /// {  /// // Is horizontal scrolling enabled?  /// if (myScrollRect.horizontal == true)  /// {  /// Debug.Log("Horizontal Scrolling is Enabled!");  /// }  /// }  /// }  ///   /// |

///

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.horizontalNormalizedPosition Property

/// The horizontal scroll position as a value between 0 and 1, with 0 being at the left.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) horizontalNormalizedPosition {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public ScrollRect myScrollRect;  /// public Scrollbar newScrollBar;  ///  /// public void Start()  /// {  /// //Change the current horizontal scroll position.  /// myScrollRect.horizontalNormalizedPosition = 0.5f;  /// }  /// }  ///   /// |

///

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.horizontalScrollbar Property

/// Optional Scrollbar object linked to the horizontal scrolling of the ScrollRect.
///

|  |  |
| --- | --- |
| C# |  |
| public [Scrollbar](#topic_0000000000000583) horizontalScrollbar {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public ScrollRect myScrollRect;  /// public Scrollbar newScrollBar;  ///  /// public void Start()  /// {  /// // Assigns a scroll bar element to the ScrollRect, allowing you to scroll in the horizontal axis.  /// myScrollRect.horizontalScrollbar = newScrollBar;  /// }  /// }  ///   /// |

///

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.horizontalScrollbarSpacing Property

/// The space between the scrollbar and the viewport.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) horizontalScrollbarSpacing {get; set;} | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.horizontalScrollbarVisibility Property

/// The mode of visibility for the horizontal scrollbar.
///

|  |  |
| --- | --- |
| C# |  |
| public [ScrollbarVisibility](#topic_00000000000005BC) horizontalScrollbarVisibility {get; set;} | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.inertia Property

/// Should movement inertia be enabled?
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) inertia {get; set;} | |

Remarks

/// Inertia means that the scrollrect content will keep scrolling for a while after being dragged. It gradually slows down according to the decelerationRate.
///

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.layoutPriority Property

/// Called by the layout system.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) layoutPriority {get;} | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.minHeight Property

/// Called by the layout system.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) minHeight {get;} | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.minWidth Property

/// Called by the layout system.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) minWidth {get;} | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.movementType Property

/// The behavior to use when the content moves beyond the scroll rect.
///

|  |  |
| --- | --- |
| C# |  |
| public [MovementType](#topic_00000000000005B8) movementType {get; set;} | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.normalizedPosition Property

/// The scroll position as a Vector2 between (0,0) and (1,1) with (0,0) being the lower left corner.
///

|  |  |
| --- | --- |
| C# |  |
| public **Vector2** normalizedPosition {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public ScrollRect myScrollRect;  /// public Vector2 myPosition = new Vector2(0.5f, 0.5f);  ///  /// public void Start()  /// {  /// //Change the current scroll position.  /// myScrollRect.normalizedPosition = myPosition;  /// }  /// }  ///   /// |

///

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.onValueChanged Property

/// Callback executed when the position of the child changes.
///

|  |  |
| --- | --- |
| C# |  |
| public [ScrollRectEvent](#topic_00000000000005C0) onValueChanged {get; set;} | |

Remarks

/// onValueChanged is used to watch for changes in the ScrollRect object.
/// The onValueChanged call will use the UnityEvent.AddListener API to watch for
/// changes. When changes happen script code provided by the user will be called.
/// The UnityEvent.AddListener API for UI.ScrollRect.\_onValueChanged takes a Vector2.
///
/// Note: The editor allows the onValueChanged value to be set up manually.For example the
/// value can be set to run only a runtime. The object and script function to call are also
/// provided here.
///
/// The onValueChanged variable can be alternatively set-up at runtime.The script example below
/// shows how this can be done.The script is attached to the ScrollRect object.
///

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using UnityEngine.UI;  ///  /// public class ExampleScript : MonoBehaviour  /// {  /// static ScrollRect scrollRect;  ///  /// void Start()  /// {  /// scrollRect = GetComponent<ScrollRect>();  /// scrollRect.onValueChanged.AddListener(ListenerMethod);  /// }  ///  /// public void ListenerMethod(Vector2 value)  /// {  /// Debug.Log("ListenerMethod: " + value);  /// }  /// }  ///   /// |

///

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.preferredHeight Property

/// Called by the layout system.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) preferredHeight {get;} | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.preferredWidth Property

/// Called by the layout system.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) preferredWidth {get;} | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.rectTransform Property

|  |  |
| --- | --- |
| C# |  |
| private **RectTransform** rectTransform {get;} | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.scrollSensitivity Property

/// The sensitivity to scroll wheel and track pad scroll events.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) scrollSensitivity {get; set;} | |

Remarks

/// Higher values indicate higher sensitivity.
///

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.vScrollingNeeded Property

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) vScrollingNeeded {get;} | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.velocity Property

/// The current velocity of the content.
///

|  |  |
| --- | --- |
| C# |  |
| public **Vector2** velocity {get; set;} | |

Remarks

/// The velocity is defined in units per second.
///

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.vertical Property

/// Should vertical scrolling be enabled?
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) vertical {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public ScrollRect myScrollRect;  ///  /// public void Start()  /// {  /// // Is Vertical scrolling enabled?  /// if (myScrollRect.vertical == true)  /// {  /// Debug.Log("Vertical Scrolling is Enabled!");  /// }  /// }  /// }  ///   /// |

///

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.verticalNormalizedPosition Property

/// The vertical scroll position as a value between 0 and 1, with 0 being at the bottom.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) verticalNormalizedPosition {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public ScrollRect myScrollRect;  /// public Scrollbar newScrollBar;  ///  /// public void Start()  /// {  /// //Change the current vertical scroll position.  /// myScrollRect.verticalNormalizedPosition = 0.5f;  /// }  /// }  ///   /// |

///

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.verticalScrollbar Property

/// Optional Scrollbar object linked to the vertical scrolling of the ScrollRect.
///

|  |  |
| --- | --- |
| C# |  |
| public [Scrollbar](#topic_0000000000000583) verticalScrollbar {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public ScrollRect myScrollRect;  /// public Scrollbar newScrollBar;  ///  /// public void Start()  /// {  /// // Assigns a scroll bar element to the ScrollRect, allowing you to scroll in the vertical axis.  /// myScrollRect.verticalScrollbar = newScrollBar;  /// }  /// }  ///   /// |

///

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.verticalScrollbarSpacing Property

/// The space between the scrollbar and the viewport.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) verticalScrollbarSpacing {get; set;} | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.verticalScrollbarVisibility Property

/// The mode of visibility for the vertical scrollbar.
///

|  |  |
| --- | --- |
| C# |  |
| public [ScrollbarVisibility](#topic_00000000000005BC) verticalScrollbarVisibility {get; set;} | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.viewport Property

/// Reference to the viewport RectTransform that is the parent of the content RectTransform.
///

|  |  |
| --- | --- |
| C# |  |
| public **RectTransform** viewport {get; set;} | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.CalculateLayoutInputHorizontal Method

/// Called by the layout system.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CalculateLayoutInputHorizontal() | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.CalculateLayoutInputVertical Method

/// Called by the layout system.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CalculateLayoutInputVertical() | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.CalculateOffset Method

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** CalculateOffset(  **Vector2** *delta* ) | |

Parameters

delta

|  |
| --- |
|  |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.EnsureLayoutHasRebuilt Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) EnsureLayoutHasRebuilt() | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.GetBounds Method

|  |  |
| --- | --- |
| C# |  |
| private **Bounds** GetBounds() | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.GraphicUpdateComplete Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) GraphicUpdateComplete() | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.IsActive Method

/// See member in base class.
///

|  |  |
| --- | --- |
| C# |  |
| public override [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsActive() | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public ScrollRect myScrollRect;  ///  /// public void Start()  /// {  /// //Checks if the ScrollRect called "myScrollRect" is active.  /// if (myScrollRect.IsActive())  /// {  /// Debug.Log("The Scroll Rect is active!");  /// }  /// }  /// }  ///   /// |

///

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.LayoutComplete Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) LayoutComplete() | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.OnBeginDrag Method

/// Handling for when the content is beging being dragged.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnBeginDrag(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.EventSystems; // Required when using event data  ///  /// public class ExampleClass : MonoBehaviour, IBeginDragHandler // required interface when using the OnBeginDrag method.  /// {  /// //Do this when the user starts dragging the element this script is attached to..  /// public void OnBeginDrag(PointerEventData data)  /// {  /// Debug.Log("They started dragging " + this.name);  /// }  /// }  ///   /// |

///

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.OnDrag Method

/// Handling for when the content is dragged.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDrag(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.EventSystems; // Required when using event data  ///  /// public class ExampleClass : MonoBehaviour, IDragHandler // required interface when using the OnDrag method.  /// {  /// //Do this while the user is dragging this UI Element.  /// public void OnDrag(PointerEventData data)  /// {  /// Debug.Log("Currently dragging " + this.name);  /// }  /// }  ///   /// |

///

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.OnEndDrag Method

/// Handling for when the content has finished being dragged.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnEndDrag(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.EventSystems; // Required when using event data  ///  /// public class ExampleClass : MonoBehaviour, IEndDragHandler // required interface when using the OnEndDrag method.  /// {  /// //Do this when the user stops dragging this UI Element.  /// public void OnEndDrag(PointerEventData data)  /// {  /// Debug.Log("Stopped dragging " + this.name + "!");  /// }  /// }  ///   /// |

///

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.OnInitializePotentialDrag Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnInitializePotentialDrag(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.OnScroll Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnScroll(  [PointerEventData](#topic_000000000000000E) *data* ) | |

Parameters

data

|  |
| --- |
|  |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.Rebuild Method

/// Rebuilds the scroll rect data after initialization.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Rebuild(  [CanvasUpdate](#topic_00000000000001FB) *executing* ) | |

Parameters

executing

|  |
| --- |
| The current step in the rendering CanvasUpdate cycle. |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.RubberDelta Method

|  |  |
| --- | --- |
| C# |  |
| private static [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) RubberDelta(  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *overStretching*,  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *viewSize* ) | |

Parameters

overStretching

|  |
| --- |
|  |

viewSize

|  |
| --- |
|  |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.SetHorizontalNormalizedPosition Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetHorizontalNormalizedPosition(  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *value* ) | |

Parameters

value

|  |
| --- |
|  |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.SetLayoutHorizontal Method

/// Called by the layout system.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetLayoutHorizontal() | |

Implements

[ILayoutGroup.SetLayoutHorizontal](#topic_00000000000004CF)

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.SetLayoutVertical Method

/// Called by the layout system.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetLayoutVertical() | |

Implements

[ILayoutGroup.SetLayoutVertical](#topic_00000000000004D0)

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.SetVerticalNormalizedPosition Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetVerticalNormalizedPosition(  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *value* ) | |

Parameters

value

|  |
| --- |
|  |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.StopMovement Method

/// Sets the velocity to zero on both axes so the content stops moving.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) StopMovement() | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.UpdateCachedData Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateCachedData() | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.UpdateOneScrollbarVisibility Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateOneScrollbarVisibility(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *xScrollingNeeded*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *xAxisEnabled*,  [ScrollbarVisibility](#topic_00000000000005BC) *scrollbarVisibility*,  [Scrollbar](#topic_0000000000000583) *scrollbar* ) | |

Parameters

xScrollingNeeded

|  |
| --- |
|  |

xAxisEnabled

|  |
| --- |
|  |

scrollbarVisibility

|  |
| --- |
|  |

scrollbar

|  |
| --- |
|  |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.UpdateScrollbarLayout Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateScrollbarLayout() | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.UpdateScrollbarVisibility Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateScrollbarVisibility() | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRect.UpdateScrollbars Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateScrollbars(  **Vector2** *offset* ) | |

Parameters

offset

|  |
| --- |
|  |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollRectEvent Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Events.UnityEventBase](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase)

[UnityEngine.Events.UnityEvent<T0>](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1)

**UnityEngine.UI.ScrollRect.ScrollRectEvent**

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public class ScrollRectEvent : **UnityEvent**<**Vector2**> | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[AddListener](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.addlistener) (inherited from **UnityEvent<T0>**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetPersistentEventCount](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistenteventcount) (inherited from **UnityEventBase**), [GetPersistentListenerState](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistentlistenerstate) (inherited from **UnityEventBase**), [GetPersistentMethodName](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistentmethodname) (inherited from **UnityEventBase**), [GetPersistentTarget](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistenttarget) (inherited from **UnityEventBase**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.invoke) (inherited from **UnityEvent<T0>**), [RemoveAllListeners](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.removealllisteners) (inherited from **UnityEventBase**), [RemoveListener](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.removelistener) (inherited from **UnityEvent<T0>**), [SetPersistentListenerState](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.setpersistentlistenerstate) (inherited from **UnityEventBase**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.tostring) (inherited from **UnityEventBase**)

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

MovementType Enumeration

/// A setting for which behavior to use when content moves beyond the confines of its container.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Clamped | 2 | /// Clamped movement. The content can not be moved beyond its container. /// |
| Elastic | 1 | /// Elastic movement. The content is allowed to temporarily move beyond the container, but is pulled back elastically. /// |
| Unrestricted | 0 | /// Unrestricted movement. The content can move forever. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

ScrollbarVisibility Enumeration

/// Enum for which behavior to use for scrollbar visibility.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| AutoHide | 1 | /// Automatically hide the scrollbar when no scrolling is needed on this axis. The viewport rect will not be changed. /// |
| AutoHideAndExpandViewport | 2 | /// Automatically hide the scrollbar when no scrolling is needed on this axis, and expand the viewport rect accordingly. /// |
| Permanent | 0 | /// Always show the scrollbar. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_Content Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **RectTransform** m\_Content | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_Corners Field

|  |  |
| --- | --- |
| C# |  |
| new private readonly **Vector3**[] m\_Corners | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_DecelerationRate Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_DecelerationRate | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_Dragging Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_Dragging | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_Elasticity Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_Elasticity | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_HSliderExpand Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_HSliderExpand | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_HSliderHeight Field

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_HSliderHeight | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_HasRebuiltLayout Field

|  |  |
| --- | --- |
| C# |  |
| [NonSerialized()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_HasRebuiltLayout | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_Horizontal Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_Horizontal | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_HorizontalScrollbar Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [Scrollbar](#topic_0000000000000583) m\_HorizontalScrollbar | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_HorizontalScrollbarRect Field

|  |  |
| --- | --- |
| C# |  |
| private **RectTransform** m\_HorizontalScrollbarRect | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_HorizontalScrollbarSpacing Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_HorizontalScrollbarSpacing | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_HorizontalScrollbarVisibility Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [ScrollbarVisibility](#topic_00000000000005BC) m\_HorizontalScrollbarVisibility | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_Inertia Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_Inertia | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_MovementType Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [MovementType](#topic_00000000000005B8) m\_MovementType | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_OnValueChanged Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] new private [ScrollRectEvent](#topic_00000000000005C0) m\_OnValueChanged | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_PointerStartLocalCursor Field

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** m\_PointerStartLocalCursor | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_PrevContentBounds Field

|  |  |
| --- | --- |
| C# |  |
| private **Bounds** m\_PrevContentBounds | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_PrevPosition Field

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** m\_PrevPosition | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_PrevViewBounds Field

|  |  |
| --- | --- |
| C# |  |
| private **Bounds** m\_PrevViewBounds | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_Rect Field

|  |  |
| --- | --- |
| C# |  |
| [System.NonSerialized()] private **RectTransform** m\_Rect | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_ScrollSensitivity Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_ScrollSensitivity | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_Scrolling Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_Scrolling | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_Tracker Field

|  |  |
| --- | --- |
| C# |  |
| private **DrivenRectTransformTracker** m\_Tracker | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_VSliderExpand Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_VSliderExpand | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_VSliderWidth Field

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_VSliderWidth | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_Velocity Field

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** m\_Velocity | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_Vertical Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_Vertical | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_VerticalScrollbar Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [Scrollbar](#topic_0000000000000583) m\_VerticalScrollbar | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_VerticalScrollbarRect Field

|  |  |
| --- | --- |
| C# |  |
| private **RectTransform** m\_VerticalScrollbarRect | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_VerticalScrollbarSpacing Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_VerticalScrollbarSpacing | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_VerticalScrollbarVisibility Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [ScrollbarVisibility](#topic_00000000000005BC) m\_VerticalScrollbarVisibility | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_ViewBounds Field

|  |  |
| --- | --- |
| C# |  |
| private **Bounds** m\_ViewBounds | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_ViewRect Field

|  |  |
| --- | --- |
| C# |  |
| private **RectTransform** m\_ViewRect | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

m\_Viewport Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **RectTransform** m\_Viewport | |

See Also

Applies to: [ScrollRect](#topic_00000000000005B7)

Scrollbar Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

[UnityEngine.UI.Selectable](#topic_000000000000061B)

**UnityEngine.UI.Scrollbar**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("UI/Scrollbar", 36)] [ExecuteAlways()] [RequireComponent(typeof(RectTransform))] public class Scrollbar : [Selectable](#topic_000000000000061B),  [IBeginDragHandler](#topic_000000000000004E),  [IDragHandler](#topic_0000000000000052),  [IInitializePotentialDragHandler](#topic_0000000000000050),  [ICanvasElement](#topic_0000000000000202) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[allSelectableCount](#topic_000000000000061E) (inherited from [Selectable](#topic_000000000000061B)), [allSelectables](#topic_000000000000061F) (inherited from [Selectable](#topic_000000000000061B)), [allSelectablesArray](#topic_000000000000061D) (inherited from [Selectable](#topic_000000000000061B)), [animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [animationTriggers](#topic_0000000000000632) (inherited from [Selectable](#topic_000000000000061B)), [animator](#topic_0000000000000639) (inherited from [Selectable](#topic_000000000000061B)), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [axis](#topic_00000000000005A6), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [colors](#topic_0000000000000630) (inherited from [Selectable](#topic_000000000000061B)), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [direction](#topic_000000000000058D), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [handleRect](#topic_000000000000058B), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [image](#topic_0000000000000638) (inherited from [Selectable](#topic_000000000000061B)), [interactable](#topic_0000000000000634) (inherited from [Selectable](#topic_000000000000061B)), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [navigation](#topic_000000000000062E) (inherited from [Selectable](#topic_000000000000061B)), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [numberOfSteps](#topic_0000000000000594), [onValueChanged](#topic_0000000000000596), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [reverseValue](#topic_00000000000005A7), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [size](#topic_0000000000000592), [spriteState](#topic_0000000000000631) (inherited from [Selectable](#topic_000000000000061B)), [stepSize](#topic_0000000000000599), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [targetGraphic](#topic_0000000000000633) (inherited from [Selectable](#topic_000000000000061B)), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [transition](#topic_000000000000062F) (inherited from [Selectable](#topic_000000000000061B)), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**), [value](#topic_000000000000058F)

Methods

[AllSelectablesNoAlloc](#topic_0000000000000620) (inherited from [Selectable](#topic_000000000000061B)), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [DoUpdateDrag](#topic_00000000000005AA), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [FindSelectable](#topic_000000000000063E) (inherited from [Selectable](#topic_000000000000061B)), [FindSelectableOnDown](#topic_00000000000005B4), [FindSelectableOnLeft](#topic_00000000000005B1), [FindSelectableOnRight](#topic_00000000000005B2), [FindSelectableOnUp](#topic_00000000000005B3), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GraphicUpdateComplete](#topic_00000000000005A0), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInteractable](#topic_000000000000063B) (inherited from [Selectable](#topic_000000000000061B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [LayoutComplete](#topic_000000000000059F), [MayDrag](#topic_00000000000005AB), [OnBeginDrag](#topic_00000000000005AC), [OnDeselect](#topic_000000000000064F) (inherited from [Selectable](#topic_000000000000061B)), [OnDrag](#topic_00000000000005AD), [OnInitializePotentialDrag](#topic_00000000000005B5), [OnMove](#topic_00000000000005B0), [OnPointerDown](#topic_00000000000005AE), [OnPointerEnter](#topic_000000000000064C) (inherited from [Selectable](#topic_000000000000061B)), [OnPointerExit](#topic_000000000000064D) (inherited from [Selectable](#topic_000000000000061B)), [OnPointerUp](#topic_00000000000005AF), [OnSelect](#topic_000000000000064E) (inherited from [Selectable](#topic_000000000000061B)), [Rebuild](#topic_000000000000059E), [Select](#topic_0000000000000650) (inherited from [Selectable](#topic_000000000000061B)), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [Set](#topic_00000000000005A2), [SetDirection](#topic_00000000000005B6), [SetValueWithoutNotify](#topic_0000000000000590), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [UpdateCachedReferences](#topic_00000000000005A1), [UpdateDrag](#topic_00000000000005A9), [UpdateVisuals](#topic_00000000000005A8)

Classes

[ScrollEvent](#topic_0000000000000589)

Enumerations

[Axis](#topic_00000000000005A3), [Direction](#topic_0000000000000584)

Fields

[isPointerDownAndNotDragging](#topic_000000000000059C), [m\_ContainerRect](#topic_0000000000000597), [m\_DelayedUpdateVisuals](#topic_000000000000059D), [m\_Direction](#topic_000000000000058C), [m\_HandleRect](#topic_000000000000058A), [m\_NumberOfSteps](#topic_0000000000000593), [m\_Offset](#topic_0000000000000598), [m\_OnValueChanged](#topic_0000000000000595), [m\_PointerDownRepeat](#topic_000000000000059B), [m\_Size](#topic_0000000000000591), [m\_Tracker](#topic_000000000000059A), [m\_Value](#topic_000000000000058E)

Scrollbar.axis Property

|  |  |
| --- | --- |
| C# |  |
| private [Axis](#topic_00000000000005A3) axis {get;} | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.direction Property

/// The direction of the scrollbar from minimum to maximum value.
///

|  |  |
| --- | --- |
| C# |  |
| public [Direction](#topic_0000000000000584) direction {get; set;} | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.handleRect Property

/// The RectTransform to use for the handle.
///

|  |  |
| --- | --- |
| C# |  |
| public **RectTransform** handleRect {get; set;} | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.numberOfSteps Property

/// The number of steps to use for the value. A value of 0 disables use of steps.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) numberOfSteps {get; set;} | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.onValueChanged Property

/// Handling for when the scrollbar value is changed.
///

|  |  |
| --- | --- |
| C# |  |
| public [ScrollEvent](#topic_0000000000000589) onValueChanged {get; set;} | |

Remarks

/// Allow for delegate-based subscriptions for faster events than 'eventReceiver', and allowing for multiple receivers.
///

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.reverseValue Property

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) reverseValue {get;} | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.size Property

/// The size of the scrollbar handle where 1 means it fills the entire scrollbar.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) size {get; set;} | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.stepSize Property

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) stepSize {get;} | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.value Property

/// The current value of the scrollbar, between 0 and 1.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) value {get; set;} | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.DoUpdateDrag Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DoUpdateDrag(  **Vector2** *handleCorner*,  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *remainingSize* ) | |

Parameters

handleCorner

|  |
| --- |
|  |

remainingSize

|  |
| --- |
|  |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.FindSelectableOnDown Method

/// Prevents selection if we we move on the Vertical axis. See Selectable.FindSelectableOnDown.
///

|  |  |
| --- | --- |
| C# |  |
| public override [Selectable](#topic_000000000000061B) FindSelectableOnDown() | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.FindSelectableOnLeft Method

/// Prevents selection if we we move on the Horizontal axis. See Selectable.FindSelectableOnLeft.
///

|  |  |
| --- | --- |
| C# |  |
| public override [Selectable](#topic_000000000000061B) FindSelectableOnLeft() | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.FindSelectableOnRight Method

