Essential UI Kit

1.01

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5.79 MA.SliderPopUp Class Reference . . . 51
5.79.1 Detailed Description . . . 51
5.80 MA.Slot Class Reference . . . 51
5.81 MA.Editor.SpriteSheetEditor Class Reference . . . 52
5.81.1 Detailed Description . . . 52
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5.83 MA.StringOptions Class Reference . . . 52
5.83.1 Detailed Description . . . 52
5.84 StringOptionsDrawer Class Reference . . . 53
5.85 MA.Swipable Class Reference . . . 53
5.86 MA.TextDial Class Reference . . . 53
5.87 MA.TextReveal Class Reference . . . 54
5.87.1 Detailed Description . . . 54
5.88 MA.Toast Class Reference . . . 55
5.89 MA.ToolTip Class Reference . . . 55
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5.94.1 Member Function Documentation . . . 60
5.94.1.1 chainTweens . . . 60
5.94.1.2 playTween . . . 60
5.95 MA.Typer Class Reference . . . 61
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5.96 MA.Editor.UIAnimatorWindow Class Reference . . . 61
5.97 MA.UIMenu Class Reference . . . 61
5.97.1 Detailed Description . . . 62
5.98 MA.UnitySingleton< T > Class Template Reference . . . 62
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Chapter 1

Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

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MA.EaseNTween 14
MA.Editor 14
UnityEngine 14
UnityEngine.EventSystems 15

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

MA.BaseItemMenu< LevelItem > . . . 22
MA.LevelItemMenu . . . 39
MA.ColorWrapper . . . 25
MA.DisplayablePaletteColor . . . 26
EditorWindow
MA.Editor.SpriteSheetEditor . . . 52
MA.Editor.UIAnimatorWindow . . . 61
IBeginDragHandler
MA.DraggableItem . . . 27
MA.EasedDraggableItem . . . 28
MA.ScrollRectController . . . 49
MA.Swipable . . . 53
MA.DraggablePage . . . 27
MA.EasedDraggablePage . . . 28
MA.EasedSwipable . . . 30
IDeselectHandler
MA.InputNavigation . . . 36
MA.ListElementFocusHolder . . . 41
IDragHandler
MA.DraggableItem . . . 27
MA.ResizePanel . . . 47
MA.Swipable . . . 53
IDropHandler
MA.Slot . . . 51
MA.EasedSlot . . . 30
MA.IDroppableItem . . . 33
MA.DraggableItem . . . 27
IEndDragHandler
MA.DraggableItem . . . 27
MA.Swipable . . . 53
IEventSystemHandler
UnityEngine.EventSystems.IChangePage . . . 33
MA.PageController . . . 44
UnityEngine.EventSystems.IgainedItem . . . 34
MA.BaseInventory< T > . . . 21
UnityEngine.EventSystems.ILevelChangeRequest . . . 34
MA.FadingLevelChanger . . . 31

UnityEngine.EventSystems.IListElementSelected . . . 35
MA.ListController . . . 40
MA.ScrollListController . . . 49
UnityEngine.EventSystems.IlostItem . . . 35
MA.BaseInventory< T > . . . 21
MA.IItemDropTarget . . . 34
MA.Slot . . . 51
MA.IMenuTransition . . . 35
MA.AnimatorTransition . . . 20
MA.CanvasGroupTransition . . . 23
MA.TransformTransition . . . 57
MA.IModal . . . 36
MA.AnimatorModal . . . 18
MA.AnimatorToast . . . 19
MA.IToast . . . 38
MA.AnimatorToast . . . 19
MA.IPage . . . 37
MA.DraggablePage . . . 27
MA.EasedPage . . . 29
IPointerClickHandler
MA.CenterOnClick . . . 24
IPointerDownHandler
MA.ResizePanel . . . 47
MA.SliderPopUp . . . 51
IPointerEnterHandler
MA.ToolTipTarget . . . 56
IPointerExitHandler
MA.ToolTipTarget . . . 56
IPointerUpHandler
MA.SliderPopUp . . . 51
ISelectHandler
MA.InputNavigation . . . 36
MA.ListElementFocusHolder . . . 41
MA.IStatusChanged . . . 38
MA.AnimatorPageIndexDisplay . . . 19
MA.RememberPage . . . 46
MA.MBoundsCheck . . . 41
MA.DraggablePage . . . 27
MA.ScrollListController . . . 49
MA.MNumberFormat . . . 42
MA.SliderPopUp . . . 51
MA.TextDial . . . 53
MA.Modal . . . 42
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MA.AbstractInputValidator . . . 17
MA.OddValidator . . . 43
MA.RegexValidator . . . 45
MA.AnimatorModal . . . 18
MA.AnimatorPageIndexDisplay . . . 19
MA.AnimatorTransition . . . 20
MA.BaseItemMenu< T > . . . 22
MA.BaseInventory< T > . . . 21
MA.CanvasGroupTransition . . . 23
MA.CenterOnClick . . . 24
MA.Dial . . . 25

