

# Playmaker NGUI Scripts

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# Playmaker NGUI Scripts

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## Intro

Included in this package are new Actions for Playmaker, centered around NGUI and its components. These scripts provide Playmaker Action functionality for handling events, managing components, and setting values of NGUI items.

A brief list of what is included:

- Hook any NGUI event as a Playmaker transition event (OnClick, OnSliderChanged, etc)
- Read and store the value of an Input textbox
- Read and store the value of a Slider
- Read and store the value of a Progressbar
- Set the value of a Slider
- Set the value of a Progressbar
- Set any NGUI item's Active state (uses NGUI's SetActive, not SetActiveRecursively, per NGUI's documentation)
- Set a UIButton to Enabled or Disabled
- Set a UImageButton to Enabled or Disabled
- Apply a label to a Slider, with a text display of the Slider's value
- Apply a label to a Progressbar, with a text display of the Progressbar's value
- Change the text of a read-only text Label
- Handle Button Click Events
- Handle Hover Events
- Handle Drag-Drop Events
- Handle Tooltip Events

## Forum

The forum link for this package can be found at:

<http://forum.unity3d.com/threads/192544-PlayMaker-NGUI-Scripts?p=1309865>

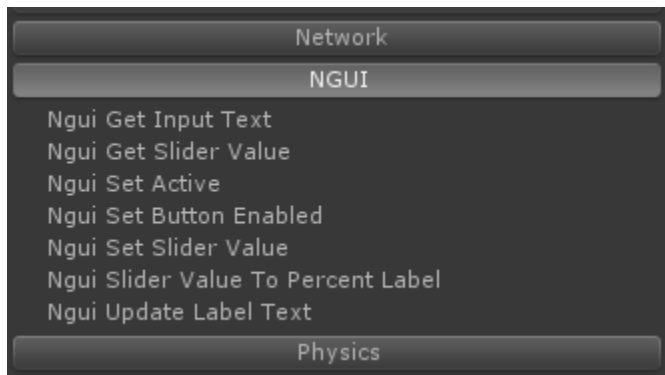
## Revisions

07/30/2013	<ul style="list-style-type: none"><li>• Added demo for handling Popup lists and menus</li><li>• Added Action "NGUI Set Widget Color"</li><li>• Added Action "NGUI Add Popup Option"</li><li>• Added Action "Color From String"</li></ul>
8/12/2013	<ul style="list-style-type: none"><li>• Added "NGUI Set Active Multi"</li></ul>

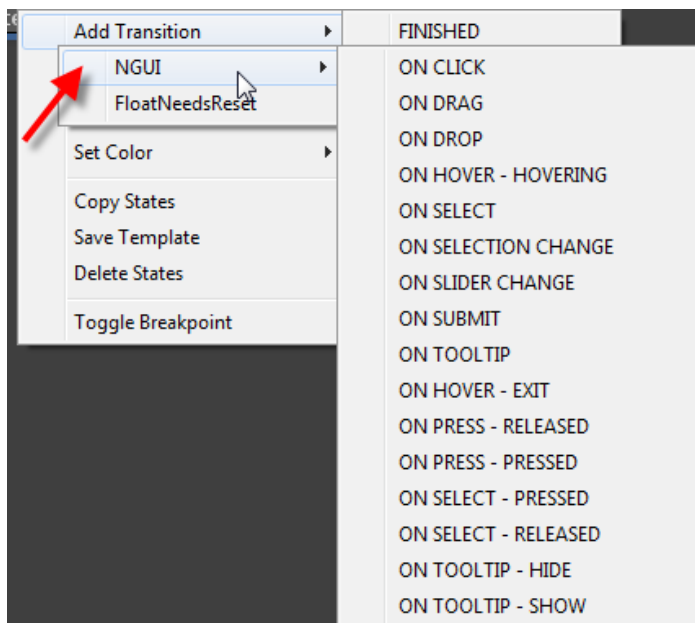
# Playmaker NGUI Scripts

## Quick Start

1. Drag the prefab “Playmaker NGUI Delegates” to the Hierarchy panel
  - a. Playmaker NGUI Scripts \ Prefabs \ Playmaker NGUI Delegates
  - b. This prefab creates all the Playmaker transition events for the NGUI scripts
2. Drag-Drop the “NguiEventForwarder” script to the NGUI item which will host a Playmaker FSM
  - a. Playmaker NGUI Scripts \ Scripts \ NguiEventForwarder
  - b. This script forwards all NGUI events to the FSM actions. Without this script, your FSM will not receive the NGUI event notifications
3. Create a new Playmaker FSM on the NGUI item hosting the “NguiEventForwarder” script
  - a. Note this FSM only responds to events on the selected item. You will need to repeat steps 2 & 3 for each NGUI item you want to handle
4. NGUI Actions for Playmaker are found in the “NGUI” section