/// Prevents selection if we we move on the Horizontal axis. See Selectable.FindSelectableOnRight.
///

|  |  |
| --- | --- |
| C# |  |
| public override [Selectable](#topic_000000000000061B) FindSelectableOnRight() | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.FindSelectableOnUp Method

/// Prevents selection if we we move on the Vertical axis. See Selectable.FindSelectableOnUp.
///

|  |  |
| --- | --- |
| C# |  |
| public override [Selectable](#topic_000000000000061B) FindSelectableOnUp() | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.GraphicUpdateComplete Method

/// See ICanvasElement.GraphicUpdateComplete.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) GraphicUpdateComplete() | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.LayoutComplete Method

/// See ICanvasElement.LayoutComplete.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) LayoutComplete() | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.MayDrag Method

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) MayDrag(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.OnBeginDrag Method

/// Handling for when the scrollbar value is begin being dragged.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnBeginDrag(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.OnDrag Method

/// Handling for when the scrollbar value is dragged.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDrag(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.OnInitializePotentialDrag Method

/// See: IInitializePotentialDragHandler.OnInitializePotentialDrag
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnInitializePotentialDrag(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.OnMove Method

/// Handling for movement events.
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnMove(  [AxisEventData](#topic_0000000000000001) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.OnPointerDown Method

/// Event triggered when pointer is pressed down on the scrollbar.
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerDown(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.OnPointerUp Method

/// Event triggered when pointer is released after pressing on the scrollbar.
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerUp(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.Rebuild Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Rebuild(  [CanvasUpdate](#topic_00000000000001FB) *executing* ) | |

Parameters

executing

|  |
| --- |
|  |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.Set Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Set(  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *input*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *sendCallback* = true ) | |

Parameters

input

|  |
| --- |
|  |

sendCallback

|  |
| --- |
|  |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.SetDirection Method

/// Set the direction of the scrollbar, optionally setting the layout as well.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetDirection(  [Direction](#topic_0000000000000584) *direction*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *includeRectLayouts* ) | |

Parameters

direction

|  |
| --- |
| The direction of the scrollbar. |

includeRectLayouts

|  |
| --- |
| Should the layout be flipped together with the direction? |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.SetValueWithoutNotify Method

/// Set the value of the scrollbar without invoking onValueChanged callback.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetValueWithoutNotify(  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *input* ) | |

Parameters

input

|  |
| --- |
| The new value for the scrollbar. |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.UpdateCachedReferences Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateCachedReferences() | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.UpdateDrag Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateDrag(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Scrollbar.UpdateVisuals Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateVisuals() | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

ScrollEvent Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Events.UnityEventBase](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase)

[UnityEngine.Events.UnityEvent<T0>](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1)

**UnityEngine.UI.Scrollbar.ScrollEvent**

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public class ScrollEvent : **UnityEvent**<[float](https://docs.microsoft.com/en-us/dotnet/api/system.single)> | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[AddListener](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.addlistener) (inherited from **UnityEvent<T0>**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetPersistentEventCount](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistenteventcount) (inherited from **UnityEventBase**), [GetPersistentListenerState](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistentlistenerstate) (inherited from **UnityEventBase**), [GetPersistentMethodName](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistentmethodname) (inherited from **UnityEventBase**), [GetPersistentTarget](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistenttarget) (inherited from **UnityEventBase**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.invoke) (inherited from **UnityEvent<T0>**), [RemoveAllListeners](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.removealllisteners) (inherited from **UnityEventBase**), [RemoveListener](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.removelistener) (inherited from **UnityEvent<T0>**), [SetPersistentListenerState](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.setpersistentlistenerstate) (inherited from **UnityEventBase**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.tostring) (inherited from **UnityEventBase**)

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Axis Enumeration

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Horizontal | 0 |  |
| Vertical | 1 |  |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Direction Enumeration

/// Setting that indicates one of four directions the scrollbar will travel.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| BottomToTop | 2 | /// Starting position is the Bottom. /// |
| LeftToRight | 0 | /// Starting position is the Left. /// |
| RightToLeft | 1 | /// Starting position is the Right /// |
| TopToBottom | 3 | /// Starting position is the Top. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

isPointerDownAndNotDragging Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isPointerDownAndNotDragging | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

m\_ContainerRect Field

|  |  |
| --- | --- |
| C# |  |
| private **RectTransform** m\_ContainerRect | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

m\_DelayedUpdateVisuals Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_DelayedUpdateVisuals | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

m\_Direction Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [Direction](#topic_0000000000000584) m\_Direction | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

m\_HandleRect Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **RectTransform** m\_HandleRect | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

m\_NumberOfSteps Field

|  |  |
| --- | --- |
| C# |  |
| [Range(0, 11)] [SerializeField()] private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) m\_NumberOfSteps | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

m\_Offset Field

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** m\_Offset | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

m\_OnValueChanged Field

|  |  |
| --- | --- |
| C# |  |
| [Space(6)] [SerializeField()] new private [ScrollEvent](#topic_0000000000000589) m\_OnValueChanged | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

m\_PointerDownRepeat Field

|  |  |
| --- | --- |
| C# |  |
| private **Coroutine** m\_PointerDownRepeat | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

m\_Size Field

|  |  |
| --- | --- |
| C# |  |
| [Range(0f, 1f)] [SerializeField()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_Size | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

m\_Tracker Field

|  |  |
| --- | --- |
| C# |  |
| private **DrivenRectTransformTracker** m\_Tracker | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

m\_Value Field

|  |  |
| --- | --- |
| C# |  |
| [Range(0f, 1f)] [SerializeField()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_Value | |

See Also

Applies to: [Scrollbar](#topic_0000000000000583)

Selectable Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

**UnityEngine.UI.Selectable**

[UnityEngine.UI.Button](#topic_00000000000001F3)

[UnityEngine.UI.Dropdown](#topic_0000000000000278)

[UnityEngine.UI.InputField](#topic_000000000000039C)

[UnityEngine.UI.Scrollbar](#topic_0000000000000583)

[UnityEngine.UI.Slider](#topic_0000000000000651)

[UnityEngine.UI.Toggle](#topic_00000000000006CA)

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("UI/Selectable", 35)] [ExecuteAlways()] [SelectionBase()] [DisallowMultipleComponent()] public class Selectable : [UIBehaviour](#topic_000000000000018B),  [IMoveHandler](#topic_0000000000000060),  [IPointerDownHandler](#topic_0000000000000048),  [IPointerUpHandler](#topic_000000000000004A),  [IPointerEnterHandler](#topic_0000000000000044),  [IPointerExitHandler](#topic_0000000000000046),  [ISelectHandler](#topic_000000000000005C),  [IDeselectHandler](#topic_000000000000005E) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[allSelectableCount](#topic_000000000000061E), [allSelectables](#topic_000000000000061F), [allSelectablesArray](#topic_000000000000061D), [animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [animationTriggers](#topic_0000000000000632), [animator](#topic_0000000000000639), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [colors](#topic_0000000000000630), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hasSelection](#topic_0000000000000637), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [image](#topic_0000000000000638), [interactable](#topic_0000000000000634), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [isPointerDown](#topic_0000000000000636), [isPointerInside](#topic_0000000000000635), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [navigation](#topic_000000000000062E), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [spriteState](#topic_0000000000000631), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [targetGraphic](#topic_0000000000000633), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [transition](#topic_000000000000062F), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[AllSelectablesNoAlloc](#topic_0000000000000620), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [DoSpriteSwap](#topic_0000000000000647), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [EvaluateAndTransitionToSelectionState](#topic_0000000000000649), [FindSelectable](#topic_000000000000063E), [FindSelectableOnDown](#topic_0000000000000644), [FindSelectableOnLeft](#topic_0000000000000641), [FindSelectableOnRight](#topic_0000000000000642), [FindSelectableOnUp](#topic_0000000000000643), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetPointOnRectEdge](#topic_000000000000063F), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInteractable](#topic_000000000000063B), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [Navigate](#topic_0000000000000640), [OnApplicationFocus](#topic_000000000000063D), [OnDeselect](#topic_000000000000064F), [OnMove](#topic_0000000000000645), [OnPointerDown](#topic_000000000000064A), [OnPointerEnter](#topic_000000000000064C), [OnPointerExit](#topic_000000000000064D), [OnPointerUp](#topic_000000000000064B), [OnSelect](#topic_000000000000064E), [OnSetProperty](#topic_000000000000063C), [Select](#topic_0000000000000650), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartColorTween](#topic_0000000000000646), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TriggerAnimation](#topic_0000000000000648), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Enumerations

[Transition](#topic_0000000000000622)

Fields

[m\_AnimationTriggers](#topic_000000000000062A), [m\_CanvasGroupCache](#topic_000000000000063A), [m\_Colors](#topic_0000000000000628), [m\_EnableCalled](#topic_000000000000061C), [m\_GroupsAllowInteraction](#topic_000000000000062D), [m\_Interactable](#topic_000000000000062B), [m\_Navigation](#topic_0000000000000621), [m\_SpriteState](#topic_0000000000000629), [m\_TargetGraphic](#topic_000000000000062C), [m\_Transition](#topic_0000000000000627)

Selectable.allSelectableCount Property

/// How many selectable elements are currently active.
///

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) allSelectableCount {get;} | |

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.allSelectables Property

**NOTE: This member is now obsolete.**

Replaced with allSelectablesArray to have better performance when disabling a element

/// A List instance of the allSelectablesArray to maintain API compatibility.
///

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("Replaced with allSelectablesArray to have better performance when disabling a element", false)] public static [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[Selectable](#topic_000000000000061B)> allSelectables {get;} | |

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.allSelectablesArray Property

/// Copy of the array of all the selectable objects currently active in the scene.
///

|  |  |
| --- | --- |
| C# |  |
| public static [Selectable](#topic_000000000000061B)[] allSelectablesArray {get;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // required when using UI elements in scripts  ///  /// public class Example : MonoBehaviour  /// {  /// //Displays the names of all selectable elements in the scene  /// public void GetNames()  /// {  /// foreach (Selectable selectableUI in Selectable.allSelectablesArray)  /// {  /// Debug.Log(selectableUI.name);  /// }  /// }  /// }  ///   /// |

///

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.animationTriggers Property

/// The AnimationTriggers for this selectable object.
///

|  |  |
| --- | --- |
| C# |  |
| public [AnimationTriggers](#topic_00000000000001E3) animationTriggers {get; set;} | |

Remarks

/// Modifications will not be visible if transition is not Animation.
///

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.animator Property

/// Convenience function to get the Animator component on the GameObject.
///

|  |  |
| --- | --- |
| C# |  |
| public **Animator** animator {get;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// private Animator buttonAnimator;  /// public Button button;  ///  /// void Start()  /// {  /// //Assigns the "buttonAnimator" with the button's animator.  /// buttonAnimator = button.animator;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.colors Property

/// The ColorBlock for this selectable object.
///

|  |  |
| --- | --- |
| C# |  |
| public [ColorBlock](#topic_0000000000000225) colors {get; set;} | |

Remarks

/// Modifications will not be visible if transition is not ColorTint.
///

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public Button button;  ///  /// void Start()  /// {  /// //Resets the colors in the buttons transitions.  /// button.colors = ColorBlock.defaultColorBlock;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.hasSelection Property

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) hasSelection {get; set;} | |

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.image Property

/// Convenience function that converts the referenced Graphic to a Image, if possible.
///

|  |  |
| --- | --- |
| C# |  |
| public [Image](#topic_0000000000000330) image {get; set;} | |

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.interactable Property

/// Is this object interactable.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) interactable {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // required when using UI elements in scripts  ///  /// public class Example : MonoBehaviour  /// {  /// public Button startButton;  /// public bool playersReady;  ///  ///  /// void Update()  /// {  /// // checks if the players are ready and if the start button is useable  /// if (playersReady == true && startButton.interactable == false)  /// {  /// //allows the start button to be used  /// startButton.interactable = true;  /// }  /// }  /// }  ///   /// |

///

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.isPointerDown Property

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isPointerDown {get; set;} | |

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.isPointerInside Property

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isPointerInside {get; set;} | |

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.navigation Property

/// The Navigation setting for this selectable object.
///

|  |  |
| --- | --- |
| C# |  |
| public [Navigation](#topic_0000000000000550) navigation {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public Button button;  ///  /// void Start()  /// {  /// //Set the navigation to the default value. ("Automatic" is the default value).  /// button.navigation = Navigation.defaultNavigation;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.spriteState Property

/// The SpriteState for this selectable object.
///

|  |  |
| --- | --- |
| C# |  |
| public [SpriteState](#topic_0000000000000689) spriteState {get; set;} | |

Remarks

/// Modifications will not be visible if transition is not SpriteSwap.
///

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// //Creates an instance of a sprite state (This includes the highlighted, pressed and disabled sprite.  /// public SpriteState sprState = new SpriteState();  /// public Button btnMain;  ///  ///  /// void Start()  /// {  /// //Assigns the new sprite states to the button.  /// btnMain.spriteState = sprState;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.targetGraphic Property

/// Graphic that will be transitioned upon.
///

|  |  |
| --- | --- |
| C# |  |
| public [Graphic](#topic_00000000000002D6) targetGraphic {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public Image newImage;  /// public Button btnMain;  ///  /// void SomeFunction()  /// {  /// //Displays the sprite transitions on the image when the transition to Highlighted,pressed or disabled is made.  /// btnMain.targetGraphic = newImage;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.transition Property

/// The type of transition that will be applied to the targetGraphic when the state changes.
///

|  |  |
| --- | --- |
| C# |  |
| public [Transition](#topic_0000000000000622) transition {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public Button btnMain;  ///  /// void SomeFunction()  /// {  /// //Sets the main button's transition setting to "Color Tint".  /// btnMain.transition = Selectable.Transition.ColorTint;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.AllSelectablesNoAlloc Method

/// Non allocating version for getting the all selectables.
/// If selectables.Length is less then s\_SelectableCount only selectables.Length elments will be copied which
/// could result in a incomplete list of elements.
///

|  |  |
| --- | --- |
| C# |  |
| public static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) AllSelectablesNoAlloc(  [Selectable](#topic_000000000000061B)[] *selectables* ) | |

Parameters

selectables

|  |
| --- |
| The array to be filled with current selectable objects |

Returns

The number of element copied.

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // required when using UI elements in scripts  ///  /// public class Example : MonoBehaviour  /// {  /// Selectable[] m\_Selectables = new Selectable[10];  ///  /// //Displays the names of all selectable elements in the scene  /// public void GetNames()  /// {  /// if (m\_Selectables.Length < Selectable.allSelectableCount)  /// m\_Selectables = new Selectable[Selectable.allSelectableCount];  ///  /// int count = Selectable.AllSelectablesNoAlloc(ref m\_Selectables);  ///  /// for (int i = 0; i < count; ++i)  /// {  /// Debug.Log(m\_Selectables[i].name);  /// }  /// }  /// }  ///   /// |

///

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.DoSpriteSwap Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DoSpriteSwap(  **Sprite** *newSprite* ) | |

Parameters

newSprite

|  |
| --- |
|  |

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.EvaluateAndTransitionToSelectionState Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) EvaluateAndTransitionToSelectionState() | |

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.FindSelectable Method

/// Finds the selectable object next to this one.
///

|  |  |
| --- | --- |
| C# |  |
| public [Selectable](#topic_000000000000061B) FindSelectable(  **Vector3** *dir* ) | |

Parameters

dir

|  |
| --- |
| The direction in which to search for a neighbouring Selectable object. |

Returns

The neighbouring Selectable object. Null if none found.

Remarks

/// The direction is determined by a Vector3 variable.
///

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // required when using UI elements in scripts  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// //Sets the direction as "Up" (Y is in positive).  /// public Vector3 direction = new Vector3(0, 1, 0);  /// public Button btnMain;  ///  /// public void Start()  /// {  /// //Finds and assigns the selectable above the main button  /// Selectable newSelectable = btnMain.FindSelectable(direction);  ///  /// Debug.Log(newSelectable.name);  /// }  /// }  ///   /// |

///

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.FindSelectableOnDown Method

/// Find the selectable object below this one.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [Selectable](#topic_000000000000061B) FindSelectableOnDown() | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // required when using UI elements in scripts  ///  /// public class Example : MonoBehaviour  /// {  /// public Button startButton;  ///  /// // Disables the selectable UI element directly below the Start Button  /// public void IgnoreSelectables()  /// {  /// //Finds the selectable UI element below the start button and assigns it to a variable of type "Selectable"  /// Selectable secondButton = startButton.FindSelectableOnDown();  /// //Disables interaction with the selectable UI element  /// secondButton.interactable = false;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.FindSelectableOnLeft Method

/// Find the selectable object to the left of this one.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [Selectable](#topic_000000000000061B) FindSelectableOnLeft() | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // required when using UI elements in scripts  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public Button btnMain;  ///  /// // Disables the selectable UI element directly to the left of the Start Button  /// public void IgnoreSelectables()  /// {  /// //Finds the selectable UI element to the left the start button and assigns it to a variable of type "Selectable"  /// Selectable secondButton = startButton.FindSelectableOnLeft();  /// //Disables interaction with the selectable UI element  /// secondButton.interactable = false;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.FindSelectableOnRight Method

/// Find the selectable object to the right of this one.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [Selectable](#topic_000000000000061B) FindSelectableOnRight() | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // required when using UI elements in scripts  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public Button btnMain;  ///  /// // Disables the selectable UI element directly to the right the Start Button  /// public void IgnoreSelectables()  /// {  /// //Finds the selectable UI element to the right the start button and assigns it to a variable of type "Selectable"  /// Selectable secondButton = startButton.FindSelectableOnRight();  /// //Disables interaction with the selectable UI element  /// secondButton.interactable = false;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.FindSelectableOnUp Method

/// The Selectable object above current
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [Selectable](#topic_000000000000061B) FindSelectableOnUp() | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // required when using UI elements in scripts  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public Button btnMain;  ///  /// // Disables the selectable UI element directly above the Start Button  /// public void IgnoreSelectables()  /// {  /// //Finds the selectable UI element above the start button and assigns it to a variable of type "Selectable"  /// Selectable secondButton = startButton.FindSelectableOnUp();  /// //Disables interaction with the selectable UI element  /// secondButton.interactable = false;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.GetPointOnRectEdge Method

|  |  |
| --- | --- |
| C# |  |
| private static **Vector3** GetPointOnRectEdge(  **RectTransform** *rect*,  **Vector2** *dir* ) | |

Parameters

rect

|  |
| --- |
|  |

dir

|  |
| --- |
|  |

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.IsInteractable Method

/// Is the object interactable.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsInteractable() | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // required when using UI elements in scripts  ///  /// public class Example : MonoBehaviour  /// {  /// public Button startButton;  ///  /// void Update()  /// {  /// if (!startButton.IsInteractable())  /// {  /// Debug.Log("Start Button has been Disabled");  /// }  /// }  /// }  ///   /// |

///

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.Navigate Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Navigate(  [AxisEventData](#topic_0000000000000001) *eventData*,  [Selectable](#topic_000000000000061B) *sel* ) | |

Parameters

eventData

|  |
| --- |
|  |

sel

|  |
| --- |
|  |

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.OnApplicationFocus Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnApplicationFocus(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *hasFocus* ) | |

Parameters

hasFocus

|  |
| --- |
|  |

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.OnDeselect Method

/// Unset selection and transition to appropriate state.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDeselect(  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI;  /// using UnityEngine.EventSystems;// Required when using Event data.  ///  /// public class ExampleClass : MonoBehaviour, IDeselectHandler //This Interface is required to receive OnDeselect callbacks.  /// {  /// public void OnDeselect(BaseEventData data)  /// {  /// Debug.Log("Deselected");  /// }  /// }  ///   /// |

///

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.OnMove Method

/// Determine in which of the 4 move directions the next selectable object should be found.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnMove(  [AxisEventData](#topic_0000000000000001) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI;  /// using UnityEngine.EventSystems;// Required when using Event data.  ///  /// public class ExampleClass : MonoBehaviour, IMoveHandler  /// {  /// //When the focus moves to another selectable object, Invoke this Method.  /// public void OnMove(AxisEventData eventData)  /// {  /// //Assigns the move direction and the raw input vector representing the direction from the event data.  /// MoveDirection moveDir = eventData.moveDir;  /// Vector2 moveVector = eventData.moveVector;  ///  /// //Displays the information in the console  /// Debug.Log(moveDir + ", " + moveVector);  /// }  /// }  ///   /// |

///

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.OnPointerDown Method

/// Evaluate current state and transition to pressed state.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerDown(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI;  /// using UnityEngine.EventSystems;// Required when using Event data.  ///  /// public class ExampleClass : MonoBehaviour, IPointerDownHandler// required interface when using the OnPointerDown method.  /// {  /// //Do this when the mouse is clicked over the selectable object this script is attached to.  /// public void OnPointerDown(PointerEventData eventData)  /// {  /// Debug.Log(this.gameObject.name + " Was Clicked.");  /// }  /// }  ///   /// |

///

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.OnPointerEnter Method

/// Evaluate current state and transition to appropriate state.
/// New state could be pressed or hover depending on pressed state.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerEnter(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI;  /// using UnityEngine.EventSystems;// Required when using Event data.  ///  /// public class ExampleClass : MonoBehaviour, IPointerEnterHandler// required interface when using the OnPointerEnter method.  /// {  /// //Do this when the cursor enters the rect area of this selectable UI object.  /// public void OnPointerEnter(PointerEventData eventData)  /// {  /// Debug.Log("The cursor entered the selectable UI element.");  /// }  /// }  ///   /// |

///

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.OnPointerExit Method

/// Evaluate current state and transition to normal state.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerExit(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI;  /// using UnityEngine.EventSystems;// Required when using Event data.  ///  /// public class ExampleClass : MonoBehaviour, IPointerExitHandler// required interface when using the OnPointerExit method.  /// {  /// //Do this when the cursor exits the rect area of this selectable UI object.  /// public void OnPointerExit(PointerEventData eventData)  /// {  /// Debug.Log("The cursor exited the selectable UI element.");  /// }  /// }  ///   /// |

///

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.OnPointerUp Method

/// Evaluate eventData and transition to appropriate state.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerUp(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI;  /// using UnityEngine.EventSystems;// Required when using Event data.  ///  /// public class ExampleClass : MonoBehaviour, IPointerUpHandler, IPointerDownHandler// These are the interfaces the OnPointerUp method requires.  /// {  /// //OnPointerDown is also required to receive OnPointerUp callbacks  /// public void OnPointerDown(PointerEventData eventData)  /// {  /// }  ///  /// //Do this when the mouse click on this selectable UI object is released.  /// public void OnPointerUp(PointerEventData eventData)  /// {  /// Debug.Log("The mouse click was released");  /// }  /// }  ///   /// |

///

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.OnSelect Method

/// Set selection and transition to appropriate state.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnSelect(  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI;  /// using UnityEngine.EventSystems;// Required when using Event data.  ///  /// public class ExampleClass : MonoBehaviour, ISelectHandler// required interface when using the OnSelect method.  /// {  /// //Do this when the selectable UI object is selected.  /// public void OnSelect(BaseEventData eventData)  /// {  /// Debug.Log(this.gameObject.name + " was selected");  /// }  /// }  ///   /// |

///

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.OnSetProperty Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnSetProperty() | |