MA.TextDial . . . 53
MA.DraggableItem . . . 27
MA.EasedPage . . . 29
MA.FadingLevelChanger . . . 31
MA.ImageFillEaser . . . 35
MA.InputNavigation . . . 36
MA.InputValidation . . . 36
MA.AnimatorInputValidation . . . 18
MA.ColorInputValidation . . . 24
MA.KeyCodeEvent . . . 38
MA.LevelBaseItem . . . 38
MA.LevelItem . . . 39
MA.LevelChangeButton . . . 39
MA.LevelMenuHelper . . . 40
MA.ListController . . . 40
MA.ListElementFocusHolder . . . 41
MA.PageController . . . 44
MA.PageSwitcher . . . 44
MA.Pagination . . . 45
MA.RememberPage . . . 46
MA.ResizePanel . . . 47
MA.ReturnController . . . 47
MA.ScrollRectController . . . 49
MA.SetAnimatorBool . . . 50
MA.SliderPopUp . . . 51
MA.Slot . . . 51
MA.SpriteSwapToggle . . . 52
MA.Swipable . . . 53
MA.TextReveal . . . 54
MA.NumberReveal . . . 43
MA.RandomCharReveal . . . 45
MA.ToolTip . . . 55
MA.AnimatorToolTip . . . 19
MA.ToolTipTarget . . . 56
MA.TransformTransition . . . 57
MA.Typer . . . 61
MA.UIMenu . . . 61
MA.UnitySingleton< T > . . . 62
PropertyAttribute
GetOrAddComponent . . . 32
RequireDependencies . . . 46
PropertyDrawer
DisplayablePaletteColorDrawer . . . 26
MA.Editor.GetOrAddComponentDrawer . . . 33
MA.Editor.RequireDependenciesDrawer . . . 47
StringOptionsDrawer . . . 53
ScriptableObject
ColorScheme . . . 25
Selectable
MA.ListElement . . . 41
MA.ExpandableListElement . . . 31
MA.AnimatorExpandableListElement . . . 17
MA.EasedExpandableListElement . . . 29
StateMachineBehaviour
MA.GameObjectDeactivator . . . 32
MA.StringOptions . . . 52
MA.Toast . . . 55
MA.EaseNTween.Tween . . . 57

UIBehaviour
MA.CanvasElement3D 23
MA.UnitySingleton< ModalManager > 62
MA.ModalManager 42
MA.UnitySingleton< NotificationManager > 62
MA.NotificationManager 42
MA.UnitySingleton< Scheduler > 62
MA.Scheduler 47
MA.UnitySingleton< SimpleFader > 62
MA.SimpleFader 50
MA.UnitySingleton< ToolTipManager > 62
MA.ToolTipManager 56
MA.UnitySingleton< TweenManager > 62
MA.EaseNTween.TweenManager 60

