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# Directory Finder Widget for NGUI

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by  
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Directory Finder Widget is a widget created to NGUI. This is a file explorer which searches folders and files.

You can use to find certain files such as text, xml, audio, video, etc., and save the file path to load the same next time.

## How to use?

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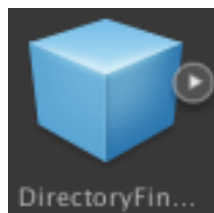
Exist one prefab to use, the DirectoryFinderWidget prefab. This prefab is the widget that you will use.

## Using the prefab

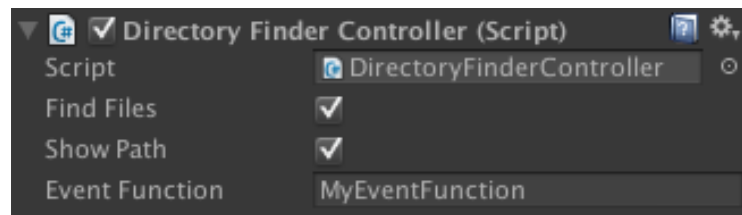
.....

The prefabs are a shortcut to use the widget a very fast way, or to find out how the widget is done and make your own widget with an appearance different and/or with other disposition.t

*DirectoryFinderWidget*



The DirectoryFinderWidget prefab is the window or dialog that you will use in the scene. Has as component the following script.



The DirectoryFinderController script is a controller of the widget, it's very simple. Only you have to worry about three fields. Let me explain you.

- **Find File:** If it wants looking for the files, you mark it.
- **Show Path:** Shows the path on the interface.
- **Event Function:** The event function, to execute the function of your script.

### Getting data from the selected item

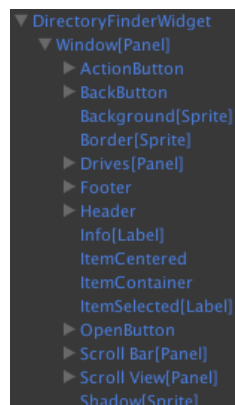
Only are two variables that you need. The ItemName variable, that gets the name of the folder or file selected; and the ItemPath variable, that gets the path absolute of the folder or file selected. The code might look like:

```
string name = GetComponent<DirectoryFinderController>().ItemName;  
string path = GetComponent<DirectoryFinderController>().ItemPath;
```

### How to change the appearance?

If you know to use NGUI, you probably know how to do. But, is important know the structure of the elements that can be changed and avoiding an unwanted mess.

#### *The Hierarchy*



All the elements be found inside the Window[Panel] game object, thus it is easier for usability, and to change the appearance and the elements disposition, without break the hierarchy. In the first place we go to see the labels that you can change.

### *Labels*

#### Title[Label]

Inside the Header game object is the Title[Label] label, this corresponds to the name or title of the window or dialog that currently is "Directory Finder Widget for NGUI". You can change the text of the label.

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#### Info[Label]

This is the information message detailing the cause of dialogue for the player. You can change the text of the label.

#### Label inside Drives UI

This label is located inside the Drives[Panel]/Drives UI/Label hierarchy, it specifies the name of the Drives[Popup List] which shows the drives found in the player's machine. You only can change the label that is inside Drives UI, and not the Label that is inside Drives[Popup List].

#### BackButton, OpenButton and ActionButton

Last, you can change the text of the label elements inside each this buttons.

**Note:** It is not advisable change the text of the labels ItemSelected[Label] and Path[Label] that is inside Footer. Neither the ItemName[Label] label that is inside ItemF0.

Now we go to see what can we to change for using other atlas.

### *Sprites*

#### Background[Sprite]

You can change the color and the sprite with your own NGUI's atlas. This sprite corresponds to dialog background and delimits the widget dimensions. If you need change the widget size, you do it about this game object, because all elements are anchored to him.

### Border[Sprite]

To this appearance is the widget frame and you can change it, and too you can remove it, if your UI style is different.

### Shadow[Sprite]

You can change the appearance or remove it.

### Header

This sprite corresponds to the base of the widget title. You can change the appearance.

### Footer

This sprite corresponds to the path data, that if you not need it, you can hide it, only hide it.

### BackButton, OpenButton, ActionButton and Drives[Popup List]

You can change the colors and the appearance of this interfaces.

### Background and Foreground inside Scroll Bar[Panel]

You can change the colors and the appearance of this interface.

### ItemContainer and ItemCentered

You can change the appearance with your own NGUI's atlas

### ItemF0 inside Scroll View[Panel]

You only can change the colors.

### Checkmark and Hover inside ItemF0

You can change the colors and the appearance.

### FileIcon[Sprite] and FolderIcon[Sprite] inside ItemF0

You can change the colors and the appearance with other icons.

### All labels

You can change the font and the colors, what allows NGUI.

**Note:** New features of the NGUI version 3.5.5 prevent that Directory Finder Widget again be compatible with previous versions is.

*Thank you for buy Directory Finder Widget for NGUI!  
Have fun!*

If you have a question, suggestions or comments, please  
you write to the email: [lara.ems.roman@live.com](mailto:lara.ems.roman@live.com)