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.Select Method

/// Selects this Selectable.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Select() | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // required when using UI elements in scripts  /// using UnityEngine.EventSystems;// Required when using Event data.  ///  /// public class ExampleClass : MonoBehaviour// required interface when using the OnSelect method.  /// {  /// public InputField myInputField;  ///  /// //Do this OnClick.  /// public void SaveGame()  /// {  /// //Makes the Input Field the selected UI Element.  /// myInputField.Select();  /// }  /// }  ///   /// |

///

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.StartColorTween Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) StartColorTween(  **Color** *targetColor*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *instant* ) | |

Parameters

targetColor

|  |
| --- |
|  |

instant

|  |
| --- |
|  |

See Also

Applies to: [Selectable](#topic_000000000000061B)

Selectable.TriggerAnimation Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) TriggerAnimation(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *triggername* ) | |

Parameters

triggername

|  |
| --- |
|  |

See Also

Applies to: [Selectable](#topic_000000000000061B)

Transition Enumeration

///Transition mode for a Selectable.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Animation | 3 | /// Use an animation transition. /// |
| ColorTint | 1 | /// Use an color tint transition. /// |
| None | 0 | /// No Transition. /// |
| SpriteSwap | 2 | /// Use a sprite swap transition. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [Selectable](#topic_000000000000061B)

m\_AnimationTriggers Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("animationTriggers")] [SerializeField()] new private [AnimationTriggers](#topic_00000000000001E3) m\_AnimationTriggers | |

See Also

Applies to: [Selectable](#topic_000000000000061B)

m\_CanvasGroupCache Field

|  |  |
| --- | --- |
| C# |  |
| new private readonly [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**CanvasGroup**> m\_CanvasGroupCache | |

See Also

Applies to: [Selectable](#topic_000000000000061B)

m\_Colors Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("colors")] [SerializeField()] private [ColorBlock](#topic_0000000000000225) m\_Colors | |

See Also

Applies to: [Selectable](#topic_000000000000061B)

m\_EnableCalled Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_EnableCalled | |

See Also

Applies to: [Selectable](#topic_000000000000061B)

m\_GroupsAllowInteraction Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_GroupsAllowInteraction | |

See Also

Applies to: [Selectable](#topic_000000000000061B)

m\_Interactable Field

|  |  |
| --- | --- |
| C# |  |
| [Tooltip("Can the Selectable be interacted with?")] [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_Interactable | |

See Also

Applies to: [Selectable](#topic_000000000000061B)

m\_Navigation Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("navigation")] [SerializeField()] private [Navigation](#topic_0000000000000550) m\_Navigation | |

See Also

Applies to: [Selectable](#topic_000000000000061B)

m\_SpriteState Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("spriteState")] [SerializeField()] private [SpriteState](#topic_0000000000000689) m\_SpriteState | |

See Also

Applies to: [Selectable](#topic_000000000000061B)

m\_TargetGraphic Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("highlightGraphic")] [FormerlySerializedAs("m\_HighlightGraphic")] [SerializeField()] private [Graphic](#topic_00000000000002D6) m\_TargetGraphic | |

See Also

Applies to: [Selectable](#topic_000000000000061B)

m\_Transition Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("transition")] [SerializeField()] private [Transition](#topic_0000000000000622) m\_Transition | |

See Also

Applies to: [Selectable](#topic_000000000000061B)

Shadow Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

[UnityEngine.UI.BaseMeshEffect](#topic_000000000000070E)

**UnityEngine.UI.Shadow**

[UnityEngine.UI.Outline](#topic_0000000000000717)

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("UI/Effects/Shadow", 80)] public class Shadow : [BaseMeshEffect](#topic_000000000000070E) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [effectColor](#topic_0000000000000720), [effectDistance](#topic_0000000000000721), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**), [useGraphicAlpha](#topic_0000000000000722)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [ModifyMesh](#topic_0000000000000723), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Fields

[kMaxEffectDistance](#topic_000000000000071F), [m\_EffectColor](#topic_000000000000071C), [m\_EffectDistance](#topic_000000000000071D), [m\_UseGraphicAlpha](#topic_000000000000071E)

Shadow.effectColor Property

/// Color for the effect
///

|  |  |
| --- | --- |
| C# |  |
| public **Color** effectColor {get; set;} | |

See Also

Applies to: [Shadow](#topic_000000000000071B)

Shadow.effectDistance Property

/// How far is the shadow from the graphic.
///

|  |  |
| --- | --- |
| C# |  |
| public **Vector2** effectDistance {get; set;} | |

See Also

Applies to: [Shadow](#topic_000000000000071B)

Shadow.useGraphicAlpha Property

/// Should the shadow inherit the alpha from the graphic?
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) useGraphicAlpha {get; set;} | |

See Also

Applies to: [Shadow](#topic_000000000000071B)

Shadow.ModifyMesh Method

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ModifyMesh(  [VertexHelper](#topic_00000000000006EC) *vh* ) | |

Parameters

vh

|  |
| --- |
|  |

See Also

Applies to: [Shadow](#topic_000000000000071B)

m\_EffectColor Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] new private **Color** m\_EffectColor | |

See Also

Applies to: [Shadow](#topic_000000000000071B)

m\_EffectDistance Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] new private **Vector2** m\_EffectDistance | |

See Also

Applies to: [Shadow](#topic_000000000000071B)

m\_UseGraphicAlpha Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_UseGraphicAlpha | |

See Also

Applies to: [Shadow](#topic_000000000000071B)

kMaxEffectDistance Field

|  |  |
| --- | --- |
| C# |  |
| private const [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) kMaxEffectDistance = 600 | |

See Also

Applies to: [Shadow](#topic_000000000000071B)

Slider Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

[UnityEngine.UI.Selectable](#topic_000000000000061B)

**UnityEngine.UI.Slider**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("UI/Slider", 34)] [ExecuteAlways()] [RequireComponent(typeof(RectTransform))] public class Slider : [Selectable](#topic_000000000000061B),  [IDragHandler](#topic_0000000000000052),  [IInitializePotentialDragHandler](#topic_0000000000000050),  [ICanvasElement](#topic_0000000000000202) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[allSelectableCount](#topic_000000000000061E) (inherited from [Selectable](#topic_000000000000061B)), [allSelectables](#topic_000000000000061F) (inherited from [Selectable](#topic_000000000000061B)), [allSelectablesArray](#topic_000000000000061D) (inherited from [Selectable](#topic_000000000000061B)), [animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [animationTriggers](#topic_0000000000000632) (inherited from [Selectable](#topic_000000000000061B)), [animator](#topic_0000000000000639) (inherited from [Selectable](#topic_000000000000061B)), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [axis](#topic_000000000000067A), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [colors](#topic_0000000000000630) (inherited from [Selectable](#topic_000000000000061B)), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [direction](#topic_000000000000065D), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [fillRect](#topic_0000000000000659), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [handleRect](#topic_000000000000065B), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [image](#topic_0000000000000638) (inherited from [Selectable](#topic_000000000000061B)), [interactable](#topic_0000000000000634) (inherited from [Selectable](#topic_000000000000061B)), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [maxValue](#topic_0000000000000661), [minValue](#topic_000000000000065F), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [navigation](#topic_000000000000062E) (inherited from [Selectable](#topic_000000000000061B)), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [normalizedValue](#topic_0000000000000666), [onValueChanged](#topic_0000000000000668), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [reverseValue](#topic_000000000000067B), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [spriteState](#topic_0000000000000631) (inherited from [Selectable](#topic_000000000000061B)), [stepSize](#topic_0000000000000671), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [targetGraphic](#topic_0000000000000633) (inherited from [Selectable](#topic_000000000000061B)), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [transition](#topic_000000000000062F) (inherited from [Selectable](#topic_000000000000061B)), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**), [value](#topic_0000000000000664), [wholeNumbers](#topic_0000000000000663)

Methods

[AllSelectablesNoAlloc](#topic_0000000000000620) (inherited from [Selectable](#topic_000000000000061B)), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [ClampValue](#topic_0000000000000676), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [FindSelectable](#topic_000000000000063E) (inherited from [Selectable](#topic_000000000000061B)), [FindSelectableOnDown](#topic_0000000000000685), [FindSelectableOnLeft](#topic_0000000000000682), [FindSelectableOnRight](#topic_0000000000000683), [FindSelectableOnUp](#topic_0000000000000684), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GraphicUpdateComplete](#topic_0000000000000674), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInteractable](#topic_000000000000063B) (inherited from [Selectable](#topic_000000000000061B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [LayoutComplete](#topic_0000000000000673), [MayDrag](#topic_000000000000067E), [OnDeselect](#topic_000000000000064F) (inherited from [Selectable](#topic_000000000000061B)), [OnDrag](#topic_0000000000000680), [OnInitializePotentialDrag](#topic_0000000000000686), [OnMove](#topic_0000000000000681), [OnPointerDown](#topic_000000000000067F), [OnPointerEnter](#topic_000000000000064C) (inherited from [Selectable](#topic_000000000000061B)), [OnPointerExit](#topic_000000000000064D) (inherited from [Selectable](#topic_000000000000061B)), [OnPointerUp](#topic_000000000000064B) (inherited from [Selectable](#topic_000000000000061B)), [OnSelect](#topic_000000000000064E) (inherited from [Selectable](#topic_000000000000061B)), [Rebuild](#topic_0000000000000672), [Select](#topic_0000000000000650) (inherited from [Selectable](#topic_000000000000061B)), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SetDirection](#topic_0000000000000687), [SetValueWithoutNotify](#topic_0000000000000665), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [UpdateCachedReferences](#topic_0000000000000675), [UpdateDrag](#topic_000000000000067D), [UpdateVisuals](#topic_000000000000067C)

Classes

[SliderEvent](#topic_0000000000000657)

Enumerations

[Axis](#topic_0000000000000677), [Direction](#topic_0000000000000652)

Fields

[m\_DelayedUpdateVisuals](#topic_0000000000000670), [m\_Direction](#topic_000000000000065C), [m\_FillContainerRect](#topic_000000000000066B), [m\_FillImage](#topic_0000000000000669), [m\_FillRect](#topic_0000000000000658), [m\_FillTransform](#topic_000000000000066A), [m\_HandleContainerRect](#topic_000000000000066D), [m\_HandleRect](#topic_000000000000065A), [m\_HandleTransform](#topic_000000000000066C), [m\_MaxValue](#topic_0000000000000660), [m\_MinValue](#topic_000000000000065E), [m\_Offset](#topic_000000000000066E), [m\_OnValueChanged](#topic_0000000000000667), [m\_Tracker](#topic_000000000000066F), [m\_WholeNumbers](#topic_0000000000000662)

Slider.axis Property

|  |  |
| --- | --- |
| C# |  |
| private [Axis](#topic_0000000000000677) axis {get;} | |

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.direction Property

/// The direction of the slider, from minimum to maximum value.
///

|  |  |
| --- | --- |
| C# |  |
| public [Direction](#topic_0000000000000652) direction {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Example : MonoBehaviour  /// {  /// public Slider mainSlider;  ///  /// public void Start()  /// {  /// //Changes the direction of the slider.  /// if (mainSlider.direction == Slider.Direction.BottomToTop)  /// {  /// mainSlider.direction = Slider.Direction.TopToBottom;  /// }  /// }  /// }  ///   /// |

///

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.fillRect Property

/// Optional RectTransform to use as fill for the slider.
///

|  |  |
| --- | --- |
| C# |  |
| public **RectTransform** fillRect {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Example : MonoBehaviour  /// {  /// public Slider mainSlider;  /// //Reference to new "RectTransform"(Child of FillArea).  /// public RectTransform newFillRect;  ///  /// //Deactivates the old FillRect and assigns a new one.  /// void Start()  /// {  /// mainSlider.fillRect.gameObject.SetActive(false);  /// mainSlider.fillRect = newFillRect;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.handleRect Property

/// Optional RectTransform to use as a handle for the slider.
///

|  |  |
| --- | --- |
| C# |  |
| public **RectTransform** handleRect {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Example : MonoBehaviour  /// {  /// public Slider mainSlider;  /// //Reference to new "RectTransform" (Child of "Handle Slide Area").  /// public RectTransform handleHighlighted;  ///  /// //Deactivates the old Handle, then assigns and enables the new one.  /// void Start()  /// {  /// mainSlider.handleRect.gameObject.SetActive(false);  /// mainSlider.handleRect = handleHighlighted;  /// mainSlider.handleRect.gameObject.SetActive(true);  /// }  /// }  ///   /// |

///

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.maxValue Property

/// The maximum allowed value of the slider.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) maxValue {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Example : MonoBehaviour  /// {  /// public Slider mainSlider;  ///  /// void Start()  /// {  /// // Changes the max value of the slider to 20;  /// mainSlider.maxValue = 20;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.minValue Property

/// The minimum allowed value of the slider.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) minValue {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Example : MonoBehaviour  /// {  /// public Slider mainSlider;  ///  /// void Start()  /// {  /// // Changes the minimum value of the slider to 10;  /// mainSlider.minValue = 10;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.normalizedValue Property

/// The current value of the slider normalized into a value between 0 and 1.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) normalizedValue {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Example : MonoBehaviour  /// {  /// public Slider mainSlider;  ///  /// //Set to invoke when "OnValueChanged" method is called.  /// void CheckNormalisedValue()  /// {  /// //Displays the normalised value of the slider everytime the value changes.  /// Debug.Log(mainSlider.normalizedValue);  /// }  /// }  ///   /// |

///

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.onValueChanged Property

/// Callback executed when the value of the slider is changed.
///

|  |  |
| --- | --- |
| C# |  |
| public [SliderEvent](#topic_0000000000000657) onValueChanged {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Example : MonoBehaviour  /// {  /// public Slider mainSlider;  ///  /// public void Start()  /// {  /// //Adds a listener to the main slider and invokes a method when the value changes.  /// mainSlider.onValueChanged.AddListener(delegate {ValueChangeCheck(); });  /// }  ///  /// // Invoked when the value of the slider changes.  /// public void ValueChangeCheck()  /// {  /// Debug.Log(mainSlider.value);  /// }  /// }  ///   /// |

///

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.reverseValue Property

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) reverseValue {get;} | |

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.stepSize Property

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) stepSize {get;} | |

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.value Property

/// The current value of the slider.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) value {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Example : MonoBehaviour  /// {  /// public Slider mainSlider;  ///  /// //Invoked when a submit button is clicked.  /// public void SubmitSliderSetting()  /// {  /// //Displays the value of the slider in the console.  /// Debug.Log(mainSlider.value);  /// }  /// }  ///   /// |

///

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.wholeNumbers Property

/// Should the value only be allowed to be whole numbers?
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) wholeNumbers {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Example : MonoBehaviour  /// {  /// public Slider mainSlider;  ///  /// public void Start()  /// {  /// //sets the slider's value to accept whole numbers only.  /// mainSlider.wholeNumbers = true;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.ClampValue Method

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) ClampValue(  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *input* ) | |

Parameters

input

|  |
| --- |
|  |

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.FindSelectableOnDown Method

/// See Selectable.FindSelectableOnDown
///

|  |  |
| --- | --- |
| C# |  |
| public override [Selectable](#topic_000000000000061B) FindSelectableOnDown() | |

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.FindSelectableOnLeft Method

/// See Selectable.FindSelectableOnLeft
///

|  |  |
| --- | --- |
| C# |  |
| public override [Selectable](#topic_000000000000061B) FindSelectableOnLeft() | |

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.FindSelectableOnRight Method

/// See Selectable.FindSelectableOnRight
///

|  |  |
| --- | --- |
| C# |  |
| public override [Selectable](#topic_000000000000061B) FindSelectableOnRight() | |

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.FindSelectableOnUp Method

/// See Selectable.FindSelectableOnUp
///

|  |  |
| --- | --- |
| C# |  |
| public override [Selectable](#topic_000000000000061B) FindSelectableOnUp() | |

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.GraphicUpdateComplete Method

/// See ICanvasElement.GraphicUpdateComplete
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) GraphicUpdateComplete() | |

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.LayoutComplete Method

/// See ICanvasElement.LayoutComplete
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) LayoutComplete() | |

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.MayDrag Method

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) MayDrag(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.OnDrag Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDrag(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.OnInitializePotentialDrag Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnInitializePotentialDrag(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.OnMove Method

/// Determine in which of the 4 move directions the next selectable object should be found.
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnMove(  [AxisEventData](#topic_0000000000000001) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI;  /// using UnityEngine.EventSystems;// Required when using Event data.  ///  /// public class ExampleClass : MonoBehaviour, IMoveHandler  /// {  /// //When the focus moves to another selectable object, Invoke this Method.  /// public void OnMove(AxisEventData eventData)  /// {  /// //Assigns the move direction and the raw input vector representing the direction from the event data.  /// MoveDirection moveDir = eventData.moveDir;  /// Vector2 moveVector = eventData.moveVector;  ///  /// //Displays the information in the console  /// Debug.Log(moveDir + ", " + moveVector);  /// }  /// }  ///   /// |

///

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.OnPointerDown Method

/// Evaluate current state and transition to pressed state.
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerDown(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI;  /// using UnityEngine.EventSystems;// Required when using Event data.  ///  /// public class ExampleClass : MonoBehaviour, IPointerDownHandler// required interface when using the OnPointerDown method.  /// {  /// //Do this when the mouse is clicked over the selectable object this script is attached to.  /// public void OnPointerDown(PointerEventData eventData)  /// {  /// Debug.Log(this.gameObject.name + " Was Clicked.");  /// }  /// }  ///   /// |

///

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.Rebuild Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Rebuild(  [CanvasUpdate](#topic_00000000000001FB) *executing* ) | |

Parameters

executing

|  |
| --- |
|  |

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.SetDirection Method

/// Sets the direction of this slider, optionally changing the layout as well.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetDirection(  [Direction](#topic_0000000000000652) *direction*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *includeRectLayouts* ) | |

Parameters

direction

|  |
| --- |
| The direction of the slider |

includeRectLayouts

|  |
| --- |
| Should the layout be flipped together with the slider direction |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class Example : MonoBehaviour  /// {  /// public Slider mainSlider;  ///  /// public void Start()  /// {  /// mainSlider.SetDirection(Slider.Direction.LeftToRight, false);  /// }  /// }  ///   /// |

///

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.SetValueWithoutNotify Method

/// Set the value of the slider without invoking onValueChanged callback.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetValueWithoutNotify(  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *input* ) | |

Parameters

input

|  |
| --- |
| The new value for the slider. |

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.UpdateCachedReferences Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateCachedReferences() | |

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.UpdateDrag Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateDrag(  [PointerEventData](#topic_000000000000000E) *eventData*,  **Camera** *cam* ) | |

Parameters

eventData

|  |
| --- |
|  |

cam

|  |
| --- |
|  |

See Also

Applies to: [Slider](#topic_0000000000000651)

Slider.UpdateVisuals Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateVisuals() | |

See Also

Applies to: [Slider](#topic_0000000000000651)

SliderEvent Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Events.UnityEventBase](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase)

[UnityEngine.Events.UnityEvent<T0>](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1)

**UnityEngine.UI.Slider.SliderEvent**

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public class SliderEvent : **UnityEvent**<[float](https://docs.microsoft.com/en-us/dotnet/api/system.single)> | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[AddListener](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.addlistener) (inherited from **UnityEvent<T0>**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetPersistentEventCount](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistenteventcount) (inherited from **UnityEventBase**), [GetPersistentListenerState](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistentlistenerstate) (inherited from **UnityEventBase**), [GetPersistentMethodName](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistentmethodname) (inherited from **UnityEventBase**), [GetPersistentTarget](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistenttarget) (inherited from **UnityEventBase**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.invoke) (inherited from **UnityEvent<T0>**), [RemoveAllListeners](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.removealllisteners) (inherited from **UnityEventBase**), [RemoveListener](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.removelistener) (inherited from **UnityEvent<T0>**), [SetPersistentListenerState](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.setpersistentlistenerstate) (inherited from **UnityEventBase**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.tostring) (inherited from **UnityEventBase**)

See Also

Applies to: [Slider](#topic_0000000000000651)

Axis Enumeration

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Horizontal | 0 |  |
| Vertical | 1 |  |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [Slider](#topic_0000000000000651)

Direction Enumeration

/// Setting that indicates one of four directions.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| BottomToTop | 2 | /// From the bottom to the top. /// |
| LeftToRight | 0 | /// From the left to the right /// |
| RightToLeft | 1 | /// From the right to the left /// |
| TopToBottom | 3 | /// From the top to the bottom. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [Slider](#topic_0000000000000651)

m\_DelayedUpdateVisuals Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_DelayedUpdateVisuals | |

See Also

Applies to: [Slider](#topic_0000000000000651)

m\_Direction Field

|  |  |
| --- | --- |
| C# |  |
| [Space()] [SerializeField()] private [Direction](#topic_0000000000000652) m\_Direction | |

See Also

Applies to: [Slider](#topic_0000000000000651)

m\_FillContainerRect Field

|  |  |
| --- | --- |
| C# |  |
| private **RectTransform** m\_FillContainerRect | |

See Also

Applies to: [Slider](#topic_0000000000000651)

m\_FillImage Field

|  |  |
| --- | --- |
| C# |  |
| private [Image](#topic_0000000000000330) m\_FillImage | |

See Also

Applies to: [Slider](#topic_0000000000000651)

m\_FillRect Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **RectTransform** m\_FillRect | |

See Also

Applies to: [Slider](#topic_0000000000000651)

m\_FillTransform Field

|  |  |
| --- | --- |
| C# |  |
| private **Transform** m\_FillTransform | |

See Also

Applies to: [Slider](#topic_0000000000000651)

m\_HandleContainerRect Field

|  |  |
| --- | --- |
| C# |  |
| private **RectTransform** m\_HandleContainerRect | |

See Also

Applies to: [Slider](#topic_0000000000000651)

m\_HandleRect Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **RectTransform** m\_HandleRect | |

See Also

Applies to: [Slider](#topic_0000000000000651)

m\_HandleTransform Field

|  |  |
| --- | --- |
| C# |  |
| private **Transform** m\_HandleTransform | |

See Also

Applies to: [Slider](#topic_0000000000000651)

m\_MaxValue Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_MaxValue | |

See Also

Applies to: [Slider](#topic_0000000000000651)

m\_MinValue Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_MinValue | |

See Also

Applies to: [Slider](#topic_0000000000000651)

m\_Offset Field

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** m\_Offset | |

See Also

Applies to: [Slider](#topic_0000000000000651)

m\_OnValueChanged Field

|  |  |
| --- | --- |
| C# |  |
| [Space()] [SerializeField()] new private [SliderEvent](#topic_0000000000000657) m\_OnValueChanged | |

See Also

Applies to: [Slider](#topic_0000000000000651)

m\_Tracker Field

|  |  |
| --- | --- |
| C# |  |
| private **DrivenRectTransformTracker** m\_Tracker | |

See Also

Applies to: [Slider](#topic_0000000000000651)

m\_WholeNumbers Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_WholeNumbers | |

See Also

Applies to: [Slider](#topic_0000000000000651)

StencilMaterial Class

/// Dynamic material class makes it possible to create custom materials on the fly on a per-Graphic basis,
/// and still have them get cleaned up correctly.
///

|  |  |
| --- | --- |
| C# |  |
| public static class StencilMaterial | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[Add](#topic_00000000000006A0), [ClearAll](#topic_00000000000006A5), [LogWarningWhenNotInBatchmode](#topic_00000000000006A2), [Remove](#topic_00000000000006A4)

Classes

[MatEntry](#topic_0000000000000694)

Fields

[m\_List](#topic_000000000000069F)