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

MA.AbstractInputValidator . . . 17
MA.AnimatorExpandableListElement . . . 17
MA.AnimatorInputValidation . . . 18
MA.AnimatorModal . . . 18
MA.AnimatorPageIndexDisplay . . . 19
MA.AnimatorToast
Animator toast. Hides an Displays a Toast using the Animator. . . . 19
MA.AnimatorToolTip
Animator tool tip, handles the showing and hiding of the toolTip via the Animator . . . 19
MA.AnimatorTransition
Uses the Animator for UI Animations . . . 20
MA.BaseInventory< T >
Base inventory. Manages Inventory Items of type T (Storing References, Accepting or Refusing new Items, Connecting Slots (Implementing IItemDropTarget) with Items (with a Component implementing IDroppableItem)). The Slots should be children of the Inventory. . . . 21
MA.BaseItemMenu< T >
Base item menu. Backed up by a Dictionary of provided Type T (derived from Component). Keys are the Instance Ids of the Gameobjects associated with the Component T. The instance IDs will furthermore be accessible under the name of the GameObject they were registered with . . . 22
MA.CanvasElement3D
This Component takes care of scaling a (child) 3D Object with a Mesh Renderer to fit a Rect Transform. The 3D Object will be uniformly scaled and can either fit the height, width or bounds of the parent Rect Transform . . . 23
MA.CanvasGroupTransition . . . 23
MA.CenterOnClick
Works with a ScrollRectController to center the ScrollRect viewport on this GameObject when clicked on . . . 24
MA.ColorInputValidation . . . 24
ColorScheme . . . 25
MA.ColorWrapper . . . 25
MA.Dial
Dial. Showing progress between a min and a max value via the fillAmount of an Image . . . 25
MA.DisplayablePaletteColor
Displayable palette color. A class with a Custom Drawer to Choose from a Color from all Color Palettes in the asset folder. Implicitly convertible to Color . . . 26
DisplayablePaletteColorDrawer . . . 26
MA.DraggableItem . . . 27
MA.DraggablePage . . . 27

MA.EasedDraggableItem . . . 28
MA.EasedDraggablePage . . . 28
MA.EasedExpandableListElement . . . 29
MA.EasedPage . . . 29
MA.EasedSlot . . . 30
MA.EasedSwipable . . . 30
MA.ExpandableListElement . . . 31
MA.FadingLevelChanger . . . 31
MA.GameObjectDeactivator
Game object deactivator. Deactivates a gameObject based on the Animator State it's Animator is in without constantly checking the Animator State or Transition Info. Used by the Animator Toast for Example . . . 32
GetOrAddComponent
Gets the declared Component or adds one if none is present on the GameObject (or its children and parent when lookInChildren or lookInParent is set to true) Only works if the property field is serialized (public or decorated with the SerializeField Attribute) . . . 32
MA.Editor.GetOrAddComponentDrawer . . . 33
UnityEngine.EventSystems.IChangePage . . . 33
MA.IDroppableItem . . . 33
UnityEngine.EventSystems.IgainedItem . . . 34
MA.IItemDropTarget . . . 34
UnityEngine.EventSystems.ILevelChangeRequest . . . 34
UnityEngine.EventSystems.IListElementSelected . . . 35
UnityEngine.EventSystems.IlostItem . . . 35
MA.ImageFillEaser . . . 35
MA.IMenuTransition . . . 35
MA.IModal . . . 36
MA.InputNavigation . . . 36
MA.InputValidation . . . 36
MA.IPage . . . 37
MA.IStatusChanged . . . 38
MA.IToast . . . 38
MA.KeyCodeEvent . . . 38
MA.LevelBaseItem . . . 38
MA.LevelChangeButton
Level change button. Triggers the changeLevelTo function on a Component implementing ILevelChangeRequest higher in the Hierarchy . . . 39
MA.LevelItem . . . 39
MA.LevelItemMenu . . . 39
MA.LevelMenuHelper . . . 40
MA.ListController
List controller. A List can have one of it's Children selected and hold's a Reference to the last selected Element. . . . 40
MA.ListElement . . . 41
MA.ListElementFocusHolder
List element focus holder. Propagates Select and Deselect Elements of an Selectable inside (as a Child) an List Element upwards so that a selected List Element doesn't lose Focus . . . 41
MA.MBoundsCheck . . . 41
MA.MNumberFormat . . . 42
MA.Modal . . . 42
MA.ModalManager
Modal manager. Add to Scene and add Modal Prefabs. The Names (which should be unique) can then be used to display or modify the Modal at runtime later. . . . 42
MA.NotificationManager . . . 42
MA.NumberReveal . . . 43
MA.OddValidator . . . 43