5. NGUI transition events are found in the Custom section of the Transitions popup



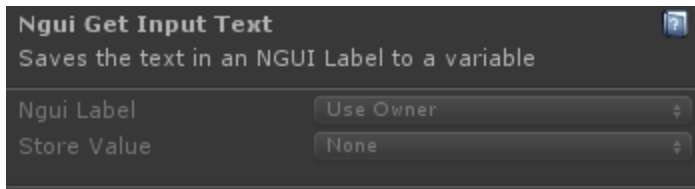
# Playmaker NGUI Scripts

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## Playmaker NGUI Actions

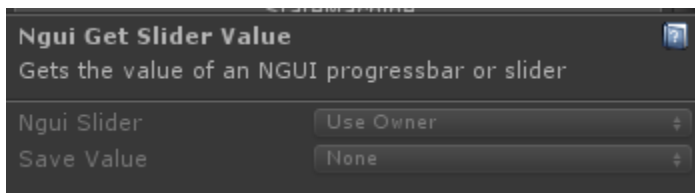
### NGUI Get Input Text

Stores the text value of an NGUI label (UILabel) to a variable



### NGUI Get Slider Value

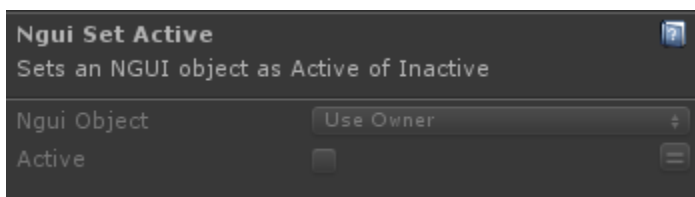
Stores the value of an NGUI Slider or Progressbar to a variable



### NGUI Set Active

Sets an NGUI object as Active or Inactive.

NOTE: Uses NGUI's SetActive, not SetActiveRecursively. This SetActive is the proper method for activating/inactivating NGUI items.

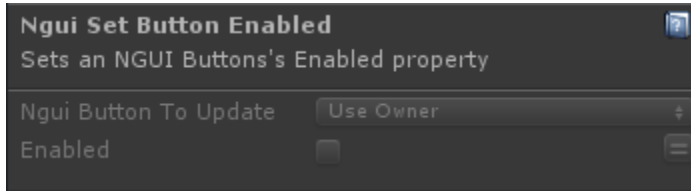


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## NGUI Set Button Enabled

Sets a UIButton or UIImageButton to Enabled property.

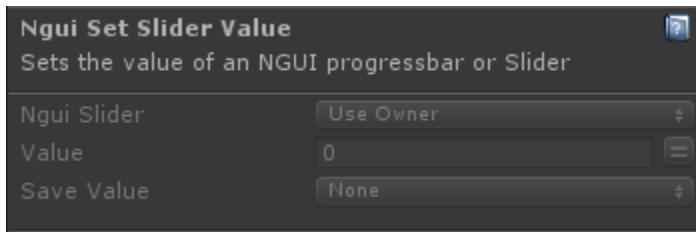


## NGUI Set Slider Value

Sets the value of a Slider or Progressbar.

Can use a static value, or a variable.

Can save the new value to a variable (optional)

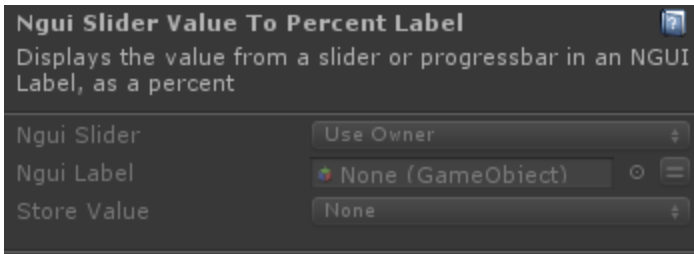


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## NGUI Slider Value to Percent Label

Displays the value from a Slider or Progressbar in an NGUI label, as a percent. For example, a Slider with a value of 1.0 will display as “100%”.



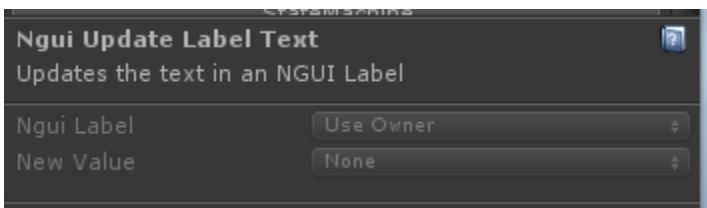
Example:



## NGUI Update Label Text

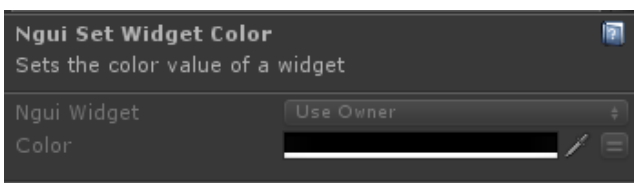
Changes the text in an NGUI Label (UILabel).

Can use a variable or static text.



## NGUI Set Widget Color

Sets the Color property of an NGUI Widget.

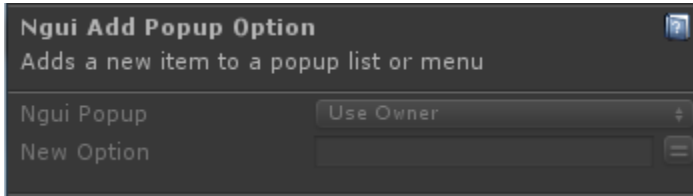


# Playmaker NGUI Scripts

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## NGUI Add Popup Option

Adds a new item to the popup list / menu



## NGUI Set Active Multi

Sets multiple NGUI objects to an active or inactive state