StencilMaterial.Add (Material, Int32, StencilOp, CompareFunction, ColorWriteMask, Int32, Int32) Method

/// Add a new material using the specified base and stencil ID.
///

|  |  |
| --- | --- |
| C# |  |
| public static **Material** Add(  **Material** *baseMat*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *stencilID*,  **StencilOp** *operation*,  **CompareFunction** *compareFunction*,  **ColorWriteMask** *colorWriteMask*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *readMask*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *writeMask* ) | |

Parameters

baseMat

|  |
| --- |
|  |

stencilID

|  |
| --- |
|  |

operation

|  |
| --- |
|  |

compareFunction

|  |
| --- |
|  |

colorWriteMask

|  |
| --- |
|  |

readMask

|  |
| --- |
|  |

writeMask

|  |
| --- |
|  |

See Also

Applies to: [StencilMaterial](#topic_0000000000000693)

StencilMaterial.Add (Material, Int32) Method

**NOTE: This member is now obsolete.**

Use Material.Add instead.

|  |  |
| --- | --- |
| C# |  |
| [System.ComponentModel.EditorBrowsable(System.ComponentModel.EditorBrowsableState.Never)] [Obsolete("Use Material.Add instead.", true)] public static **Material** Add(  **Material** *baseMat*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *stencilID* ) | |

Parameters

baseMat

|  |
| --- |
|  |

stencilID

|  |
| --- |
|  |

See Also

Applies to: [StencilMaterial](#topic_0000000000000693)

StencilMaterial.Add (Material, Int32, StencilOp, CompareFunction, ColorWriteMask) Method

/// Add a new material using the specified base and stencil ID.
///

|  |  |
| --- | --- |
| C# |  |
| public static **Material** Add(  **Material** *baseMat*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *stencilID*,  **StencilOp** *operation*,  **CompareFunction** *compareFunction*,  **ColorWriteMask** *colorWriteMask* ) | |

Parameters

baseMat

|  |
| --- |
|  |

stencilID

|  |
| --- |
|  |

operation

|  |
| --- |
|  |

compareFunction

|  |
| --- |
|  |

colorWriteMask

|  |
| --- |
|  |

See Also

Applies to: [StencilMaterial](#topic_0000000000000693)

StencilMaterial.ClearAll Method

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ClearAll() | |

See Also

Applies to: [StencilMaterial](#topic_0000000000000693)

StencilMaterial.LogWarningWhenNotInBatchmode Method

|  |  |
| --- | --- |
| C# |  |
| private static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) LogWarningWhenNotInBatchmode(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *warning*,  **object** *context* ) | |

Parameters

warning

|  |
| --- |
|  |

context

|  |
| --- |
|  |

See Also

Applies to: [StencilMaterial](#topic_0000000000000693)

StencilMaterial.Remove Method

/// Remove an existing material, automatically cleaning it up if it's no longer in use.
///

|  |  |
| --- | --- |
| C# |  |
| public static [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Remove(  **Material** *customMat* ) | |

Parameters

customMat

|  |
| --- |
|  |

See Also

Applies to: [StencilMaterial](#topic_0000000000000693)

MatEntry Class

|  |  |
| --- | --- |
| C# |  |
| private class MatEntry | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Fields

[baseMat](#topic_0000000000000695), [colorMask](#topic_000000000000069E), [compareFunction](#topic_000000000000069A), [count](#topic_0000000000000697), [customMat](#topic_0000000000000696), [operation](#topic_0000000000000699), [readMask](#topic_000000000000069B), [stencilId](#topic_0000000000000698), [useAlphaClip](#topic_000000000000069D), [writeMask](#topic_000000000000069C)

See Also

Applies to: [StencilMaterial](#topic_0000000000000693)

baseMat Field

|  |  |
| --- | --- |
| C# |  |
| public **Material** baseMat | |

See Also

Applies to: [MatEntry](#topic_0000000000000694)

colorMask Field

|  |  |
| --- | --- |
| C# |  |
| public **ColorWriteMask** colorMask | |

See Also

Applies to: [MatEntry](#topic_0000000000000694)

compareFunction Field

|  |  |
| --- | --- |
| C# |  |
| public **CompareFunction** compareFunction | |

See Also

Applies to: [MatEntry](#topic_0000000000000694)

count Field

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) count | |

See Also

Applies to: [MatEntry](#topic_0000000000000694)

customMat Field

|  |  |
| --- | --- |
| C# |  |
| public **Material** customMat | |

See Also

Applies to: [MatEntry](#topic_0000000000000694)

operation Field

|  |  |
| --- | --- |
| C# |  |
| public **StencilOp** operation | |

See Also

Applies to: [MatEntry](#topic_0000000000000694)

readMask Field

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) readMask | |

See Also

Applies to: [MatEntry](#topic_0000000000000694)

stencilId Field

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) stencilId | |

See Also

Applies to: [MatEntry](#topic_0000000000000694)

useAlphaClip Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) useAlphaClip | |

See Also

Applies to: [MatEntry](#topic_0000000000000694)

writeMask Field

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) writeMask | |

See Also

Applies to: [MatEntry](#topic_0000000000000694)

m\_List Field

|  |  |
| --- | --- |
| C# |  |
| new private static [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[MatEntry](#topic_0000000000000694)> m\_List | |

See Also

Applies to: [StencilMaterial](#topic_0000000000000693)

Text Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

[UnityEngine.UI.Graphic](#topic_00000000000002D6)

[UnityEngine.UI.MaskableGraphic](#topic_0000000000000532)

**UnityEngine.UI.Text**

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof(CanvasRenderer))] [AddComponentMenu("UI/Legacy/Text", 100)] public class Text : [MaskableGraphic](#topic_0000000000000532),  [ILayoutElement](#topic_00000000000004C4) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[alignByGeometry](#topic_00000000000006B6), [alignment](#topic_00000000000006B5), [animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [cachedTextGenerator](#topic_00000000000006AB), [cachedTextGeneratorForLayout](#topic_00000000000006AC), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [canvas](#topic_00000000000002EB) (inherited from [Graphic](#topic_00000000000002D6)), [canvasRenderer](#topic_00000000000002ED) (inherited from [Graphic](#topic_00000000000002D6)), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [color](#topic_00000000000002D9) (inherited from [Graphic](#topic_00000000000002D6)), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [defaultGraphicMaterial](#topic_00000000000002D7) (inherited from [Graphic](#topic_00000000000002D6)), [defaultMaterial](#topic_00000000000002EE) (inherited from [Graphic](#topic_00000000000002D6)), [depth](#topic_00000000000002E9) (inherited from [Graphic](#topic_00000000000002D6)), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [flexibleHeight](#topic_00000000000006C7), [flexibleWidth](#topic_00000000000006C4), [font](#topic_00000000000006AF), [fontSize](#topic_00000000000006B7), [fontStyle](#topic_00000000000006BB), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [horizontalOverflow](#topic_00000000000006B8), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [isMaskingGraphic](#topic_000000000000053A) (inherited from [MaskableGraphic](#topic_0000000000000532)), [layoutPriority](#topic_00000000000006C8), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [lineSpacing](#topic_00000000000006BA), [mainTexture](#topic_00000000000006AD), [maskable](#topic_0000000000000539) (inherited from [MaskableGraphic](#topic_0000000000000532)), [material](#topic_00000000000002EF) (inherited from [Graphic](#topic_00000000000002D6)), [materialForRendering](#topic_00000000000002F0) (inherited from [Graphic](#topic_00000000000002D6)), [minHeight](#topic_00000000000006C5), [minWidth](#topic_00000000000006C2), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [onCullStateChanged](#topic_0000000000000538) (inherited from [MaskableGraphic](#topic_0000000000000532)), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [pixelsPerUnit](#topic_00000000000006BC), [preferredHeight](#topic_00000000000006C6), [preferredWidth](#topic_00000000000006C3), [raycastPadding](#topic_00000000000002DD) (inherited from [Graphic](#topic_00000000000002D6)), [raycastTarget](#topic_00000000000002DB) (inherited from [Graphic](#topic_00000000000002D6)), [rectTransform](#topic_00000000000002EA) (inherited from [Graphic](#topic_00000000000002D6)), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [resizeTextForBestFit](#topic_00000000000006B2), [resizeTextMaxSize](#topic_00000000000006B4), [resizeTextMinSize](#topic_00000000000006B3), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [supportRichText](#topic_00000000000006B1), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [text](#topic_00000000000006B0), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**), [verticalOverflow](#topic_00000000000006B9)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CalculateLayoutInputHorizontal](#topic_00000000000006C0), [CalculateLayoutInputVertical](#topic_00000000000006C1), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [CrossFadeAlpha](#topic_0000000000000300) (inherited from [Graphic](#topic_00000000000002D6)), [CrossFadeColor](#topic_00000000000002FD) (inherited from [Graphic](#topic_00000000000002D6)), [Cull](#topic_000000000000053C) (inherited from [MaskableGraphic](#topic_0000000000000532)), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [FontTextureChanged](#topic_00000000000006AE), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetGenerationSettings](#topic_00000000000006BD), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetModifiedMaterial](#topic_000000000000053B) (inherited from [MaskableGraphic](#topic_0000000000000532)), [GetPixelAdjustedRect](#topic_00000000000002FC) (inherited from [Graphic](#topic_00000000000002D6)), [GetTextAnchorPivot](#topic_00000000000006BE), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GraphicUpdateComplete](#topic_00000000000002F5) (inherited from [Graphic](#topic_00000000000002D6)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [LayoutComplete](#topic_00000000000002F4) (inherited from [Graphic](#topic_00000000000002D6)), [OnCullingChanged](#topic_00000000000002F2) (inherited from [Graphic](#topic_00000000000002D6)), [OnRebuildRequested](#topic_00000000000006C9), [ParentMaskStateChanged](#topic_0000000000000540) (inherited from [MaskableGraphic](#topic_0000000000000532)), [PixelAdjustPoint](#topic_00000000000002FB) (inherited from [Graphic](#topic_00000000000002D6)), [Raycast](#topic_00000000000002FA) (inherited from [Graphic](#topic_00000000000002D6)), [Rebuild](#topic_00000000000002F3) (inherited from [Graphic](#topic_00000000000002D6)), [RecalculateClipping](#topic_0000000000000544) (inherited from [MaskableGraphic](#topic_0000000000000532)), [RecalculateMasking](#topic_0000000000000545) (inherited from [MaskableGraphic](#topic_0000000000000532)), [RegisterDirtyLayoutCallback](#topic_0000000000000301) (inherited from [Graphic](#topic_00000000000002D6)), [RegisterDirtyMaterialCallback](#topic_0000000000000305) (inherited from [Graphic](#topic_00000000000002D6)), [RegisterDirtyVerticesCallback](#topic_0000000000000303) (inherited from [Graphic](#topic_00000000000002D6)), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SetAllDirty](#topic_00000000000002E5) (inherited from [Graphic](#topic_00000000000002D6)), [SetClipRect](#topic_000000000000053E) (inherited from [MaskableGraphic](#topic_0000000000000532)), [SetClipSoftness](#topic_000000000000053F) (inherited from [MaskableGraphic](#topic_0000000000000532)), [SetLayoutDirty](#topic_00000000000002E6) (inherited from [Graphic](#topic_00000000000002D6)), [SetMaterialDirty](#topic_00000000000002E8) (inherited from [Graphic](#topic_00000000000002D6)), [SetNativeSize](#topic_00000000000002F9) (inherited from [Graphic](#topic_00000000000002D6)), [SetVerticesDirty](#topic_00000000000002E7) (inherited from [Graphic](#topic_00000000000002D6)), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [UnregisterDirtyLayoutCallback](#topic_0000000000000302) (inherited from [Graphic](#topic_00000000000002D6)), [UnregisterDirtyMaterialCallback](#topic_0000000000000306) (inherited from [Graphic](#topic_00000000000002D6)), [UnregisterDirtyVerticesCallback](#topic_0000000000000304) (inherited from [Graphic](#topic_00000000000002D6))

Fields

[m\_FontData](#topic_00000000000006A7), [m\_LastTrackedFont](#topic_00000000000006A8), [m\_TempVerts](#topic_00000000000006BF), [m\_TextCache](#topic_00000000000006A9), [m\_TextCacheForLayout](#topic_00000000000006AA)

Text.alignByGeometry Property

/// Use the extents of glyph geometry to perform horizontal alignment rather than glyph metrics.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) alignByGeometry {get; set;} | |

Remarks

/// This can result in better fitting left and right alignment, but may result in incorrect positioning when attempting to overlay multiple fonts (such as a specialized outline font) on top of each other.
///

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.alignment Property

/// The positioning of the text reliative to its [[RectTransform]].
///

|  |  |
| --- | --- |
| C# |  |
| public **TextAnchor** alignment {get; set;} | |

Remarks

/// This is the positioning of the Text relative to its RectTransform. You can alter this via script or in the Inspector of a Text component using the buttons in the Alignment section.
///

Example

///

|  |
| --- |
| ///   /// //Create a Text GameObject by going to \_\_Create\_\_>\_\_UI\_\_>\_\_Text\_\_. Attach this script to the GameObject to see it working.  ///  /// using UnityEngine;  /// using UnityEngine.UI;  ///  /// public class UITextAlignment : MonoBehaviour  /// {  /// Text m\_Text;  ///  /// void Start()  /// {  /// //Fetch the Text Component  /// m\_Text = GetComponent<Text>();  /// //Switch the Text alignment to the middle  /// m\_Text.alignment = TextAnchor.MiddleCenter;  /// }  ///  /// //This is a legacy function used for an instant demonstration. See the <a href="https://unity3d.com/learn/tutorials/s/user-interface-ui">UI Tutorials pages </a> and [[wiki:UISystem|UI Section]] of the manual for more information on creating your own buttons etc.  /// void OnGUI()  /// {  /// //Press this Button to change the Text alignment to the lower right  /// if (GUI.Button(new Rect(0, 0, 100, 40), "Lower Right"))  /// {  /// m\_Text.alignment = TextAnchor.LowerRight;  /// }  ///  /// //Press this Button to change the Text alignment to the upper left  /// if (GUI.Button(new Rect(150, 0, 100, 40), "Upper Left"))  /// {  /// m\_Text.alignment = TextAnchor.UpperLeft;  /// }  /// }  /// }  ///   /// |

///

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.cachedTextGenerator Property

/// The cached TextGenerator used when generating visible Text.
///

|  |  |
| --- | --- |
| C# |  |
| public **TextGenerator** cachedTextGenerator {get;} | |

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.cachedTextGeneratorForLayout Property

/// The cached TextGenerator used when determine Layout
///

|  |  |
| --- | --- |
| C# |  |
| public **TextGenerator** cachedTextGeneratorForLayout {get;} | |

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.flexibleHeight Property

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) flexibleHeight {get;} | |

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.flexibleWidth Property

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) flexibleWidth {get;} | |

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.font Property

/// The Font used by the text.
///

|  |  |
| --- | --- |
| C# |  |
| public **Font** font {get; set;} | |

Remarks

/// This is the font used by the Text component. Use it to alter or return the font from the Text. There are many free fonts available online.
///

Example

///

|  |
| --- |
| ///   /// //Create a new Text GameObject by going to Create>UI>Text in the Editor. Attach this script to the Text GameObject. Then, choose or click and drag your own font into the Font section in the Inspector window.  ///  /// using UnityEngine;  /// using UnityEngine.UI;  ///  /// public class TextFontExample : MonoBehaviour  /// {  /// Text m\_Text;  /// //Attach your own Font in the Inspector  /// public Font m\_Font;  ///  /// void Start()  /// {  /// //Fetch the Text component from the GameObject  /// m\_Text = GetComponent<Text>();  /// }  ///  /// void Update()  /// {  /// if (Input.GetKey(KeyCode.Space))  /// {  /// //Change the Text Font to the Font attached in the Inspector  /// m\_Text.font = m\_Font;  /// //Change the Text to the message below  /// m\_Text.text = "My Font Changed!";  /// }  /// }  /// }  ///   /// |

///

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.fontSize Property

/// The size that the Font should render at. Unit of measure is Points.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) fontSize {get; set;} | |

Remarks

/// This is the size of the Font of the Text. Use this to fetch or change the size of the Font. When changing the Font size, remember to take into account the RectTransform of the Text. Larger Font sizes or messages may not fit in certain rectangle sizes and do not show in the Scene.
/// Note: Point size is not consistent from one font to another.
///

Example

///

|  |
| --- |
| ///   /// //For this script to work, create a new Text GameObject by going to Create>U>Text. Attach the script to the Text GameObject. Make sure the GameObject has a RectTransform component.  ///  /// using UnityEngine;  /// using UnityEngine.UI;  ///  /// public class Example : MonoBehaviour  /// {  /// Text m\_Text;  /// RectTransform m\_RectTransform;  ///  /// void Start()  /// {  /// //Fetch the Text and RectTransform components from the GameObject  /// m\_Text = GetComponent<Text>();  /// m\_RectTransform = GetComponent<RectTransform>();  /// }  ///  /// void Update()  /// {  /// //Press the space key to change the Font size  /// if (Input.GetKey(KeyCode.Space))  /// {  /// changeFontSize();  /// }  /// }  ///  /// void changeFontSize()  /// {  /// //Change the Font Size to 16  /// m\_Text.fontSize = 30;  ///  /// //Change the RectTransform size to allow larger fonts and sentences  /// m\_RectTransform.sizeDelta = new Vector2(m\_Text.fontSize \* 10, 100);  ///  /// //Change the m\_Text text to the message below  /// m\_Text.text = "I changed my Font size!";  /// }  /// }  ///   /// |

///

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.fontStyle Property

/// Font style used by the Text's text.
///

|  |  |
| --- | --- |
| C# |  |
| public **FontStyle** fontStyle {get; set;} | |

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.horizontalOverflow Property

/// Horizontal overflow mode.
///

|  |  |
| --- | --- |
| C# |  |
| public **HorizontalWrapMode** horizontalOverflow {get; set;} | |

Remarks

/// When set to HorizontalWrapMode.Overflow, text can exceed the horizontal boundaries of the Text graphic. When set to HorizontalWrapMode.Wrap, text will be word-wrapped to fit within the boundaries.
///

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.layoutPriority Property

|  |  |
| --- | --- |
| C# |  |
| public virtual [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) layoutPriority {get;} | |

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.lineSpacing Property

/// Line spacing, specified as a factor of font line height. A value of 1 will produce normal line spacing.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) lineSpacing {get; set;} | |

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.mainTexture Property

/// Text's texture comes from the font.
///

|  |  |
| --- | --- |
| C# |  |
| public override **Texture** mainTexture {get;} | |

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.minHeight Property

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) minHeight {get;} | |

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.minWidth Property

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) minWidth {get;} | |

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.pixelsPerUnit Property

/// Provides information about how fonts are scale to the screen.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) pixelsPerUnit {get;} | |

Remarks

/// For dynamic fonts, the value is equivalent to the scale factor of the canvas. For non-dynamic fonts, the value is calculated from the requested text size and the size from the font.
///

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.preferredHeight Property

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) preferredHeight {get;} | |

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.preferredWidth Property

|  |  |
| --- | --- |
| C# |  |
| public virtual [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) preferredWidth {get;} | |

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.resizeTextForBestFit Property

/// Should the text be allowed to auto resized.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) resizeTextForBestFit {get; set;} | |

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.resizeTextMaxSize Property

/// The maximum size the text is allowed to be. 1 = infinitely large.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) resizeTextMaxSize {get; set;} | |

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.resizeTextMinSize Property

/// The minimum size the text is allowed to be.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) resizeTextMinSize {get; set;} | |

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.supportRichText Property

/// Whether this Text will support rich text.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) supportRichText {get; set;} | |

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.text Property

/// Text that's being displayed by the Text.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) text {get; set;} | |

Remarks

/// This is the string value of a Text component. Use this to read or edit the message displayed in Text.
///

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using UnityEngine.UI;  ///  /// public class Example : MonoBehaviour  /// {  /// public Text m\_MyText;  ///  /// void Start()  /// {  /// //Text sets your text to say this message  /// m\_MyText.text = "This is my text";  /// }  ///  /// void Update()  /// {  /// //Press the space key to change the Text message  /// if (Input.GetKey(KeyCode.Space))  /// {  /// m\_MyText.text = "My text has now changed.";  /// }  /// }  /// }  ///   /// |

///

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.verticalOverflow Property

/// Vertical overflow mode.
///

|  |  |
| --- | --- |
| C# |  |
| public **VerticalWrapMode** verticalOverflow {get; set;} | |

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.CalculateLayoutInputHorizontal Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CalculateLayoutInputHorizontal() | |

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.CalculateLayoutInputVertical Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CalculateLayoutInputVertical() | |

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.FontTextureChanged Method

/// Called by the FontUpdateTracker when the texture associated with a font is modified.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) FontTextureChanged() | |

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.GetGenerationSettings Method

/// Convenience function to populate the generation setting for the text.
///

|  |  |
| --- | --- |
| C# |  |
| public **TextGenerationSettings** GetGenerationSettings(  **Vector2** *extents* ) | |

Parameters

extents

|  |
| --- |
| The extents the text can draw in. |

Returns

Generated settings.