MA.PageController
Controller for Children Pages (implementing IPage). Switches Pages between an Active and two inactive(Off Screen) States. Can also be used to access the current page index and total amount of pages . . . 44
MA.PageSwitcher . . . 44
MA.Pagination . . . 45
MA.RandomCharReveal . . . 45
MA.RegexValidator . . . 45
MA.RememberPage . . . 46
RequireDependencies
Require dependencies. Displays a Warning if the GameObject doesn't have all of the Components specified and lists which are missing. . . . 46
MA.Editor.RequireDependenciesDrawer . . . 47
MA.ResizePanel
Resize panel. Taken from Unity UI Samples almost unmodified except for the Scroll direction adjustment according to the Pivot of the Rect. Resizing is always away from the Pivot . . . 47
MA.ReturnController
Using Keys to return to the next higher Menu from the current Menu . . . 47
MA.Scheduler
Scheduler. A class for managing recurring Tasks in arbitrary invervals or scheduling future Actions . . . 47
MA.ScrollListController
Calculates the appropriate Scrollposition for a list inside a ScrollRect. Can be used with a ScrollRectController to bring the selected Element smoothly into focus. . . . 49
MA.ScrollRectController
Scroll rect controller. Can be used to bring something inside a ScrollRect into focus . . . 49
MA.SetAnimatorBool . . . 50
MA.SimpleFader . . . 50
MA.SliderPopUp
Slider pop up. Expects a Text Component somewhere as a child of the Slider, usually as a child of the Handle . . . 51
MA.Slot . . . 51
MA.Editor.SpriteSheetEditor
Sprite Sheet Editor. Use Case is primarly creation of Sprite Sheets from even numbered amounts of PNG image Sequences into a Power of 2 Spritesheet for Animation. . . . 52
MA.SpriteSwapToggle . . . 52
MA.StringOptions
String options. Shows an enum Field with the displaynames and sets the choice to the corresponding value. Can be implicitly converted to the chosen string. If ownChoice is set to true . . . 52
StringOptionsDrawer . . . 53
MA.Swipable . . . 53
MA.TextDial . . . 53
MA.TextReveal
Replaces the text on a Text Component with random Numbers. Then gradually reveals the text while replacing the numbers with the string Character after Character. . . . 54
MA.Toast . . . 55
MA.ToolTip
Tool tip. Simple class for displaying tooltips. Registers with TooltipManager Singleton and can be acessed via it's toolTipName Property from there. . . . 55
MA.ToolTipManager
Access Point for showing tooltips. The tooltips can be accessed via the Singleton instance of this class. . . . 56
MA.ToolTipTarget
Tool tip target. Put this script on any UI Element that you want to show a Tooltip. The tooltipPosition transform will determine the placement of the Tooltip with it's position and pivot (which will allow for finer control of the relative placement of the Tooltip) . . . 56
MA.TransformTransition . . . 57
MA.EaseNTween.Tween . . . 57

MA.EaseNTween.TweenManager 60
MA.Typer
Typing effect for UI Text Component 61
MA.Editor.UIAnimatorWindow 61
MA.UIMenu
A Menu which transitions to another UI Menu using the ITransitionMenu Components on the Gameobject. Events will be called when the Menu opens or closes. 61
MA.UnitySingleton< T >
Unity singleton. A Monobehaviour variant of the Singleton Pattern 62

Chapter 4

Namespace Documentation

4.1 Package MA

Namespaces

- package EaseNTween
- package Editor

Classes

- class AbstractInputValidator
- class AnimatorExpandableListElement
- class AnimatorInputValidation
- class AnimatorModal
- class AnimatorPageIndexDisplay
- class AnimatorToast

  Animator toast. Hides an Displays a Toast using the Animator.
- class AnimatorToolTip

  Animator tool tip, handles the showing and hiding of the toolTip via the Animator
- class AnimatorTransition

  Uses the Animator for UI Animations
- class BaseInventory

  Base inventory. Manages Inventory Items of type T (Storing References, Accepting or Refusing new Items, Connecting Slots (Implementing IItemDropTarget) with Items (with a Component implementing IDroppableItem)). The Slots should be children of the Inventory.
- class BaseItemMenu

  Base item menu. Backed up by a Dictionary of provided Type T (derived from Component). Keys are the Instance Ids of the Gameobjects associated with the Component T. The instance IDs will furthermore be accessible under the name of the GameObject they were registered with
- class CanvasElement3D

  This Component takes care of scaling a (child) 3D Object with a Mesh Renderer to fit a Rect Transform. The 3D Object will be uniformly scaled and can either fit the height, width or bounds of the parent Rect Transform
- class CanvasGroupTransition
- class CenterOnClick

  Works with a ScrollRectController to center the ScrollRect viewport on this GameObject when clicked on
- class ColorInputValidation
- class ColorWrapper
- class Dial

  Dial. Showing progress between a min and a max value via the fillAmount of an Image

- class DisplayablePaletteColor

  Displayable palette color. A class with a Custom Drawer to Choose from a Color from all Color Palettes in the asset folder. Implicitly convertible to Color
- class DraggableItem
- class DraggablePage
- class EasedDraggableItem
- class EasedDraggablePage
- class EasedExpandableListElement
- class EasedPage
- class EasedSlot
- class EasedSwipable
- class ExpandableListElement
- class **ExtensionMethods**
- class FadingLevelChanger
- class GameObjectDeactivator

  Game object deactivator. Deactivates a gameObject based on the Animator State it's Animator is in without constantly checking the Animator State or Transition Info. Used by the Animator Toast for Example
- interface IDroppableItem
- interface IItemDropTarget
- class ImageFillEaser
- interface IMenuTransition
- interface IModal
- class InputNavigation
- class InputValidation
- interface IPage
- interface IStatusChanged
- interface IToast
- class KeyCodeEvent
- class LevelBaseItem
- class LevelChangeButton

  Level change button. Triggers the changeLevelTo function on a Component implementing ILevelChangeRequest higher in the Hierarchy
- class LevelItem
- class LevelItemMenu
- class LevelMenuHelper
- class ListController

  List controller. A List can have one of it's Children selected and hold's a Reference to the last selected Element.
- class ListElement
- class ListElementFocusHolder

  List element focus holder. Propagates Select and Deselect Elements of an Selectable inside (as a Child) an List Element upwards so that a selected List Element doesn't lose Focus
- interface MBoundsCheck
- class **MBoundsCheckImpl**
- interface MNumberFormat
- class **MNumberFormatImpl**
- class Modal
- class ModalManager

  Modal manager. Add to Scene and add Modal Prefabs. The Names (which should be unique) can then be used to display or modify the Modal at runtime later.
- class NotificationManager
- class NumberReveal
- class OddValidator
- class PageController

Controller for Children Pages (implementing IPage). Switches Pages between an Active and two inactive(Off Screen) States. Can also be used to access the current page index and total amount of pages.

- class PageSwitcher
- class Pagination
- class RandomCharReveal
- class RegexValidator
- class RememberPage
- class ResizePanel

  Resize panel. Taken from Unity UI Samples almost unmodified except for the Scroll direction adjustment according to the Pivot of the Rect. Resizing is always away from the Pivot
- class ReturnController

  Using Keys to return to the next higher Menu from the current Menu
- class Scheduler

  Scheduler. A class for managing recurring Tasks in arbitrary invervals or scheduling future Actions
- class ScrollListController

  Calculates the appropriate Scrollposition for a list inside a ScrollRect. Can be used with a ScrollRectController to bring the selected Element smoothly into focus.
- class ScrollRectController