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.GetTextAnchorPivot Method

/// Convenience function to determine the vector offset of the anchor.
///

|  |  |
| --- | --- |
| C# |  |
| public static **Vector2** GetTextAnchorPivot(  **TextAnchor** *anchor* ) | |

Parameters

anchor

|  |
| --- |
|  |

See Also

Applies to: [Text](#topic_00000000000006A6)

Text.OnRebuildRequested Method

/// Editor-only callback that is issued by Unity if a rebuild of the Graphic is required.
/// Currently sent when an asset is reimported.
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnRebuildRequested() | |

See Also

Applies to: [Text](#topic_00000000000006A6)

m\_FontData Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [FontData](#topic_00000000000002B5) m\_FontData | |

See Also

Applies to: [Text](#topic_00000000000006A6)

m\_LastTrackedFont Field

|  |  |
| --- | --- |
| C# |  |
| private **Font** m\_LastTrackedFont | |

See Also

Applies to: [Text](#topic_00000000000006A6)

m\_TempVerts Field

|  |  |
| --- | --- |
| C# |  |
| new private readonly **UIVertex**[] m\_TempVerts | |

See Also

Applies to: [Text](#topic_00000000000006A6)

m\_TextCache Field

|  |  |
| --- | --- |
| C# |  |
| private **TextGenerator** m\_TextCache | |

See Also

Applies to: [Text](#topic_00000000000006A6)

m\_TextCacheForLayout Field

|  |  |
| --- | --- |
| C# |  |
| private **TextGenerator** m\_TextCacheForLayout | |

See Also

Applies to: [Text](#topic_00000000000006A6)

Toggle Class

/// A standard toggle that has an on / off state.
///

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

[UnityEngine.UI.Selectable](#topic_000000000000061B)

**UnityEngine.UI.Toggle**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("UI/Toggle", 30)] [RequireComponent(typeof(RectTransform))] public class Toggle : [Selectable](#topic_000000000000061B),  [IPointerClickHandler](#topic_000000000000004C),  [ISubmitHandler](#topic_0000000000000062),  [ICanvasElement](#topic_0000000000000202) | |

Remarks

/// The toggle component is a Selectable that controls a child graphic which displays the on / off state.
/// When a toggle event occurs a callback is sent to any registered listeners of UI.Toggle.\_onValueChanged.
///

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[allSelectableCount](#topic_000000000000061E) (inherited from [Selectable](#topic_000000000000061B)), [allSelectables](#topic_000000000000061F) (inherited from [Selectable](#topic_000000000000061B)), [allSelectablesArray](#topic_000000000000061D) (inherited from [Selectable](#topic_000000000000061B)), [animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [animationTriggers](#topic_0000000000000632) (inherited from [Selectable](#topic_000000000000061B)), [animator](#topic_0000000000000639) (inherited from [Selectable](#topic_000000000000061B)), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [colors](#topic_0000000000000630) (inherited from [Selectable](#topic_000000000000061B)), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [group](#topic_00000000000006D2), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [image](#topic_0000000000000638) (inherited from [Selectable](#topic_000000000000061B)), [interactable](#topic_0000000000000634) (inherited from [Selectable](#topic_000000000000061B)), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [isOn](#topic_00000000000006D9), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [navigation](#topic_000000000000062E) (inherited from [Selectable](#topic_000000000000061B)), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [spriteState](#topic_0000000000000631) (inherited from [Selectable](#topic_000000000000061B)), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [targetGraphic](#topic_0000000000000633) (inherited from [Selectable](#topic_000000000000061B)), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [transition](#topic_000000000000062F) (inherited from [Selectable](#topic_000000000000061B)), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[AllSelectablesNoAlloc](#topic_0000000000000620) (inherited from [Selectable](#topic_000000000000061B)), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [FindSelectable](#topic_000000000000063E) (inherited from [Selectable](#topic_000000000000061B)), [FindSelectableOnDown](#topic_0000000000000644) (inherited from [Selectable](#topic_000000000000061B)), [FindSelectableOnLeft](#topic_0000000000000641) (inherited from [Selectable](#topic_000000000000061B)), [FindSelectableOnRight](#topic_0000000000000642) (inherited from [Selectable](#topic_000000000000061B)), [FindSelectableOnUp](#topic_0000000000000643) (inherited from [Selectable](#topic_000000000000061B)), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GraphicUpdateComplete](#topic_00000000000006D7), [InternalToggle](#topic_00000000000006DD), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInteractable](#topic_000000000000063B) (inherited from [Selectable](#topic_000000000000061B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [LayoutComplete](#topic_00000000000006D6), [OnDeselect](#topic_000000000000064F) (inherited from [Selectable](#topic_000000000000061B)), [OnMove](#topic_0000000000000645) (inherited from [Selectable](#topic_000000000000061B)), [OnPointerClick](#topic_00000000000006DE), [OnPointerDown](#topic_000000000000064A) (inherited from [Selectable](#topic_000000000000061B)), [OnPointerEnter](#topic_000000000000064C) (inherited from [Selectable](#topic_000000000000061B)), [OnPointerExit](#topic_000000000000064D) (inherited from [Selectable](#topic_000000000000061B)), [OnPointerUp](#topic_000000000000064B) (inherited from [Selectable](#topic_000000000000061B)), [OnSelect](#topic_000000000000064E) (inherited from [Selectable](#topic_000000000000061B)), [OnSubmit](#topic_00000000000006DF), [PlayEffect](#topic_00000000000006DC), [Rebuild](#topic_00000000000006D5), [Select](#topic_0000000000000650) (inherited from [Selectable](#topic_000000000000061B)), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [Set](#topic_00000000000006DB), [SetIsOnWithoutNotify](#topic_00000000000006DA), [SetToggleGroup](#topic_00000000000006D8), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

Classes

[ToggleEvent](#topic_00000000000006CE)

Enumerations

[ToggleTransition](#topic_00000000000006CB)

Fields

[graphic](#topic_00000000000006D0), [m\_Group](#topic_00000000000006D1), [m\_IsOn](#topic_00000000000006D4), [onValueChanged](#topic_00000000000006D3), [toggleTransition](#topic_00000000000006CF)

Toggle.group Property

/// Group the toggle belongs to.
///

|  |  |
| --- | --- |
| C# |  |
| public [ToggleGroup](#topic_00000000000006E0) group {get; set;} | |

See Also

Applies to: [Toggle](#topic_00000000000006CA)

Toggle.isOn Property

/// Whether the toggle is currently active.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isOn {get; set;} | |

Example

///

|  |
| --- |
| ///   /// /Attach this script to a Toggle GameObject. To do this, go to Create>UI>Toggle.  /// //Set your own Text in the Inspector window  ///  /// using UnityEngine;  /// using UnityEngine.UI;  ///  /// public class Example : MonoBehaviour  /// {  /// Toggle m\_Toggle;  /// public Text m\_Text;  ///  /// void Start()  /// {  /// //Fetch the Toggle GameObject  /// m\_Toggle = GetComponent<Toggle>();  /// //Add listener for when the state of the Toggle changes, and output the state  /// m\_Toggle.onValueChanged.AddListener(delegate {  /// ToggleValueChanged(m\_Toggle);  /// });  ///  /// //Initialize the Text to say whether the Toggle is in a positive or negative state  /// m\_Text.text = "Toggle is : " + m\_Toggle.isOn;  /// }  ///  /// //Output the new state of the Toggle into Text when the user uses the Toggle  /// void ToggleValueChanged(Toggle change)  /// {  /// m\_Text.text = "Toggle is : " + m\_Toggle.isOn;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Toggle](#topic_00000000000006CA)

Toggle.GraphicUpdateComplete Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) GraphicUpdateComplete() | |

See Also

Applies to: [Toggle](#topic_00000000000006CA)

Toggle.InternalToggle Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) InternalToggle() | |

See Also

Applies to: [Toggle](#topic_00000000000006CA)

Toggle.LayoutComplete Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) LayoutComplete() | |

See Also

Applies to: [Toggle](#topic_00000000000006CA)

Toggle.OnPointerClick Method

/// React to clicks.
///

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerClick(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [Toggle](#topic_00000000000006CA)

Toggle.OnSubmit Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnSubmit(  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [Toggle](#topic_00000000000006CA)

Toggle.PlayEffect Method

/// Play the appropriate effect.
///

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) PlayEffect(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *instant* ) | |

Parameters

instant

|  |
| --- |
|  |

See Also

Applies to: [Toggle](#topic_00000000000006CA)

Toggle.Rebuild Method

|  |  |
| --- | --- |
| C# |  |
| public virtual [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Rebuild(  [CanvasUpdate](#topic_00000000000001FB) *executing* ) | |

Parameters

executing

|  |
| --- |
|  |

See Also

Applies to: [Toggle](#topic_00000000000006CA)

Toggle.Set Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Set(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *value*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *sendCallback* = true ) | |

Parameters

value

|  |
| --- |
|  |

sendCallback

|  |
| --- |
|  |

See Also

Applies to: [Toggle](#topic_00000000000006CA)

Toggle.SetIsOnWithoutNotify Method

/// Set isOn without invoking onValueChanged callback.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetIsOnWithoutNotify(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *value* ) | |

Parameters

value

|  |
| --- |
| New Value for isOn. |

See Also

Applies to: [Toggle](#topic_00000000000006CA)

Toggle.SetToggleGroup Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetToggleGroup(  [ToggleGroup](#topic_00000000000006E0) *newGroup*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *setMemberValue* ) | |

Parameters

newGroup

|  |
| --- |
|  |

setMemberValue

|  |
| --- |
|  |

See Also

Applies to: [Toggle](#topic_00000000000006CA)

ToggleEvent Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Events.UnityEventBase](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase)

[UnityEngine.Events.UnityEvent<T0>](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1)

**UnityEngine.UI.Toggle.ToggleEvent**

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public class ToggleEvent : **UnityEvent**<[bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean)> | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[AddListener](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.addlistener) (inherited from **UnityEvent<T0>**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/system.object.equals) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/system.object.gethashcode) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [GetPersistentEventCount](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistenteventcount) (inherited from **UnityEventBase**), [GetPersistentListenerState](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistentlistenerstate) (inherited from **UnityEventBase**), [GetPersistentMethodName](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistentmethodname) (inherited from **UnityEventBase**), [GetPersistentTarget](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.getpersistenttarget) (inherited from **UnityEventBase**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.invoke) (inherited from **UnityEvent<T0>**), [RemoveAllListeners](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.removealllisteners) (inherited from **UnityEventBase**), [RemoveListener](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityevent-1.removelistener) (inherited from **UnityEvent<T0>**), [SetPersistentListenerState](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.setpersistentlistenerstate) (inherited from **UnityEventBase**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.events.unityeventbase.tostring) (inherited from **UnityEventBase**)

See Also

Applies to: [Toggle](#topic_00000000000006CA)

ToggleTransition Enumeration

/// Display settings for when a toggle is activated or deactivated.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Fade | 1 | /// Fade the toggle in / out smoothly. /// |
| None | 0 | /// Show / hide the toggle instantly /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [Toggle](#topic_00000000000006CA)

graphic Field

/// Graphic the toggle should be working with.
///

|  |  |
| --- | --- |
| C# |  |
| public [Graphic](#topic_00000000000002D6) graphic | |

See Also

Applies to: [Toggle](#topic_00000000000006CA)

m\_Group Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [ToggleGroup](#topic_00000000000006E0) m\_Group | |

See Also

Applies to: [Toggle](#topic_00000000000006CA)

m\_IsOn Field

|  |  |
| --- | --- |
| C# |  |
| [Tooltip("Is the toggle currently on or off?")] [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_IsOn | |

See Also

Applies to: [Toggle](#topic_00000000000006CA)

onValueChanged Field

/// Allow for delegate-based subscriptions for faster events than 'eventReceiver', and allowing for multiple receivers.
///

|  |  |
| --- | --- |
| C# |  |
| new public [ToggleEvent](#topic_00000000000006CE) onValueChanged | |

Example

///

|  |
| --- |
| ///   /// //Attach this script to a Toggle GameObject. To do this, go to Create>UI>Toggle.  /// //Set your own Text in the Inspector window  ///  /// using UnityEngine;  /// using UnityEngine.UI;  ///  /// public class Example : MonoBehaviour  /// {  /// Toggle m\_Toggle;  /// public Text m\_Text;  ///  /// void Start()  /// {  /// //Fetch the Toggle GameObject  /// m\_Toggle = GetComponent<Toggle>();  /// //Add listener for when the state of the Toggle changes, to take action  /// m\_Toggle.onValueChanged.AddListener(delegate {  /// ToggleValueChanged(m\_Toggle);  /// });  ///  /// //Initialise the Text to say the first state of the Toggle  /// m\_Text.text = "First Value : " + m\_Toggle.isOn;  /// }  ///  /// //Output the new state of the Toggle into Text  /// void ToggleValueChanged(Toggle change)  /// {  /// m\_Text.text = "New Value : " + m\_Toggle.isOn;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Toggle](#topic_00000000000006CA)

toggleTransition Field

/// Transition mode for the toggle.
///

|  |  |
| --- | --- |
| C# |  |
| public [ToggleTransition](#topic_00000000000006CB) toggleTransition | |

See Also

Applies to: [Toggle](#topic_00000000000006CA)

ToggleGroup Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

**UnityEngine.UI.ToggleGroup**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("UI/Toggle Group", 31)] [DisallowMultipleComponent()] public class ToggleGroup : [UIBehaviour](#topic_000000000000018B) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[allowSwitchOff](#topic_00000000000006E2), [animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[ActiveToggles](#topic_00000000000006E9), [AnyTogglesOn](#topic_00000000000006E8), [BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [EnsureValidState](#topic_00000000000006E7), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetFirstActiveToggle](#topic_00000000000006EA), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [NotifyToggleOn](#topic_00000000000006E4), [RegisterToggle](#topic_00000000000006E6), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SetAllTogglesOff](#topic_00000000000006EB), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [UnregisterToggle](#topic_00000000000006E5), [ValidateToggleIsInGroup](#topic_00000000000006E3)

Fields

[m\_AllowSwitchOff](#topic_00000000000006E1)

ToggleGroup.allowSwitchOff Property

/// Is it allowed that no toggle is switched on?
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) allowSwitchOff {get; set;} | |

Remarks

/// If this setting is enabled, pressing the toggle that is currently switched on will switch it off, so that no toggle is switched on. If this setting is disabled, pressing the toggle that is currently switched on will not change its state.
/// Note that even if allowSwitchOff is false, the Toggle Group will not enforce its constraint right away if no toggles in the group are switched on when the scene is loaded or when the group is instantiated. It will only prevent the user from switching a toggle off.
///

See Also

Applies to: [ToggleGroup](#topic_00000000000006E0)

ToggleGroup.ActiveToggles Method

/// Returns the toggles in this group that are active.
///

|  |  |
| --- | --- |
| C# |  |
| public [IEnumerable](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.ienumerable-1)<[Toggle](#topic_00000000000006CA)> ActiveToggles() | |

Returns

The active toggles in the group.

Remarks

/// Toggles belonging to this group but are not active either because their GameObject is inactive or because the Toggle component is disabled, are not returned as part of the list.
///

See Also

Applies to: [ToggleGroup](#topic_00000000000006E0)

ToggleGroup.AnyTogglesOn Method

/// Are any of the toggles on?
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) AnyTogglesOn() | |

Returns

Are and of the toggles on?

See Also

Applies to: [ToggleGroup](#topic_00000000000006E0)

ToggleGroup.EnsureValidState Method

/// Ensure that the toggle group still has a valid state. This is only relevant when a ToggleGroup is Started
/// or a Toggle has been deleted from the group.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) EnsureValidState() | |

See Also

Applies to: [ToggleGroup](#topic_00000000000006E0)

ToggleGroup.GetFirstActiveToggle Method

/// Returns the toggle that is the first in the list of active toggles.
///

|  |  |
| --- | --- |
| C# |  |
| public [Toggle](#topic_00000000000006CA) GetFirstActiveToggle() | |

Returns

The first active toggle from m\_Toggles

Remarks

/// Get the active toggle for this group. As the group
///

See Also

Applies to: [ToggleGroup](#topic_00000000000006E0)

ToggleGroup.NotifyToggleOn Method

/// Notify the group that the given toggle is enabled.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) NotifyToggleOn(  [Toggle](#topic_00000000000006CA) *toggle*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *sendCallback* = true ) | |

Parameters

toggle

|  |
| --- |
| The toggle that got triggered on. |

sendCallback

|  |
| --- |
| If other toggles should send onValueChanged. |

See Also

Applies to: [ToggleGroup](#topic_00000000000006E0)

ToggleGroup.RegisterToggle Method

/// Register a toggle with the toggle group so it is watched for changes and notified if another toggle in the group changes.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RegisterToggle(  [Toggle](#topic_00000000000006CA) *toggle* ) | |

Parameters

toggle

|  |
| --- |
| The toggle to register with the group. |

See Also

Applies to: [ToggleGroup](#topic_00000000000006E0)

ToggleGroup.SetAllTogglesOff Method

/// Switch all toggles off.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetAllTogglesOff(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *sendCallback* = true ) | |

Parameters

sendCallback

|  |
| --- |
|  |

Remarks

/// This method can be used to switch all toggles off, regardless of whether the allowSwitchOff property is enabled or not.
///

See Also

Applies to: [ToggleGroup](#topic_00000000000006E0)

ToggleGroup.UnregisterToggle Method

/// Unregister a toggle from the group.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UnregisterToggle(  [Toggle](#topic_00000000000006CA) *toggle* ) | |

Parameters

toggle

|  |
| --- |
| The toggle to remove. |

See Also

Applies to: [ToggleGroup](#topic_00000000000006E0)

ToggleGroup.ValidateToggleIsInGroup Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ValidateToggleIsInGroup(  [Toggle](#topic_00000000000006CA) *toggle* ) | |

Parameters

toggle

|  |
| --- |
|  |

See Also

Applies to: [ToggleGroup](#topic_00000000000006E0)

m\_AllowSwitchOff Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_AllowSwitchOff | |

See Also

Applies to: [ToggleGroup](#topic_00000000000006E0)

VertexHelper Class

/// A utility class that can aid in the generation of meshes for the UI.
///

|  |  |
| --- | --- |
| C# |  |
| public class VertexHelper : [IDisposable](https://docs.microsoft.com/en-us/dotnet/api/system.idisposable) | |

Remarks

/// This class implements IDisposable to aid with memory management.
///

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using UnityEngine.UI;  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// Mesh m;  ///  /// void Start()  /// {  /// Color32 color32 = Color.red;  /// using (var vh = new VertexHelper())  /// {  /// vh.AddVert(new Vector3(0, 0), color32, new Vector2(0f, 0f));  /// vh.AddVert(new Vector3(0, 100), color32, new Vector2(0f, 1f));  /// vh.AddVert(new Vector3(100, 100), color32, new Vector2(1f, 1f));  /// vh.AddVert(new Vector3(100, 0), color32, new Vector2(1f, 0f));  ///  /// vh.AddTriangle(0, 1, 2);  /// vh.AddTriangle(2, 3, 0);  /// vh.FillMesh(m);  /// }  /// }  /// }  ///   /// |

///

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Constructors

[VertexHelper](#topic_00000000000006F9)

Properties

[currentIndexCount](#topic_00000000000006FF), [currentVertCount](#topic_00000000000006FE)

Methods

[AddTriangle](#topic_0000000000000707), [AddUIVertexQuad](#topic_0000000000000708), [AddUIVertexStream](#topic_0000000000000709), [AddUIVertexTriangleStream](#topic_000000000000070A), [AddVert](#topic_0000000000000703), [Clear](#topic_00000000000006FD), [Dispose](#topic_00000000000006FC), [FillMesh](#topic_0000000000000702), [GetUIVertexStream](#topic_000000000000070B), [InitializeListIfRequired](#topic_00000000000006FB), [PopulateUIVertex](#topic_0000000000000700), [SetUIVertex](#topic_0000000000000701)

Fields

[m\_Colors](#topic_00000000000006EE), [m\_Indices](#topic_00000000000006F5), [m\_ListsInitalized](#topic_00000000000006F8), [m\_Normals](#topic_00000000000006F3), [m\_Positions](#topic_00000000000006ED), [m\_Tangents](#topic_00000000000006F4), [m\_Uv0S](#topic_00000000000006EF), [m\_Uv1S](#topic_00000000000006F0), [m\_Uv2S](#topic_00000000000006F1), [m\_Uv3S](#topic_00000000000006F2), [s\_DefaultNormal](#topic_00000000000006F7), [s\_DefaultTangent](#topic_00000000000006F6)

VertexHelper(Mesh) Constructor

|  |  |
| --- | --- |
| C# |  |
| public VertexHelper(  **Mesh** *m* ) | |

Parameters

m

|  |
| --- |
|  |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

VertexHelper Constructor

|  |  |
| --- | --- |
| C# |  |
| public VertexHelper() | |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

VertexHelper.currentIndexCount Property

/// Get the number of indices set on the VertexHelper.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) currentIndexCount {get;} | |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

VertexHelper.currentVertCount Property

/// Current number of vertices in the buffer.
///

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) currentVertCount {get;} | |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

VertexHelper.AddTriangle Method

/// Add a triangle to the buffer.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AddTriangle(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *idx0*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *idx1*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *idx2* ) | |

Parameters

idx0

|  |
| --- |
| index 0 |

idx1

|  |
| --- |
| index 1 |

idx2

|  |
| --- |
| index 2 |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

VertexHelper.AddUIVertexQuad Method

/// Add a quad to the stream.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AddUIVertexQuad(  **UIVertex**[] *verts* ) | |

Parameters

verts

|  |
| --- |
| 4 Vertices representing the quad. |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

VertexHelper.AddUIVertexStream Method

/// Add a stream of custom UIVertex and corresponding indices.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AddUIVertexStream(  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**UIVertex**> *verts*,  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[int](https://docs.microsoft.com/en-us/dotnet/api/system.int32)> *indices* ) | |

Parameters

verts

|  |
| --- |
| The custom stream of verts to add to the helpers internal data. |

indices

|  |
| --- |
| The custom stream of indices to add to the helpers internal data. |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

VertexHelper.AddUIVertexTriangleStream Method

/// Add a list of triangles to the stream.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AddUIVertexTriangleStream(  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**UIVertex**> *verts* ) | |

Parameters

verts

|  |
| --- |
| Vertices to add. Length should be divisible by 3. |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

VertexHelper.AddVert (Vector3, Color32, Vector4, Vector4, Vector3, Vector4) Method

/// Add a single vertex to the stream.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AddVert(  **Vector3** *position*,  **Color32** *color*,  **Vector4** *uv0*,  **Vector4** *uv1*,  **Vector3** *normal*,  **Vector4** *tangent* ) | |

Parameters

position

|  |
| --- |
| Position of the vert |

color

|  |
| --- |
| Color of the vert |

uv0

|  |
| --- |
| UV of the vert |

uv1

|  |
| --- |
| UV1 of the vert |

normal

|  |
| --- |
| Normal of the vert. |

tangent

|  |
| --- |
| Tangent of the vert |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

VertexHelper.AddVert (Vector3, Color32, Vector4) Method

/// Add a single vertex to the stream.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AddVert(  **Vector3** *position*,  **Color32** *color*,  **Vector4** *uv0* ) | |

Parameters

position

|  |
| --- |
| Position of the vert |

color

|  |
| --- |
| Color of the vert |

uv0

|  |
| --- |
| UV of the vert |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

VertexHelper.AddVert (Vector3, Color32, Vector4, Vector4, Vector4, Vector4, Vector3, Vector4) Method

/// Add a single vertex to the stream.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AddVert(  **Vector3** *position*,  **Color32** *color*,  **Vector4** *uv0*,  **Vector4** *uv1*,  **Vector4** *uv2*,  **Vector4** *uv3*,  **Vector3** *normal*,  **Vector4** *tangent* ) | |

Parameters

position

|  |
| --- |
| Position of the vert |

color

|  |
| --- |
| Color of the vert |

uv0

|  |
| --- |
| UV of the vert |

uv1

|  |
| --- |
| UV1 of the vert |

uv2

|  |
| --- |
| UV2 of the vert |

uv3

|  |
| --- |
| UV3 of the vert |

normal

|  |
| --- |
| Normal of the vert. |

tangent

|  |
| --- |
| Tangent of the vert |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

VertexHelper.AddVert (UIVertex) Method

/// Add a single vertex to the stream.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AddVert(  **UIVertex** *v* ) | |

Parameters

v

|  |
| --- |
| The vertex to add |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

VertexHelper.Clear Method

/// Clear all vertices from the stream.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Clear() | |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

VertexHelper.Dispose Method

/// Cleanup allocated memory.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Dispose() | |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

VertexHelper.FillMesh Method

/// Fill the given mesh with the stream data.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) FillMesh(  **Mesh** *mesh* ) | |

Parameters

mesh

|  |
| --- |
|  |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

VertexHelper.GetUIVertexStream Method

/// Create a stream of UI vertex (in triangles) from the stream.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) GetUIVertexStream(  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**UIVertex**> *stream* ) | |

Parameters

stream

|  |
| --- |
|  |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

VertexHelper.InitializeListIfRequired Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) InitializeListIfRequired() | |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

VertexHelper.PopulateUIVertex Method

/// Fill a UIVertex with data from index i of the stream.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) PopulateUIVertex(  ref **UIVertex** *vertex*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *i* ) | |

Parameters

vertex

|  |
| --- |
| Vertex to populate |

i

|  |
| --- |
| Index to populate. |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

VertexHelper.SetUIVertex Method

/// Set a UIVertex at the given index.
///

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetUIVertex(  **UIVertex** *vertex*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *i* ) | |