  Scroll rect controller. Can be used to bring something inside a ScrollRect into focus
- class SetAnimatorBool
- class SimpleFader
- class SliderPopUp

  Slider pop up. Expects a Text Component somewhere as a child of the Slider, usually as a child of the Handle
- class Slot
- class SpriteSwapToggle
- class StringOptions

  String options. Shows an enum Field with the displaynames and sets the choice to the corresponding value. Can be implicitly converted to the chosen string. If ownChoice is set to true
- class Swipable
- class TextDial
- class TextReveal

  Replaces the text on a Text Component with random Numbers. Then gradually reveals the text while replacing the numbers with the string Character after Character.
- class Toast
- class ToolTip

  Tool tip. Simple class for displaying tooltips. Registers with TooltipManager Singleton and can be acessed via it's toolTipName Property from there.
- class ToolTipManager

  Access Point for showing tooltips. The tooltips can be accessed via the Singleton instance of this class.
- class ToolTipTarget

  Tool tip target. Put this script on any UI Element that you want to show a Tooltip. The tooltipPosition transform will determine the placement of the Tooltip with it's position and pivot (which will allow for finer control of the relative placement of the Tooltip)
- class TransformTransition
- class Typer

  Typing effect for UI Text Component
- class UIMenu

  A Menu which transitions to another UI Menu using the ITransitionMenu Components on the Gameobject. Events will be called when the Menu opens or closes.
- class UnitySingleton

  Unity singleton. A Monobehaviour variant of the Singleton Pattern

Enumerations

- enum **TransformProperty** { **Position**, **Scale**, **Rotation** }

4.2 Package MA.EaseNTween

Classes

- class **Easing**

  Easing Functions
- class **ExtensionMethods**
- class Tween
- class TweenManager

Enumerations

- enum EasingTypes {
  Linear, **QuadraticIn**, **QuadraticOut**, **QuadraticInOut**,
  QuarticIn, **QuarticOut**, **QuarticInOut**, **QuinticIn**,
  QuinticOut, **QuinticInOut**, **CubicIn**, **CubicOut**,
  CubicInOut, **ExponentialIn**, **ExponentialOut**, **ExponentialInOut**,
  CircularIn, **CircularOut**, **CircularInOut**, **SinusoidalIn**,
  SinusoidalOut, **SinusoidalInOut**, **ElasticIn**, **ElasticOut**,
  ElasticInOut, **BounceIn**, **BounceOut**, **BounceInOut**,
  BackIn, **BackOut**, **BackInOut** }

  The Easing Types to choose From

4.2.1 Enumeration Type Documentation

4.2.1.1 enum MA.EaseNTween.EasingTypes

The Easing Types to choose From

4.3 Package MA.Editor

Classes

- class GetOrAddComponentDrawer
- class RequireDependenciesDrawer
- class SpriteSheetEditor

  Sprite Sheet Editor. Use Case is primarly creation of Sprite Sheets from even numbered amounts of PNG image Sequences into a Power of 2 Spritesheet for Animation.
- class UIAnimatorWindow

4.4 Package UnityEngine

Namespaces

- package EventSystems

4.5 Package UnityEngine.EventSystems

Classes

- interface IChangePage
- interface IgainedItem
- interface ILevelChangeRequest
- interface IListElementSelected
- interface IlostItem

Chapter 5

Class Documentation

5.1 MA.AbstractInputValidator Class Reference

Inherits MonoBehaviour.

Inherited by MA.OddValidator, and MA.RegexValidator.

Public Member Functions

- virtual bool **validateInput** (string input)

Public Attributes

- string **failurmessage**

The documentation for this class was generated from the following file:

- AbstractInputValidator.cs

5.2 MA.AnimatorExpandableListElement Class Reference

Inherits MA.ExpandableListElement.

Protected Member Functions

- override void **Awake** ()
- override void **contract** ()
- override void **expand** ()

Protected Attributes

- int **boolID**

Additional Inherited Members

The documentation for this class was generated from the following file:

- AnimatorExpandableListElement.cs

5.3 MA.AnimatorInputValidation Class Reference

Inherits MA.InputValidation.