Parameters

vertex

|  |
| --- |
| The vertex to fill |

i

|  |
| --- |
| the position in the current list to fill. |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

m\_Colors Field

|  |  |
| --- | --- |
| C# |  |
| private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**Color32**> m\_Colors | |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

m\_Indices Field

|  |  |
| --- | --- |
| C# |  |
| private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[int](https://docs.microsoft.com/en-us/dotnet/api/system.int32)> m\_Indices | |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

m\_ListsInitalized Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_ListsInitalized | |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

m\_Normals Field

|  |  |
| --- | --- |
| C# |  |
| private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**Vector3**> m\_Normals | |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

m\_Positions Field

|  |  |
| --- | --- |
| C# |  |
| private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**Vector3**> m\_Positions | |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

m\_Tangents Field

|  |  |
| --- | --- |
| C# |  |
| private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**Vector4**> m\_Tangents | |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

m\_Uv0S Field

|  |  |
| --- | --- |
| C# |  |
| private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**Vector4**> m\_Uv0S | |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

m\_Uv1S Field

|  |  |
| --- | --- |
| C# |  |
| private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**Vector4**> m\_Uv1S | |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

m\_Uv2S Field

|  |  |
| --- | --- |
| C# |  |
| private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**Vector4**> m\_Uv2S | |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

m\_Uv3S Field

|  |  |
| --- | --- |
| C# |  |
| private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**Vector4**> m\_Uv3S | |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

s\_DefaultNormal Field

|  |  |
| --- | --- |
| C# |  |
| private static readonly **Vector3** s\_DefaultNormal | |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

s\_DefaultTangent Field

|  |  |
| --- | --- |
| C# |  |
| new private static readonly **Vector4** s\_DefaultTangent | |

See Also

Applies to: [VertexHelper](#topic_00000000000006EC)

VerticalLayoutGroup Class

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

[UnityEngine.UI.LayoutGroup](#topic_00000000000004E8)

[UnityEngine.UI.HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)

**UnityEngine.UI.VerticalLayoutGroup**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("Layout/Vertical Layout Group", 151)] public class VerticalLayoutGroup : [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8) | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [childAlignment](#topic_00000000000004EA) (inherited from [LayoutGroup](#topic_00000000000004E8)), [childControlHeight](#topic_00000000000004BD) (inherited from [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)), [childControlWidth](#topic_00000000000004BC) (inherited from [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)), [childForceExpandHeight](#topic_00000000000004BB) (inherited from [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)), [childForceExpandWidth](#topic_00000000000004BA) (inherited from [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)), [childScaleHeight](#topic_00000000000004BF) (inherited from [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)), [childScaleWidth](#topic_00000000000004BE) (inherited from [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [flexibleHeight](#topic_00000000000004F7) (inherited from [LayoutGroup](#topic_00000000000004E8)), [flexibleWidth](#topic_00000000000004F4) (inherited from [LayoutGroup](#topic_00000000000004E8)), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [layoutPriority](#topic_00000000000004F8) (inherited from [LayoutGroup](#topic_00000000000004E8)), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [minHeight](#topic_00000000000004F5) (inherited from [LayoutGroup](#topic_00000000000004E8)), [minWidth](#topic_00000000000004F2) (inherited from [LayoutGroup](#topic_00000000000004E8)), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [padding](#topic_00000000000004E9) (inherited from [LayoutGroup](#topic_00000000000004E8)), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [preferredHeight](#topic_00000000000004F6) (inherited from [LayoutGroup](#topic_00000000000004E8)), [preferredWidth](#topic_00000000000004F3) (inherited from [LayoutGroup](#topic_00000000000004E8)), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [reverseArrangement](#topic_00000000000004C0) (inherited from [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [spacing](#topic_00000000000004B9) (inherited from [HorizontalOrVerticalLayoutGroup](#topic_00000000000004B8)), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CalculateLayoutInputHorizontal](#topic_0000000000000521), [CalculateLayoutInputVertical](#topic_0000000000000522), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SetLayoutHorizontal](#topic_0000000000000523), [SetLayoutVertical](#topic_0000000000000524), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**)

VerticalLayoutGroup.CalculateLayoutInputHorizontal Method

/// Called by the layout system. Also see ILayoutElement
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CalculateLayoutInputHorizontal() | |

See Also

Applies to: [VerticalLayoutGroup](#topic_0000000000000520)

VerticalLayoutGroup.CalculateLayoutInputVertical Method

/// Called by the layout system. Also see ILayoutElement
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CalculateLayoutInputVertical() | |

See Also

Applies to: [VerticalLayoutGroup](#topic_0000000000000520)

VerticalLayoutGroup.SetLayoutHorizontal Method

/// Called by the layout system. Also see ILayoutElement
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetLayoutHorizontal() | |

See Also

Applies to: [VerticalLayoutGroup](#topic_0000000000000520)

VerticalLayoutGroup.SetLayoutVertical Method

/// Called by the layout system. Also see ILayoutElement
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetLayoutVertical() | |

See Also

Applies to: [VerticalLayoutGroup](#topic_0000000000000520)

ICanvasElement Interface

/// This is an element that can live on a Canvas.
///

|  |  |
| --- | --- |
| C# |  |
| public interface ICanvasElement | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[transform](#topic_0000000000000204)

Methods

[GraphicUpdateComplete](#topic_0000000000000206), [IsDestroyed](#topic_0000000000000207), [LayoutComplete](#topic_0000000000000205), [Rebuild](#topic_0000000000000203)

ICanvasElement.transform Property

/// Get the transform associated with the ICanvasElement.
///

|  |  |
| --- | --- |
| C# |  |
| **Transform** transform {get;} | |

See Also

Applies to: [ICanvasElement](#topic_0000000000000202)

ICanvasElement.GraphicUpdateComplete Method

/// Callback sent when this ICanvasElement has completed Graphic rebuild.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) GraphicUpdateComplete() | |

See Also

Applies to: [ICanvasElement](#topic_0000000000000202)

ICanvasElement.IsDestroyed Method

/// Used if the native representation has been destroyed.
///

|  |  |
| --- | --- |
| C# |  |
| [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsDestroyed() | |

Returns

Return true if the element is considered destroyed.

See Also

Applies to: [ICanvasElement](#topic_0000000000000202)

ICanvasElement.LayoutComplete Method

/// Callback sent when this ICanvasElement has completed layout.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) LayoutComplete() | |

See Also

Applies to: [ICanvasElement](#topic_0000000000000202)

ICanvasElement.Rebuild Method

/// Rebuild the element for the given stage.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Rebuild(  [CanvasUpdate](#topic_00000000000001FB) *executing* ) | |

Parameters

executing

|  |
| --- |
| The current CanvasUpdate stage being rebuild. |

See Also

Applies to: [ICanvasElement](#topic_0000000000000202)

IClippable Interface

/// Interface for elements that can be clipped if they are under an IClipper
///

|  |  |
| --- | --- |
| C# |  |
| public interface IClippable | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[gameObject](#topic_0000000000000248), [rectTransform](#topic_000000000000024A)

Methods

[Cull](#topic_000000000000024B), [RecalculateClipping](#topic_0000000000000249), [SetClipRect](#topic_000000000000024C), [SetClipSoftness](#topic_000000000000024D)

IClippable.gameObject Property

/// GameObject of the IClippable object
///

|  |  |
| --- | --- |
| C# |  |
| **GameObject** gameObject {get;} | |

See Also

Applies to: [IClippable](#topic_0000000000000247)

IClippable.rectTransform Property

/// The RectTransform of the clippable.
///

|  |  |
| --- | --- |
| C# |  |
| **RectTransform** rectTransform {get;} | |

See Also

Applies to: [IClippable](#topic_0000000000000247)

IClippable.Cull Method

/// Clip and cull the IClippable given a specific clipping rect
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Cull(  **Rect** *clipRect*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *validRect* ) | |

Parameters

clipRect

|  |
| --- |
| The Rectangle in which to clip against. |

validRect

|  |
| --- |
| Is the Rect valid. If not then the rect has 0 size. |

See Also

Applies to: [IClippable](#topic_0000000000000247)

IClippable.RecalculateClipping Method

/// Will be called when the state of a parent IClippable changed.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RecalculateClipping() | |

See Also

Applies to: [IClippable](#topic_0000000000000247)

IClippable.SetClipRect Method

/// Set the clip rect for the IClippable.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetClipRect(  **Rect** *value*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *validRect* ) | |

Parameters

value

|  |
| --- |
| The Rectangle for the clipping |

validRect

|  |
| --- |
| Is the rect valid. |

See Also

Applies to: [IClippable](#topic_0000000000000247)

IClippable.SetClipSoftness Method

/// Set the clip softness for the IClippable.
///
/// The softness is a linear alpha falloff over clipSoftness pixels.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetClipSoftness(  **Vector2** *clipSoftness* ) | |

Parameters

clipSoftness

|  |
| --- |
| The number of pixels to apply the softness to |

See Also

Applies to: [IClippable](#topic_0000000000000247)

IClipper Interface

/// Interface that can be used to recieve clipping callbacks as part of the canvas update loop.
///

|  |  |
| --- | --- |
| C# |  |
| public interface IClipper | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[PerformClipping](#topic_0000000000000246)

IClipper.PerformClipping Method

/// Function to to cull / clip children elements.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) PerformClipping() | |

Remarks

/// Called after layout and before Graphic update of the Canvas update loop.
///

See Also

Applies to: [IClipper](#topic_0000000000000245)

ILayoutController Interface

/// Base interface to be implemented by components that control the layout of RectTransforms.
///

|  |  |
| --- | --- |
| C# |  |
| public interface ILayoutController | |

Remarks

/// If a component is driving its own RectTransform it should implement the interface [[ILayoutSelfController]].
/// If a component is driving the RectTransforms of its children, it should implement [[ILayoutGroup]].
///
/// The layout system will first invoke SetLayoutHorizontal and then SetLayoutVertical.
///
/// In the SetLayoutHorizontal call it is valid to call LayoutUtility.GetMinWidth, LayoutUtility.GetPreferredWidth, and LayoutUtility.GetFlexibleWidth on the RectTransform of itself or any of its children.
/// In the SetLayoutVertical call it is valid to call LayoutUtility.GetMinHeight, LayoutUtility.GetPreferredHeight, and LayoutUtility.GetFlexibleHeight on the RectTransform of itself or any of its children.
///
/// The component may use this information to determine the width and height to use for its own RectTransform or the RectTransforms of its children.
///

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[SetLayoutHorizontal](#topic_00000000000004CF), [SetLayoutVertical](#topic_00000000000004D0)

ILayoutController.SetLayoutHorizontal Method

/// Callback invoked by the auto layout system which handles horizontal aspects of the layout.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetLayoutHorizontal() | |

See Also

Applies to: [ILayoutController](#topic_00000000000004CE)

ILayoutController.SetLayoutVertical Method

/// Callback invoked by the auto layout system which handles vertical aspects of the layout.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetLayoutVertical() | |

See Also

Applies to: [ILayoutController](#topic_00000000000004CE)

ILayoutElement Interface

/// A component is treated as a layout element by the auto layout system if it implements ILayoutElement.
///

|  |  |
| --- | --- |
| C# |  |
| public interface ILayoutElement | |

Remarks

/// The layout system will invoke CalculateLayoutInputHorizontal before querying minWidth, preferredWidth, and flexibleWidth. It can potentially save performance if these properties are cached when CalculateLayoutInputHorizontal is invoked, so they don't need to be recalculated every time the properties are queried.
///
/// The layout system will invoke CalculateLayoutInputVertical before querying minHeight, preferredHeight, and flexibleHeight.It can potentially save performance if these properties are cached when CalculateLayoutInputVertical is invoked, so they don't need to be recalculated every time the properties are queried.
///
/// The minWidth, preferredWidth, and flexibleWidth properties should not rely on any properties of the RectTransform of the layout element, otherwise the behavior will be non-deterministic.
/// The minHeight, preferredHeight, and flexibleHeight properties may rely on horizontal aspects of the RectTransform, such as the width or the X component of the position.
/// Any properties of the RectTransforms on child layout elements may always be relied on.
///

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[flexibleHeight](#topic_00000000000004CC), [flexibleWidth](#topic_00000000000004C9), [layoutPriority](#topic_00000000000004CD), [minHeight](#topic_00000000000004CA), [minWidth](#topic_00000000000004C7), [preferredHeight](#topic_00000000000004CB), [preferredWidth](#topic_00000000000004C8)

Methods

[CalculateLayoutInputHorizontal](#topic_00000000000004C5), [CalculateLayoutInputVertical](#topic_00000000000004C6)

ILayoutElement.flexibleHeight Property

/// The extra relative height this layout element should be allocated if there is additional available space.
///

|  |  |
| --- | --- |
| C# |  |
| [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) flexibleHeight {get;} | |

Example

///

|  |
| --- |
| ///  ///using UnityEngine;  ///using System.Collections;  ///using UnityEngine.UI; // Required when using UI elements.  ///  ///public class ExampleClass : MonoBehaviour  ///{  /// public Transform MyContentPanel;  ///  /// //Sets the flexible height on on all children in the content panel.  /// public void Start()  /// {  /// //Assign all the children of the content panel to an array.  /// LayoutElement[] myLayoutElements = MyContentPanel.GetComponentsInChildren<LayoutElement>();  ///  /// //For each child in the array change its LayoutElement's flexible height to 100.  /// foreach (LayoutElement element in myLayoutElements)  /// {  /// element.flexibleHeight = 100f;  /// }  /// }  ///}  ///  /// |

///

See Also

Applies to: [ILayoutElement](#topic_00000000000004C4)

ILayoutElement.flexibleWidth Property

/// The extra relative width this layout element should be allocated if there is additional available space.
///

|  |  |
| --- | --- |
| C# |  |
| [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) flexibleWidth {get;} | |

Remarks

/// Setting preferredWidth to -1 removed the preferredWidth.
///

Example

///

|  |
| --- |
| ///  ///using UnityEngine;  ///using System.Collections;  ///using UnityEngine.UI; // Required when using UI elements.  ///  ///public class ExampleClass : MonoBehaviour  ///{  /// public Transform MyContentPanel;  ///  /// //Sets the flexible height on on all children in the content panel.  /// public void Start()  /// {  /// //Assign all the children of the content panel to an array.  /// LayoutElement[] myLayoutElements = MyContentPanel.GetComponentsInChildren<LayoutElement>();  ///  /// //For each child in the array change its LayoutElement's flexible width to 200.  /// foreach (LayoutElement element in myLayoutElements)  /// {  /// element.flexibleWidth = 200f;  /// }  /// }  ///}  ///  /// |

///

See Also

Applies to: [ILayoutElement](#topic_00000000000004C4)

ILayoutElement.layoutPriority Property

/// The layout priority of this component.
///

|  |  |
| --- | --- |
| C# |  |
| [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) layoutPriority {get;} | |

Remarks

/// If multiple components on the same GameObject implement the ILayoutElement interface, the values provided by components that return a higher priority value are given priority. However, values less than zero are ignored. This way a component can override only select properties by leaving the remaning values to be -1 or other values less than zero.
///

See Also

Applies to: [ILayoutElement](#topic_00000000000004C4)

ILayoutElement.minHeight Property

/// The minimum height this layout element may be allocated.
///

|  |  |
| --- | --- |
| C# |  |
| [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) minHeight {get;} | |

See Also

Applies to: [ILayoutElement](#topic_00000000000004C4)

ILayoutElement.minWidth Property

/// The minimum width this layout element may be allocated.
///

|  |  |
| --- | --- |
| C# |  |
| [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) minWidth {get;} | |

See Also

Applies to: [ILayoutElement](#topic_00000000000004C4)

ILayoutElement.preferredHeight Property

/// The preferred height this layout element should be allocated if there is sufficient space.
///

|  |  |
| --- | --- |
| C# |  |
| [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) preferredHeight {get;} | |

Remarks

/// PreferredHeight can be set to -1 to remove the size.
///

See Also

Applies to: [ILayoutElement](#topic_00000000000004C4)

ILayoutElement.preferredWidth Property

/// The preferred width this layout element should be allocated if there is sufficient space.
///

|  |  |
| --- | --- |
| C# |  |
| [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) preferredWidth {get;} | |

Remarks

/// PreferredWidth can be set to -1 to remove the size.
///

See Also

Applies to: [ILayoutElement](#topic_00000000000004C4)

ILayoutElement.CalculateLayoutInputHorizontal Method

/// After this method is invoked, layout horizontal input properties should return up-to-date values.
/// Children will already have up-to-date layout horizontal inputs when this methods is called.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CalculateLayoutInputHorizontal() | |

See Also

Applies to: [ILayoutElement](#topic_00000000000004C4)

ILayoutElement.CalculateLayoutInputVertical Method

///After this method is invoked, layout vertical input properties should return up-to-date values.
///Children will already have up-to-date layout vertical inputs when this methods is called.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CalculateLayoutInputVertical() | |

See Also

Applies to: [ILayoutElement](#topic_00000000000004C4)

ILayoutGroup Interface

/// ILayoutGroup is an ILayoutController that should drive the RectTransforms of its children.
///

|  |  |
| --- | --- |
| C# |  |
| public interface ILayoutGroup : [ILayoutController](#topic_00000000000004CE) | |

Remarks

/// ILayoutGroup derives from ILayoutController and requires the same members to be implemented.
///

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[SetLayoutHorizontal](#topic_00000000000004CF) (inherited from [ILayoutController](#topic_00000000000004CE)), [SetLayoutVertical](#topic_00000000000004D0) (inherited from [ILayoutController](#topic_00000000000004CE))

ILayoutIgnorer Interface

/// A RectTransform will be ignored by the layout system if it has a component which implements ILayoutIgnorer.
///

|  |  |
| --- | --- |
| C# |  |
| public interface ILayoutIgnorer | |

Remarks

/// A components that implements ILayoutIgnorer can be used to make a parent layout group component not consider this RectTransform part of the group. The RectTransform can then be manually positioned despite being a child GameObject of a layout group.
///

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[ignoreLayout](#topic_00000000000004D4)

ILayoutIgnorer.ignoreLayout Property

/// Should this RectTransform be ignored bvy the layout system?
///

|  |  |
| --- | --- |
| C# |  |
| [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ignoreLayout {get;} | |

Remarks

/// Setting this property to true will make a parent layout group component not consider this RectTransform part of the group. The RectTransform can then be manually positioned despite being a child GameObject of a layout group.
///

See Also

Applies to: [ILayoutIgnorer](#topic_00000000000004D3)

ILayoutSelfController Interface

/// ILayoutSelfController is an ILayoutController that should drive its own RectTransform.
///

|  |  |
| --- | --- |
| C# |  |
| public interface ILayoutSelfController : [ILayoutController](#topic_00000000000004CE) | |

Remarks

/// The iLayoutSelfController derives from the base controller [[ILayoutController]] and controls the layout of a RectTransform.
///
/// Use the ILayoutSelfController to manipulate a GameObject’s own RectTransform component, which you attach in the Inspector.Use ILayoutGroup to manipulate RectTransforms belonging to the children of the GameObject.
///
/// Call ILayoutController.SetLayoutHorizontal to handle horizontal parts of the layout, and call ILayoutController.SetLayoutVertical to handle vertical parts.
/// You can change the height, width, position and rotation of the RectTransform.
///

Example

///

|  |
| --- |
| ///   /// //This script shows how the GameObject’s own RectTransforms can be changed.  /// //This creates a rectangle on the screen of the scale, positition and rotation you define in the Inspector.  /// //Make sure to set the X and Y scale to be more than 0 to see it  ///  /// using UnityEngine;  /// using UnityEngine.UI;  /// using UnityEngine.EventSystems;  ///  /// public class Example : UIBehaviour, ILayoutSelfController  /// {  /// //Fields in the inspector used to manipulate the RectTransform  /// public Vector3 m\_Position;  /// public Vector3 m\_Rotation;  /// public Vector2 m\_Scale;  ///  /// //This handles horizontal aspects of the layout (derived from ILayoutController)  /// public virtual void SetLayoutHorizontal()  /// {  /// //Move and Rotate the RectTransform appropriately  /// UpdateRectTransform();  /// }  ///  /// //This handles vertical aspects of the layout  /// public virtual void SetLayoutVertical()  /// {  /// //Move and Rotate the RectTransform appropriately  /// UpdateRectTransform();  /// }  ///  /// //This tells when there is a change in the inspector  /// #if UNITY\_EDITOR  /// protected override void OnValidate()  /// {  /// Debug.Log("Validate");  /// //Update the RectTransform position, rotation and scale  /// UpdateRectTransform();  /// }  ///  /// #endif  ///  /// //This tells when there has been a change to the RectTransform's settings in the inspector  /// protected override void OnRectTransformDimensionsChange()  /// {  /// //Update the RectTransform position, rotation and scale  /// UpdateRectTransform();  /// }  ///  /// void UpdateRectTransform()  /// {  /// //Fetch the RectTransform from the GameObject  /// RectTransform rectTransform = GetComponent<RectTransform>();  ///  /// //Change the scale of the RectTransform using the fields in the inspector  /// rectTransform.localScale = new Vector3(m\_Scale.x, m\_Scale.y, 0);  ///  /// //Change the position and rotation of the RectTransform  /// rectTransform.SetPositionAndRotation(m\_Position, Quaternion.Euler(m\_Rotation));  /// }  /// }  ///   /// |

///

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[SetLayoutHorizontal](#topic_00000000000004CF) (inherited from [ILayoutController](#topic_00000000000004CE)), [SetLayoutVertical](#topic_00000000000004D0) (inherited from [ILayoutController](#topic_00000000000004CE))

IMask Interface

**NOTE: This member is now obsolete.**

Not supported anymore.

|  |  |
| --- | --- |
| C# |  |
| [System.ComponentModel.EditorBrowsable(System.ComponentModel.EditorBrowsableState.Never)] [Obsolete("Not supported anymore.", true)] public interface IMask | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[rectTransform](#topic_0000000000000399)

Methods

[Enabled](#topic_0000000000000398)

IMask.rectTransform Property

|  |  |
| --- | --- |
| C# |  |
| **RectTransform** rectTransform {get;} | |

See Also

Applies to: [IMask](#topic_0000000000000397)

IMask.Enabled Method

|  |  |
| --- | --- |
| C# |  |
| [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Enabled() | |

See Also

Applies to: [IMask](#topic_0000000000000397)

IMaskable Interface

/// This element is capable of being masked out.
///

|  |  |
| --- | --- |
| C# |  |
| public interface IMaskable | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[RecalculateMasking](#topic_000000000000039B)

IMaskable.RecalculateMasking Method

/// Recalculate masking for this element and all children elements.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RecalculateMasking() | |

Remarks

/// Use this to update the internal state (recreate materials etc).
///

See Also

Applies to: [IMaskable](#topic_000000000000039A)

IMaterialModifier Interface

/// Use this interface to modify a Material that renders a Graphic. The Material is modified before the it is passed to the CanvasRenderer.
///

|  |  |
| --- | --- |
| C# |  |
| public interface IMaterialModifier | |

Remarks

/// When a Graphic sets a material that is passed (in order) to any components on the GameObject that implement IMaterialModifier. This component can modify the material to be used for rendering.
///

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[GetModifiedMaterial](#topic_000000000000054F)

IMaterialModifier.GetModifiedMaterial Method

/// Perform material modification in this function.
///

|  |  |
| --- | --- |
| C# |  |
| **Material** GetModifiedMaterial(  **Material** *baseMaterial* ) | |

Parameters

baseMaterial

|  |
| --- |
| The material that is to be modified |

Returns

The modified material.

See Also

Applies to: [IMaterialModifier](#topic_000000000000054E)

IMeshModifier Interface

/// Interface which allows for the modification of verticies in a Graphic before they are passed to the CanvasRenderer.
/// When a Graphic generates a list of vertices they are passed (in order) to any components on the GameObject that implement IMeshModifier. This component can modify the given Mesh.
///

|  |  |
| --- | --- |
| C# |  |
| public interface IMeshModifier | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[ModifyMesh](#topic_0000000000000715)

IMeshModifier.ModifyMesh (Mesh) Method

**NOTE: This member is now obsolete.**

use IMeshModifier.ModifyMesh (VertexHelper verts) instead

|  |  |
| --- | --- |
| C# |  |
| [Obsolete("use IMeshModifier.ModifyMesh (VertexHelper verts) instead", false)] [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ModifyMesh(  **Mesh** *mesh* ) | |

Parameters

mesh

|  |
| --- |
|  |

See Also

Applies to: [IMeshModifier](#topic_0000000000000714)

IMeshModifier.ModifyMesh (VertexHelper) Method

/// Call used to modify mesh.
/// Place any custom mesh processing in this function.
///

|  |  |
| --- | --- |
| C# |  |
| [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ModifyMesh(  [VertexHelper](#topic_00000000000006EC) *verts* ) | |

Parameters

verts

|  |
| --- |
|  |

See Also

Applies to: [IMeshModifier](#topic_0000000000000714)

IVertexModifier Interface

**NOTE: This member is now obsolete.**

Use IMeshModifier instead

|  |  |
| --- | --- |
| C# |  |
| [System.ComponentModel.EditorBrowsable(System.ComponentModel.EditorBrowsableState.Never)] [Obsolete("Use IMeshModifier instead", true)] public interface IVertexModifier | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Methods

[ModifyVertices](#topic_0000000000000713)

IVertexModifier.ModifyVertices Method

**NOTE: This member is now obsolete.**

use IMeshModifier.ModifyMesh (VertexHelper verts) instead

|  |  |
| --- | --- |
| C# |  |
| [System.ComponentModel.EditorBrowsable(System.ComponentModel.EditorBrowsableState.Never)] [Obsolete("use IMeshModifier.ModifyMesh (VertexHelper verts) instead", true)] [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ModifyVertices(  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**UIVertex**> *verts* ) | |

Parameters

verts

|  |
| --- |
|  |

See Also

Applies to: [IVertexModifier](#topic_0000000000000712)

ColorBlock Structure

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public struct ColorBlock : [IEquatable](https://docs.microsoft.com/en-us/dotnet/api/system.iequatable-1)<[ColorBlock](#topic_0000000000000225)> | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Constructors

[ColorBlock](#topic_0000000000000235)

Properties

[colorMultiplier](#topic_0000000000000232), [disabledColor](#topic_0000000000000231), [fadeDuration](#topic_0000000000000233), [highlightedColor](#topic_000000000000022E), [normalColor](#topic_000000000000022D), [pressedColor](#topic_000000000000022F), [selectedColor](#topic_0000000000000230)

Methods

[Equality](#topic_0000000000000238), [Equals](#topic_0000000000000236), [GetHashCode](#topic_000000000000023A), [Inequality](#topic_0000000000000239)

Fields

[defaultColorBlock](#topic_0000000000000234), [m\_ColorMultiplier](#topic_000000000000022B), [m\_DisabledColor](#topic_000000000000022A), [m\_FadeDuration](#topic_000000000000022C), [m\_HighlightedColor](#topic_0000000000000227), [m\_NormalColor](#topic_0000000000000226), [m\_PressedColor](#topic_0000000000000228), [m\_SelectedColor](#topic_0000000000000229)

ColorBlock Constructor

|  |  |
| --- | --- |
| C# |  |
| private static ColorBlock() | |

See Also

Applies to: [ColorBlock](#topic_0000000000000225)

ColorBlock.colorMultiplier Property

/// Multiplier applied to colors (allows brightening greater then base color).
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) colorMultiplier {get; set;} | |

See Also

Applies to: [ColorBlock](#topic_0000000000000225)

ColorBlock.disabledColor Property

/// The disabled color for this color block.
///

|  |  |
| --- | --- |
| C# |  |
| public **Color** disabledColor {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public Button button;  /// public Color newColor;  ///  /// void Start()  /// {  /// //Changes the button's Disabled color to the new color.  /// ColorBlock cb = button.colors;  /// cb.disabledColor = newColor;  /// button.colors = cb;  /// }  /// }  ///   /// |

///

See Also

Applies to: [ColorBlock](#topic_0000000000000225)

ColorBlock.fadeDuration Property

/// How long a color transition between states should take.
///

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) fadeDuration {get; set;} | |

See Also

Applies to: [ColorBlock](#topic_0000000000000225)

ColorBlock.highlightedColor Property

/// The highlight color for this color block.
///

|  |  |
| --- | --- |
| C# |  |
| public **Color** highlightedColor {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public Button button;  /// public Color newColor;  ///  /// void Start()  /// {  /// //Changes the button's Highlighted color to the new color.  /// ColorBlock cb = button.colors;  /// cb.highlightedColor = newColor;  /// button.colors = cb;  /// }  /// }  ///   /// |

///

See Also

Applies to: [ColorBlock](#topic_0000000000000225)

ColorBlock.normalColor Property

/// The normal color for this color block.
///

|  |  |
| --- | --- |
| C# |  |
| public **Color** normalColor {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public Button button;  /// public Color newColor;  ///  /// void Start()  /// {  /// //Changes the button's Normal color to the new color.  /// ColorBlock cb = button.colors;  /// cb.normalColor = newColor;  /// button.colors = cb;  /// }  /// }  ///   /// |

///

See Also

Applies to: [ColorBlock](#topic_0000000000000225)

ColorBlock.pressedColor Property

/// The pressed color for this color block.
///

|  |  |
| --- | --- |
| C# |  |
| public **Color** pressedColor {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public Button button;  /// public Color newColor;  ///  /// void Start()  /// {  /// //Changes the button's Pressed color to the new color.  /// ColorBlock cb = button.colors;  /// cb.pressedColor = newColor;  /// button.colors = cb;  /// }  /// }  ///   /// |

///

See Also

Applies to: [ColorBlock](#topic_0000000000000225)

ColorBlock.selectedColor Property

/// The selected color for this color block.
///

|  |  |
| --- | --- |
| C# |  |
| public **Color** selectedColor {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public Button button;  /// public Color newColor;  ///  /// void Start()  /// {  /// //Changes the button's Selected color to the new color.  /// ColorBlock cb = button.colors;  /// cb.selectedColor = newColor;  /// button.colors = cb;  /// }  /// }  ///   /// |

///

See Also

Applies to: [ColorBlock](#topic_0000000000000225)

ColorBlock.Equality Method

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) operator ==(  [ColorBlock](#topic_0000000000000225) *point1*,  [ColorBlock](#topic_0000000000000225) *point2* ) | |

Parameters

point1

|  |
| --- |
|  |

point2

|  |
| --- |
|  |

See Also

Applies to: [ColorBlock](#topic_0000000000000225)

ColorBlock.Equals (ColorBlock) Method

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Equals(  [ColorBlock](#topic_0000000000000225) *other* ) | |

Parameters

other

|  |
| --- |
|  |

See Also

Applies to: [ColorBlock](#topic_0000000000000225)

ColorBlock.Equals (Object) Method

|  |  |
| --- | --- |
| C# |  |
| public override [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Equals(  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *obj* ) | |

Parameters

obj

|  |
| --- |
|  |

See Also

Applies to: [ColorBlock](#topic_0000000000000225)

ColorBlock.GetHashCode Method

|  |  |
| --- | --- |
| C# |  |
| public override [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) GetHashCode() | |

See Also

Applies to: [ColorBlock](#topic_0000000000000225)

ColorBlock.Inequality Method

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) operator !=(  [ColorBlock](#topic_0000000000000225) *point1*,  [ColorBlock](#topic_0000000000000225) *point2* ) | |

Parameters

point1

|  |
| --- |
|  |

point2

|  |
| --- |
|  |

See Also

Applies to: [ColorBlock](#topic_0000000000000225)

defaultColorBlock Field

/// Simple getter for a code generated default ColorBlock.
///

|  |  |
| --- | --- |
| C# |  |
| public static [ColorBlock](#topic_0000000000000225) defaultColorBlock | |

See Also

Applies to: [ColorBlock](#topic_0000000000000225)

m\_ColorMultiplier Field

|  |  |
| --- | --- |
| C# |  |
| [Range(1, 5)] [SerializeField()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_ColorMultiplier | |

See Also

Applies to: [ColorBlock](#topic_0000000000000225)

m\_DisabledColor Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("disabledColor")] [SerializeField()] private **Color** m\_DisabledColor | |

See Also

Applies to: [ColorBlock](#topic_0000000000000225)

m\_FadeDuration Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("fadeDuration")] [SerializeField()] private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) m\_FadeDuration | |

See Also

Applies to: [ColorBlock](#topic_0000000000000225)

m\_HighlightedColor Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("highlightedColor")] [SerializeField()] private **Color** m\_HighlightedColor | |

See Also

Applies to: [ColorBlock](#topic_0000000000000225)

m\_NormalColor Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("normalColor")] [SerializeField()] private **Color** m\_NormalColor | |

See Also

Applies to: [ColorBlock](#topic_0000000000000225)

m\_PressedColor Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("pressedColor")] [SerializeField()] private **Color** m\_PressedColor | |

See Also

Applies to: [ColorBlock](#topic_0000000000000225)

m\_SelectedColor Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("m\_HighlightedColor")] [SerializeField()] private **Color** m\_SelectedColor | |

See Also

Applies to: [ColorBlock](#topic_0000000000000225)

Navigation Structure

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public struct Navigation : [IEquatable](https://docs.microsoft.com/en-us/dotnet/api/system.iequatable-1)<[Navigation](#topic_0000000000000550)> | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[defaultNavigation](#topic_0000000000000563), [mode](#topic_000000000000055D), [selectOnDown](#topic_0000000000000560), [selectOnLeft](#topic_0000000000000561), [selectOnRight](#topic_0000000000000562), [selectOnUp](#topic_000000000000055F), [wrapAround](#topic_000000000000055E)

Methods

[Equals](#topic_0000000000000564)

Enumerations

[Mode](#topic_0000000000000551)

Fields

[m\_Mode](#topic_0000000000000557), [m\_SelectOnDown](#topic_000000000000055A), [m\_SelectOnLeft](#topic_000000000000055B), [m\_SelectOnRight](#topic_000000000000055C), [m\_SelectOnUp](#topic_0000000000000559), [m\_WrapAround](#topic_0000000000000558)

Navigation.defaultNavigation Property

/// Return a Navigation with sensible default values.
///

|  |  |
| --- | --- |
| C# |  |
| public static [Navigation](#topic_0000000000000550) defaultNavigation {get;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class ExampleClass : MonoBehaviour  /// {  /// public Button button;  ///  /// void Start()  /// {  /// //Set the navigation to the default value. ("Automatic" is the default value).  /// button.navigation = Navigation.defaultNavigation;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Navigation](#topic_0000000000000550)

Navigation.mode Property

/// Navigation mode.
///

|  |  |
| --- | --- |
| C# |  |
| public [Mode](#topic_0000000000000551) mode {get; set;} | |

See Also

Applies to: [Navigation](#topic_0000000000000550)

Navigation.selectOnDown Property

/// Specify a Selectable UI GameObject to highlight when the down arrow key is pressed.
///

|  |  |
| --- | --- |
| C# |  |
| public [Selectable](#topic_000000000000061B) selectOnDown {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class HighlightOnKey : MonoBehaviour  /// {  /// public Button btnSave;  /// public Button btnLoad;  ///  /// public void Start()  /// {  /// // get the Navigation data  /// Navigation navigation = btnLoad.navigation;  ///  /// // switch mode to Explicit to allow for custom assigned behavior  /// navigation.mode = Navigation.Mode.Explicit;  ///  /// // highlight the Save button if the down arrow key is pressed  /// navigation.selectOnDown = btnSave;  ///  /// // reassign the struct data to the button  /// btnLoad.navigation = navigation;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Navigation](#topic_0000000000000550)

Navigation.selectOnLeft Property

/// Specify a Selectable UI GameObject to highlight when the left arrow key is pressed.
///

|  |  |
| --- | --- |
| C# |  |
| public [Selectable](#topic_000000000000061B) selectOnLeft {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class HighlightOnKey : MonoBehaviour  /// {  /// public Button btnSave;  /// public Button btnLoad;  ///  /// public void Start()  /// {  /// // get the Navigation data  /// Navigation navigation = btnLoad.navigation;  ///  /// // switch mode to Explicit to allow for custom assigned behavior  /// navigation.mode = Navigation.Mode.Explicit;  ///  /// // highlight the Save button if the left arrow key is pressed  /// navigation.selectOnLeft = btnSave;  ///  /// // reassign the struct data to the button  /// btnLoad.navigation = navigation;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Navigation](#topic_0000000000000550)

Navigation.selectOnRight Property

/// Specify a Selectable UI GameObject to highlight when the right arrow key is pressed.
///

|  |  |
| --- | --- |
| C# |  |
| public [Selectable](#topic_000000000000061B) selectOnRight {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class HighlightOnKey : MonoBehaviour  /// {  /// public Button btnSave;  /// public Button btnLoad;  ///  /// public void Start()  /// {  /// // get the Navigation data  /// Navigation navigation = btnLoad.navigation;  ///  /// // switch mode to Explicit to allow for custom assigned behavior  /// navigation.mode = Navigation.Mode.Explicit;  ///  /// // highlight the Save button if the right arrow key is pressed  /// navigation.selectOnRight = btnSave;  ///  /// // reassign the struct data to the button  /// btnLoad.navigation = navigation;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Navigation](#topic_0000000000000550)

Navigation.selectOnUp Property

/// Specify a Selectable UI GameObject to highlight when the Up arrow key is pressed.
///

|  |  |
| --- | --- |
| C# |  |
| public [Selectable](#topic_000000000000061B) selectOnUp {get; set;} | |

Example

///

|  |
| --- |
| ///   /// using UnityEngine;  /// using System.Collections;  /// using UnityEngine.UI; // Required when Using UI elements.  ///  /// public class HighlightOnKey : MonoBehaviour  /// {  /// public Button btnSave;  /// public Button btnLoad;  ///  /// public void Start()  /// {  /// // get the Navigation data  /// Navigation navigation = btnLoad.navigation;  ///  /// // switch mode to Explicit to allow for custom assigned behavior  /// navigation.mode = Navigation.Mode.Explicit;  ///  /// // highlight the Save button if the up arrow key is pressed  /// navigation.selectOnUp = btnSave;  ///  /// // reassign the struct data to the button  /// btnLoad.navigation = navigation;  /// }  /// }  ///   /// |

///

See Also

Applies to: [Navigation](#topic_0000000000000550)

Navigation.wrapAround Property

/// Enables navigation to wrap around from last to first or first to last element.
/// Will find the furthest element from the current element in the opposite direction of movement.
///

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) wrapAround {get; set;} | |

Example

/// Note: If you have a grid of elements and you are on the last element in a row it will not wrap over to the next row it will pick the furthest element in the opposite direction.
///

See Also

Applies to: [Navigation](#topic_0000000000000550)

Navigation.Equals Method

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Equals(  [Navigation](#topic_0000000000000550) *other* ) | |

Parameters

other

|  |
| --- |
|  |

See Also

Applies to: [Navigation](#topic_0000000000000550)

Mode Enumeration

This enumeration has a FlagsAttribute attribute that allows a bitwise combination of its member values.

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Automatic | 3 | /// Automatic navigation. /// |
| Explicit | 4 | /// Explicit navigation. /// |
| Horizontal | 1 | /// Horizontal Navigation. /// |
| None | 0 | /// No navigation is allowed from this object. /// |
| Vertical | 2 | /// Vertical navigation. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [Navigation](#topic_0000000000000550)

m\_Mode Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [Mode](#topic_0000000000000551) m\_Mode | |

See Also

Applies to: [Navigation](#topic_0000000000000550)

m\_SelectOnDown Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [Selectable](#topic_000000000000061B) m\_SelectOnDown | |

See Also

Applies to: [Navigation](#topic_0000000000000550)

m\_SelectOnLeft Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [Selectable](#topic_000000000000061B) m\_SelectOnLeft | |

See Also

Applies to: [Navigation](#topic_0000000000000550)

m\_SelectOnRight Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [Selectable](#topic_000000000000061B) m\_SelectOnRight | |

See Also

Applies to: [Navigation](#topic_0000000000000550)

m\_SelectOnUp Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [Selectable](#topic_000000000000061B) m\_SelectOnUp | |

See Also

Applies to: [Navigation](#topic_0000000000000550)

m\_WrapAround Field

|  |  |
| --- | --- |
| C# |  |
| [Tooltip("Enables navigation to wrap around from last to first or first to last element. Does not work for automatic grid navigation")] [SerializeField()] private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_WrapAround | |

See Also

Applies to: [Navigation](#topic_0000000000000550)

SpriteState Structure

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public struct SpriteState : [IEquatable](https://docs.microsoft.com/en-us/dotnet/api/system.iequatable-1)<[SpriteState](#topic_0000000000000689)> | |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[disabledSprite](#topic_0000000000000691), [highlightedSprite](#topic_000000000000068E), [pressedSprite](#topic_000000000000068F), [selectedSprite](#topic_0000000000000690)

Methods

[Equals](#topic_0000000000000692)

Fields

[m\_DisabledSprite](#topic_000000000000068D), [m\_HighlightedSprite](#topic_000000000000068A), [m\_PressedSprite](#topic_000000000000068B), [m\_SelectedSprite](#topic_000000000000068C)

SpriteState.disabledSprite Property

/// Disabled sprite.
///

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** disabledSprite {get; set;} | |

See Also

Applies to: [SpriteState](#topic_0000000000000689)

SpriteState.highlightedSprite Property

/// Highlighted sprite.
///

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** highlightedSprite {get; set;} | |

See Also

Applies to: [SpriteState](#topic_0000000000000689)

SpriteState.pressedSprite Property

/// Pressed sprite.
///

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** pressedSprite {get; set;} | |

See Also

Applies to: [SpriteState](#topic_0000000000000689)

SpriteState.selectedSprite Property

/// Selected sprite.
///

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** selectedSprite {get; set;} | |

See Also

Applies to: [SpriteState](#topic_0000000000000689)

SpriteState.Equals Method

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) Equals(  [SpriteState](#topic_0000000000000689) *other* ) | |

Parameters

other

|  |
| --- |
|  |

See Also

Applies to: [SpriteState](#topic_0000000000000689)

m\_DisabledSprite Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Sprite** m\_DisabledSprite | |

See Also

Applies to: [SpriteState](#topic_0000000000000689)

m\_HighlightedSprite Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Sprite** m\_HighlightedSprite | |

See Also

Applies to: [SpriteState](#topic_0000000000000689)

m\_PressedSprite Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Sprite** m\_PressedSprite | |

See Also

Applies to: [SpriteState](#topic_0000000000000689)

m\_SelectedSprite Field

|  |  |
| --- | --- |
| C# |  |
| [FormerlySerializedAs("m\_HighlightedSprite")] [SerializeField()] private **Sprite** m\_SelectedSprite | |

See Also

Applies to: [SpriteState](#topic_0000000000000689)

CanvasUpdate Enumeration

/// Values of 'update' called on a Canvas update.
///

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| LatePreRender | 4 | /// Called late, before render. /// |
| Layout | 1 | /// Called for layout. /// |
| MaxUpdateValue | 5 | /// Max enum value. Always last. /// |
| PostLayout | 2 | /// Called after layout. /// |
| PreRender | 3 | /// Called before rendering. /// |
| Prelayout | 0 | /// Called before layout. /// |

Requirements

**Namespace:**[UnityEngine.UI](#topic_00000000000001E2)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

UnityEngine.UIElements Namespace

Classes

[PanelEventHandler](#topic_000000000000018F), [PanelRaycaster](#topic_00000000000001D2)

PanelEventHandler Class

/// Use this class to handle input and send events to UI Toolkit runtime panels.
///

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

**UnityEngine.UIElements.PanelEventHandler**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("UI Toolkit/Panel Event Handler (UI Toolkit)")] public class PanelEventHandler : [UIBehaviour](#topic_000000000000018B),  [IPointerMoveHandler](#topic_0000000000000042),  [IPointerUpHandler](#topic_000000000000004A),  [IPointerDownHandler](#topic_0000000000000048),  [ISubmitHandler](#topic_0000000000000062),  [ICancelHandler](#topic_0000000000000064),  [IMoveHandler](#topic_0000000000000060),  [IScrollHandler](#topic_0000000000000058),  [ISelectHandler](#topic_000000000000005C),  [IDeselectHandler](#topic_000000000000005E),  [IPointerExitHandler](#topic_0000000000000046),  [IPointerEnterHandler](#topic_0000000000000044),  **IRuntimePanelComponent** | |

Requirements

**Namespace:**[UnityEngine.UIElements](#topic_000000000000018E)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [eventSystem](#topic_0000000000000193), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [panel](#topic_0000000000000191), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [selectableGameObject](#topic_0000000000000192), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [LateUpdate](#topic_00000000000001A9), [OnCancel](#topic_00000000000001A3), [OnDeselect](#topic_000000000000019C), [OnElementBlur](#topic_0000000000000199), [OnElementFocus](#topic_0000000000000198), [OnMove](#topic_00000000000001A4), [OnPanelDestroyed](#topic_0000000000000197), [OnPointerDown](#topic_000000000000019F), [OnPointerEnter](#topic_00000000000001A1), [OnPointerExit](#topic_00000000000001A0), [OnPointerMove](#topic_000000000000019D), [OnPointerUp](#topic_000000000000019E), [OnScroll](#topic_00000000000001A5), [OnSelect](#topic_000000000000019B), [OnSubmit](#topic_00000000000001A2), [ProcessImguiEvents](#topic_00000000000001AC), [ProcessKeyboardEvent](#topic_00000000000001AD), [ProcessTabEvent](#topic_00000000000001AE), [ReadPointerData](#topic_00000000000001B3), [RegisterCallbacks](#topic_0000000000000195), [SendEvent](#topic_00000000000001A6), [SendKeyDownEvent](#topic_00000000000001B1), [SendKeyUpEvent](#topic_00000000000001B0), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [SendTabEvent](#topic_00000000000001AF), [SendTextEvent](#topic_00000000000001B2), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.tostring) (inherited from **Object**), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [UnregisterCallbacks](#topic_0000000000000196), [Update](#topic_00000000000001A8)

Classes

[PointerEvent](#topic_00000000000001B8)

Enumerations

[PointerEventType](#topic_00000000000001B4)

Fields

[m\_Event](#topic_00000000000001AA), [m\_Panel](#topic_0000000000000190), [m\_PointerEvent](#topic_0000000000000194), [m\_Selecting](#topic_000000000000019A), [s\_Modifiers](#topic_00000000000001AB)

PanelEventHandler.eventSystem Property

|  |  |
| --- | --- |
| C# |  |
| private [EventSystem](#topic_0000000000000066) eventSystem {get;} | |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.panel Property

/// The panel that this component relates to. If panel is null, this component will have no effect.
/// Will be set to null automatically if panel is Disposed from an external source.
///

|  |  |
| --- | --- |
| C# |  |
| public **IPanel** panel {get; set;} | |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.selectableGameObject Property

|  |  |
| --- | --- |
| C# |  |
| private **GameObject** selectableGameObject {get;} | |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.LateUpdate Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) LateUpdate() | |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.OnCancel Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnCancel(  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.OnDeselect Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDeselect(  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.OnElementBlur Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnElementBlur(  **BlurEvent** *e* ) | |

Parameters

e

|  |
| --- |
|  |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.OnElementFocus Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnElementFocus(  **FocusEvent** *e* ) | |

Parameters

e

|  |
| --- |
|  |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.OnMove Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnMove(  [AxisEventData](#topic_0000000000000001) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.OnPanelDestroyed Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPanelDestroyed() | |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.OnPointerDown Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerDown(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.OnPointerEnter Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerEnter(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.OnPointerExit Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerExit(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.OnPointerMove Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerMove(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.OnPointerUp Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerUp(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.OnScroll Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnScroll(  [PointerEventData](#topic_000000000000000E) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.OnSelect Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnSelect(  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.OnSubmit Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnSubmit(  [BaseEventData](#topic_0000000000000009) *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.ProcessImguiEvents Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ProcessImguiEvents(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *isSelected* ) | |

Parameters

isSelected

|  |
| --- |
|  |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.ProcessKeyboardEvent Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ProcessKeyboardEvent(  **Event** *e* ) | |

Parameters

e

|  |
| --- |
|  |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.ProcessTabEvent Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ProcessTabEvent(  **Event** *e* ) | |

Parameters

e

|  |
| --- |
|  |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.ReadPointerData Method

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ReadPointerData(  [PointerEvent](#topic_00000000000001B8) *pe*,  [PointerEventData](#topic_000000000000000E) *eventData*,  [PointerEventType](#topic_00000000000001B4) *eventType* = PointerEventType.Default ) | |

Parameters

pe

|  |
| --- |
|  |

eventData

|  |
| --- |
|  |

eventType

|  |
| --- |
|  |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.RegisterCallbacks Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RegisterCallbacks() | |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.SendEvent (EventBase, Event) Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SendEvent(  **EventBase** *e*,  **Event** *sourceEvent* ) | |

Parameters

e

|  |
| --- |
|  |

sourceEvent

|  |
| --- |
|  |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.SendEvent (EventBase, BaseEventData) Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SendEvent(  **EventBase** *e*,  [BaseEventData](#topic_0000000000000009) *sourceEventData* ) | |

Parameters

e

|  |
| --- |
|  |

sourceEventData

|  |
| --- |
|  |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.SendKeyDownEvent Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SendKeyDownEvent(  **Event** *e*,  **KeyCode** *keyCode*,  **EventModifiers** *modifiers* ) | |

Parameters

e

|  |
| --- |
|  |

keyCode

|  |
| --- |
|  |

modifiers

|  |
| --- |
|  |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.SendKeyUpEvent Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SendKeyUpEvent(  **Event** *e*,  **KeyCode** *keyCode*,  **EventModifiers** *modifiers* ) | |

Parameters

e

|  |
| --- |
|  |

keyCode

|  |
| --- |
|  |

modifiers

|  |
| --- |
|  |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.SendTabEvent Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SendTabEvent(  **Event** *e*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *direction* ) | |

Parameters

e

|  |
| --- |
|  |

direction

|  |
| --- |
|  |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.SendTextEvent Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SendTextEvent(  **Event** *e*,  [char](https://docs.microsoft.com/en-us/dotnet/api/system.char) *c*,  **EventModifiers** *modifiers* ) | |

Parameters

e

|  |
| --- |
|  |

c

|  |
| --- |
|  |

modifiers

|  |
| --- |
|  |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.UnregisterCallbacks Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UnregisterCallbacks() | |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelEventHandler.Update Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PointerEvent Class

|  |  |
| --- | --- |
| C# |  |
| private class PointerEvent : **IPointerEvent** | |

Requirements

**Namespace:**[UnityEngine.UIElements](#topic_000000000000018E)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[actionKey](#topic_00000000000001CF), [altKey](#topic_00000000000001CE), [altitudeAngle](#topic_00000000000001C5), [azimuthAngle](#topic_00000000000001C6), [button](#topic_00000000000001BC), [clickCount](#topic_00000000000001C2), [commandKey](#topic_00000000000001CD), [ctrlKey](#topic_00000000000001CC), [deltaPosition](#topic_00000000000001C0), [deltaTime](#topic_00000000000001C1), [isPrimary](#topic_00000000000001BB), [localPosition](#topic_00000000000001BF), [modifiers](#topic_00000000000001CA), [pointerId](#topic_00000000000001B9), [pointerType](#topic_00000000000001BA), [position](#topic_00000000000001BE), [pressedButtons](#topic_00000000000001BD), [pressure](#topic_00000000000001C3), [radius](#topic_00000000000001C8), [radiusVariance](#topic_00000000000001C9), [shiftKey](#topic_00000000000001CB), [tangentialPressure](#topic_00000000000001C4), [twist](#topic_00000000000001C7)

Methods

[Read](#topic_00000000000001D0), [SetPosition](#topic_00000000000001D1)

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PointerEvent.actionKey Property

Gets a boolean value that indicates whether the platform-specific action key is pressed. True means the action
key is pressed. False means it isn't.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) actionKey {get;} | |

Implements

[IPointerEvent.actionKey](https://docs.microsoft.com/en-us/dotnet/api/unityengine.uielements.ipointerevent.actionkey)

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEvent.altKey Property

Gets a boolean value that indicates whether the Alt key is pressed. True means the Alt key is pressed.
False means it isn't.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) altKey {get;} | |

Implements

[IPointerEvent.altKey](https://docs.microsoft.com/en-us/dotnet/api/unityengine.uielements.ipointerevent.altkey)

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEvent.altitudeAngle Property

Gets the angle of the stylus relative to the surface, in radians

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) altitudeAngle {get; private set;} | |

Implements

[IPointerEvent.altitudeAngle](https://docs.microsoft.com/en-us/dotnet/api/unityengine.uielements.ipointerevent.altitudeangle)

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEvent.azimuthAngle Property

Gets the angle of the stylus relative to the x-axis, in radians.

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) azimuthAngle {get; private set;} | |

Implements

[IPointerEvent.azimuthAngle](https://docs.microsoft.com/en-us/dotnet/api/unityengine.uielements.ipointerevent.azimuthangle)

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEvent.button Property

Gets a value that indicates which mouse button was pressed: 0 is the left button, 1 is the right button, 2 is the
middle button.

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) button {get; private set;} | |

Implements

[IPointerEvent.button](https://docs.microsoft.com/en-us/dotnet/api/unityengine.uielements.ipointerevent.button)

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEvent.clickCount Property

Gets the number of times the button was pressed.

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) clickCount {get; private set;} | |

Implements

[IPointerEvent.clickCount](https://docs.microsoft.com/en-us/dotnet/api/unityengine.uielements.ipointerevent.clickcount)

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEvent.commandKey Property

Gets a boolean value that indicates whether the WindowsCmd key is pressed. True means the WindowsCmd key
is pressed. False means it isn't.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) commandKey {get;} | |

Implements

[IPointerEvent.commandKey](https://docs.microsoft.com/en-us/dotnet/api/unityengine.uielements.ipointerevent.commandkey)

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEvent.ctrlKey Property

Gets a boolean value that indicates whether the Ctrl key is pressed. True means the Ctrl key is pressed.
False means it isn't.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ctrlKey {get;} | |

Implements

[IPointerEvent.ctrlKey](https://docs.microsoft.com/en-us/dotnet/api/unityengine.uielements.ipointerevent.ctrlkey)

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEvent.deltaPosition Property

Gets the difference between the pointer's position during the previous mouse event and its position during the
current mouse event.

|  |  |
| --- | --- |
| C# |  |
| public **Vector3** deltaPosition {get; private set;} | |

Implements

[IPointerEvent.deltaPosition](https://docs.microsoft.com/en-us/dotnet/api/unityengine.uielements.ipointerevent.deltaposition)

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEvent.deltaTime Property

Gets the amount of time that has elapsed since the last recorded change in pointer values, in seconds.

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) deltaTime {get; private set;} | |

Implements

[IPointerEvent.deltaTime](https://docs.microsoft.com/en-us/dotnet/api/unityengine.uielements.ipointerevent.deltatime)

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEvent.isPrimary Property

Gets a boolean value that indicates whether the pointer is a primary pointer. True means the pointer is a primary
pointer. False means it isn't.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isPrimary {get; private set;} | |

Implements

[IPointerEvent.isPrimary](https://docs.microsoft.com/en-us/dotnet/api/unityengine.uielements.ipointerevent.isprimary)

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEvent.localPosition Property

Gets the pointer position in the current target's coordinate system.

|  |  |
| --- | --- |
| C# |  |
| public **Vector3** localPosition {get; private set;} | |

Implements

[IPointerEvent.localPosition](https://docs.microsoft.com/en-us/dotnet/api/unityengine.uielements.ipointerevent.localposition)

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEvent.modifiers Property

Gets flags that indicate whether modifier keys (Alt, Ctrl, Shift, Windows/Cmd) are pressed.

|  |  |
| --- | --- |
| C# |  |
| public **EventModifiers** modifiers {get; private set;} | |

Implements

[IPointerEvent.modifiers](https://docs.microsoft.com/en-us/dotnet/api/unityengine.uielements.ipointerevent.modifiers)

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEvent.pointerId Property

Gets the identifier of the pointer that sends the event.

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) pointerId {get; private set;} | |

Implements

[IPointerEvent.pointerId](https://docs.microsoft.com/en-us/dotnet/api/unityengine.uielements.ipointerevent.pointerid)

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEvent.pointerType Property

Gets the type of pointer that created the event.

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) pointerType {get; private set;} | |

Implements

[IPointerEvent.pointerType](https://docs.microsoft.com/en-us/dotnet/api/unityengine.uielements.ipointerevent.pointertype)

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEvent.position Property

Gets the pointer position in the Screen or World coordinate system.

|  |  |
| --- | --- |
| C# |  |
| public **Vector3** position {get; private set;} | |

Implements

[IPointerEvent.position](https://docs.microsoft.com/en-us/dotnet/api/unityengine.uielements.ipointerevent.position)

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEvent.pressedButtons Property

Gets a bitmask that describes the buttons that are currently pressed.

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) pressedButtons {get; private set;} | |

Implements

[IPointerEvent.pressedButtons](https://docs.microsoft.com/en-us/dotnet/api/unityengine.uielements.ipointerevent.pressedbuttons)

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEvent.pressure Property

Gets the amount of pressure currently applied by a touch.

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) pressure {get; private set;} | |

Implements

[IPointerEvent.pressure](https://docs.microsoft.com/en-us/dotnet/api/unityengine.uielements.ipointerevent.pressure)

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEvent.radius Property

Gets an estimate of the radius of a touch.

|  |  |
| --- | --- |
| C# |  |
| public **Vector2** radius {get; private set;} | |

Implements

[IPointerEvent.radius](https://docs.microsoft.com/en-us/dotnet/api/unityengine.uielements.ipointerevent.radius)

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEvent.radiusVariance Property

Gets the accuracy of the touch radius.

|  |  |
| --- | --- |
| C# |  |
| public **Vector2** radiusVariance {get; private set;} | |

Implements

[IPointerEvent.radiusVariance](https://docs.microsoft.com/en-us/dotnet/api/unityengine.uielements.ipointerevent.radiusvariance)

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEvent.shiftKey Property

Gets a boolean value that indicates whether the Shift key is pressed. True means the Shift key is pressed.
False means it isn't.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) shiftKey {get;} | |

Implements

[IPointerEvent.shiftKey](https://docs.microsoft.com/en-us/dotnet/api/unityengine.uielements.ipointerevent.shiftkey)

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEvent.tangentialPressure Property

Gets the pressure applied to an additional pressure-sensitive control on the stylus.

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) tangentialPressure {get; private set;} | |

Implements

[IPointerEvent.tangentialPressure](https://docs.microsoft.com/en-us/dotnet/api/unityengine.uielements.ipointerevent.tangentialpressure)

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEvent.twist Property

Gets the rotation of the stylus around its axis, in radians.

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) twist {get; private set;} | |

Implements

[IPointerEvent.twist](https://docs.microsoft.com/en-us/dotnet/api/unityengine.uielements.ipointerevent.twist)

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEvent.Read Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Read(  [PanelEventHandler](#topic_000000000000018F) *self*,  [PointerEventData](#topic_000000000000000E) *eventData*,  [PointerEventType](#topic_00000000000001B4) *eventType* ) | |

Parameters

self

|  |
| --- |
|  |

eventData

|  |
| --- |
|  |

eventType

|  |
| --- |
|  |

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEvent.SetPosition Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetPosition(  **Vector3** *positionOverride*,  **Vector3** *deltaOverride* ) | |

Parameters

positionOverride

|  |
| --- |
|  |

deltaOverride

|  |
| --- |
|  |

See Also

Applies to: [PointerEvent](#topic_00000000000001B8)

PointerEventType Enumeration

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Default | 0 |  |
| Down | 1 |  |
| Up | 2 |  |

Requirements

**Namespace:**[UnityEngine.UIElements](#topic_000000000000018E)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

m\_Event Field

|  |  |
| --- | --- |
| C# |  |
| new private **Event** m\_Event | |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

m\_Panel Field

|  |  |
| --- | --- |
| C# |  |
| private **BaseRuntimePanel** m\_Panel | |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

m\_PointerEvent Field

|  |  |
| --- | --- |
| C# |  |
| new private readonly [PointerEvent](#topic_00000000000001B8) m\_PointerEvent | |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

m\_Selecting Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) m\_Selecting | |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

s\_Modifiers Field

|  |  |
| --- | --- |
| C# |  |
| private static **EventModifiers** s\_Modifiers | |

See Also

Applies to: [PanelEventHandler](#topic_000000000000018F)

PanelRaycaster Class

/// A derived BaseRaycaster to raycast against UI Toolkit panel instances at runtime.
///

[System.Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)

[UnityEngine.Object](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object)

[UnityEngine.Component](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component)

[UnityEngine.Behaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour)

[UnityEngine.MonoBehaviour](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour)

[UnityEngine.EventSystems.UIBehaviour](#topic_000000000000018B)

[UnityEngine.EventSystems.BaseRaycaster](#topic_0000000000000164)

**UnityEngine.UIElements.PanelRaycaster**

|  |  |
| --- | --- |
| C# |  |
| [AddComponentMenu("UI Toolkit/Panel Raycaster (UI Toolkit)")] public class PanelRaycaster : [BaseRaycaster](#topic_0000000000000164),  **IRuntimePanelComponent** | |

Requirements

**Namespace:**[UnityEngine.UIElements](#topic_000000000000018E)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Properties

[animation](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.animation) (inherited from **Component**), [audio](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.audio) (inherited from **Component**), [camera](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.camera) (inherited from **Component**), [collider](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider) (inherited from **Component**), [collider2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.collider2d) (inherited from **Component**), [constantForce](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.constantforce) (inherited from **Component**), [enabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.enabled) (inherited from **Behaviour**), [eventCamera](#topic_00000000000001DC), [gameObject](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.gameobject) (inherited from **Component**), [hideFlags](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.hideflags) (inherited from **Object**), [hingeJoint](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.hingejoint) (inherited from **Component**), [isActiveAndEnabled](https://docs.microsoft.com/en-us/dotnet/api/unityengine.behaviour.isactiveandenabled) (inherited from **Behaviour**), [light](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.light) (inherited from **Component**), [name](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.name) (inherited from **Object**), [networkView](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.networkview) (inherited from **Component**), [panel](#topic_00000000000001D4), [particleSystem](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.particlesystem) (inherited from **Component**), [priority](#topic_0000000000000168) (inherited from [BaseRaycaster](#topic_0000000000000164)), [renderOrderPriority](#topic_00000000000001DA), [renderer](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.renderer) (inherited from **Component**), [rigidbody](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody) (inherited from **Component**), [rigidbody2D](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.rigidbody2d) (inherited from **Component**), [rootRaycaster](#topic_000000000000016B) (inherited from [BaseRaycaster](#topic_0000000000000164)), [runInEditMode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.runineditmode) (inherited from **MonoBehaviour**), [selectableGameObject](#topic_00000000000001D8), [sortOrderPriority](#topic_00000000000001D9), [tag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.tag) (inherited from **Component**), [transform](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.transform) (inherited from **Component**), [useGUILayout](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.useguilayout) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.broadcastmessage) (inherited from **Component**), [CancelInvoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.cancelinvoke) (inherited from **MonoBehaviour**), [CompareTag](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.comparetag) (inherited from **Component**), [ConvertFloatBitsToInt](#topic_00000000000001E0), [Equals](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.equals) (inherited from **Object**), [GetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponent) (inherited from **Component**), [GetComponentInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinchildren) (inherited from **Component**), [GetComponentInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentinparent) (inherited from **Component**), [GetComponents](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponents) (inherited from **Component**), [GetComponentsInChildren](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinchildren) (inherited from **Component**), [GetComponentsInParent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.getcomponentsinparent) (inherited from **Component**), [GetHashCode](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.gethashcode) (inherited from **Object**), [GetInstanceID](https://docs.microsoft.com/en-us/dotnet/api/unityengine.object.getinstanceid) (inherited from **Object**), [GetType](https://docs.microsoft.com/en-us/dotnet/api/system.object.gettype) (inherited from [Object](https://docs.microsoft.com/en-us/dotnet/api/system.object)), [Invoke](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invoke) (inherited from **MonoBehaviour**), [InvokeRepeating](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.invokerepeating) (inherited from **MonoBehaviour**), [IsActive](#topic_000000000000018C) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsDestroyed](#topic_000000000000018D) (inherited from [UIBehaviour](#topic_000000000000018B)), [IsInvoking](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.isinvoking) (inherited from **MonoBehaviour**), [OnPanelDestroyed](#topic_00000000000001D7), [Raycast](#topic_00000000000001DB), [RegisterCallbacks](#topic_00000000000001D5), [SendMessage](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessage) (inherited from **Component**), [SendMessageUpwards](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.sendmessageupwards) (inherited from **Component**), [StartCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.startcoroutine_auto) (inherited from **MonoBehaviour**), [StopAllCoroutines](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopallcoroutines) (inherited from **MonoBehaviour**), [StopCoroutine](https://docs.microsoft.com/en-us/dotnet/api/unityengine.monobehaviour.stopcoroutine) (inherited from **MonoBehaviour**), [ToString](#topic_000000000000016C) (inherited from [BaseRaycaster](#topic_0000000000000164)), [TryGetComponent](https://docs.microsoft.com/en-us/dotnet/api/unityengine.component.trygetcomponent) (inherited from **Component**), [UnregisterCallbacks](#topic_00000000000001D6)

Structures

[FloatIntBits](#topic_00000000000001DD)

Fields

[m\_Panel](#topic_00000000000001D3)

PanelRaycaster.eventCamera Property

/// The camera that will generate rays for this raycaster.
///

|  |  |
| --- | --- |
| C# |  |
| public override **Camera** eventCamera {get;} | |

See Also

Applies to: [PanelRaycaster](#topic_00000000000001D2)

PanelRaycaster.panel Property

/// The panel that this component relates to. If panel is null, this component will have no effect.
/// Will be set to null automatically if panel is Disposed from an external source.
///

|  |  |
| --- | --- |
| C# |  |
| public **IPanel** panel {get; set;} | |

See Also

Applies to: [PanelRaycaster](#topic_00000000000001D2)

PanelRaycaster.renderOrderPriority Property

/// Priority of the raycaster based upon render order.
///

|  |  |
| --- | --- |
| C# |  |
| public override [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) renderOrderPriority {get;} | |

See Also

Applies to: [PanelRaycaster](#topic_00000000000001D2)

PanelRaycaster.selectableGameObject Property

|  |  |
| --- | --- |
| C# |  |
| private **GameObject** selectableGameObject {get;} | |

See Also

Applies to: [PanelRaycaster](#topic_00000000000001D2)

PanelRaycaster.sortOrderPriority Property

/// Priority of the raycaster based upon sort order.
///

|  |  |
| --- | --- |
| C# |  |
| public override [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) sortOrderPriority {get;} | |

See Also

Applies to: [PanelRaycaster](#topic_00000000000001D2)

PanelRaycaster.ConvertFloatBitsToInt Method

|  |  |
| --- | --- |
| C# |  |
| private static [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) ConvertFloatBitsToInt(  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *f* ) | |

Parameters

f

|  |
| --- |
|  |

See Also

Applies to: [PanelRaycaster](#topic_00000000000001D2)

PanelRaycaster.OnPanelDestroyed Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPanelDestroyed() | |

See Also

Applies to: [PanelRaycaster](#topic_00000000000001D2)

PanelRaycaster.Raycast Method

/// Raycast against the scene.
///

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Raycast(  [PointerEventData](#topic_000000000000000E) *eventData*,  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[RaycastResult](#topic_000000000000017B)> *resultAppendList* ) | |

Parameters

eventData

|  |
| --- |
| Current event data. |

resultAppendList

|  |
| --- |
| List of hit Objects. |

See Also

Applies to: [PanelRaycaster](#topic_00000000000001D2)

PanelRaycaster.RegisterCallbacks Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RegisterCallbacks() | |

See Also

Applies to: [PanelRaycaster](#topic_00000000000001D2)

PanelRaycaster.UnregisterCallbacks Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UnregisterCallbacks() | |

See Also

Applies to: [PanelRaycaster](#topic_00000000000001D2)

FloatIntBits Structure

|  |  |
| --- | --- |
| C# |  |
| [StructLayout(LayoutKind.Explicit, Size = sizeof(int))] private struct FloatIntBits | |

Requirements

**Namespace:**[UnityEngine.UIElements](#topic_000000000000018E)

**Assembly:** UnityEngine.UI (in UnityEngine.UI.dll)

Fields

[f](#topic_00000000000001DE), [i](#topic_00000000000001DF)

See Also

Applies to: [PanelRaycaster](#topic_00000000000001D2)

f Field

|  |  |
| --- | --- |
| C# |  |
| [FieldOffset(0)] public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) f | |

See Also

Applies to: [FloatIntBits](#topic_00000000000001DD)

i Field

|  |  |
| --- | --- |
| C# |  |
| [FieldOffset(0)] public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) i | |

See Also

Applies to: [FloatIntBits](#topic_00000000000001DD)

m\_Panel Field

|  |  |
| --- | --- |
| C# |  |
| private **BaseRuntimePanel** m\_Panel | |

See Also

Applies to: [PanelRaycaster](#topic_00000000000001D2)

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[verticalFit Property](#topic_0000000000000494)

[verticalNormalizedPosition Property](#topic_0000000000000604)

[verticalOverflow Property {UnityEngine.UI.FontData}](#topic_00000000000002CD)

[verticalOverflow Property {UnityEngine.UI.Text}](#topic_00000000000006B9)

[verticalScrollbar Property](#topic_00000000000005D6)

[verticalScrollbarSpacing Property](#topic_00000000000005DE)

[verticalScrollbarVisibility Property](#topic_00000000000005DA)

[viewport Property](#topic_00000000000005D2)

[wasCanceled Property](#topic_0000000000000403)

[wholeNumbers Property](#topic_0000000000000663)

[worldNormal Field](#topic_0000000000000185)

[worldNormal Property](#topic_0000000000000027)

[worldPosition Field](#topic_0000000000000184)

[worldPosition Property](#topic_0000000000000026)

[wrapAround Property](#topic_000000000000055E)

[writeMask Field](#topic_000000000000069C)