Protected Member Functions

- override void **Awake** ()
- override void **handleInputFailure** (string failuremessage)
- override void **handleInputSuccess** ()

Protected Attributes

- Animator **anim**
- string **AnimatorBoolAlias**

Additional Inherited Members

The documentation for this class was generated from the following file:

- AnimatorInputValidation.cs

5.4 MA.AnimatorModal Class Reference

Inherits MonoBehaviour, and MA.IModal.

Inherited by MA.AnimatorToast.

Public Member Functions

- virtual void **display** ()
- void **ModifyModal** (string text)
- void **ModifyModal** (string text, System.Action onAccept, bool overwriteCallbacks=false)
- void **ModifyModal** (string question, System.Action onAccept, System.Action onRefuse, bool overwrite↩ Callbacks=false)
- void **ModifyModal** (System.Action onCancel, bool overwriteCallbacks=false)
- void **ModifyModal** (string[ ] texts, bool overwriteCallbacks, params System.Action[ ] actions)
- void **setupHeader** (string headline)
- void **ModifyModalImage** (Sprite image)
- virtual void **hide** ()

Public Attributes

- Button **acceptButton**

Properties

- GameObject **modalObject** `[get, set]`

The documentation for this class was generated from the following file:

- AnimatorModal.cs

5.5 MA.AnimatorPageIndexDisplay Class Reference

Inherits MonoBehaviour, and MA.IStatusChanged.

Public Member Functions

- void **initialize** ()
- void **statusChanged** (int newStatus)

The documentation for this class was generated from the following file:

- AnimatorPageIndexDisplay.cs

5.6 MA.AnimatorToast Class Reference

Animator toast. Hides an Displays a Toast using the Animator.

Inherits MA.AnimatorModal, and MA.IToast.

Public Member Functions

- void **changeModalText** (Sprite image)
- void **hide** (float seconds)
- override void **display** ()
- override void **hide** ()

Protected Attributes

- Image **toastImage**
- Coroutine **hideRoutine**
- float **hideTime**
- bool **showing** = false

Properties

- bool **IsShowing** `[get]`

Additional Inherited Members

5.6.1 Detailed Description

Animator toast. Hides an Displays a Toast using the Animator.

The documentation for this class was generated from the following file:

- AnimatorToast.cs

5.7 MA.AnimatorToolTip Class Reference

Animator tool tip, handles the showing and hiding of the toolTip via the Animator

Inherits MA.ToolTip.

Public Member Functions

- override void show (RectTransform target)

  Shows the tooltip at the targetPosition with the pivot of the target. Override for a Tooltip Pop-Up with effects
- override void **hide** ()

Protected Member Functions

- override void **Awake** ()

Protected Attributes

- string **animatorBoolAlias**
- Animator **animator**

Additional Inherited Members

5.7.1 Detailed Description

Animator tool tip, handles the showing and hiding of the toolTip via the Animator

5.7.2 Member Function Documentation

5.7.2.1 override void MA.AnimatorToolTip.show (RectTransform *target*) [virtual]

Shows the tooltip at the targetPosition with the pivot of the target. Override for a Tooltip Pop-Up with effects

Parameters

target	Target.

Reimplemented from MA.ToolTip.

The documentation for this class was generated from the following file:

- AnimatorToolTip.cs

5.8 MA.AnimatorTransition Class Reference

Uses the Animator for UI Animations

Inherits MonoBehaviour, and MA.IMenuTransition.

Public Member Functions

- void **closeAnimation** (System.Action onFinished)
- void **openAnimation** (System.Action onFinished)

Properties

- float **length** [get]

5.8.1 Detailed Description

Uses the Animator for UI Animations

The documentation for this class was generated from the following file:

- AnimatorTransition.cs

5.9 MA.BaseInventory< T > Class Template Reference

Base inventory. Manages Inventory Items of type T (Storing References, Accepting or Refusing new Items, Connecting Slots (Implementing IItemDropTarget) with Items (with a Component implementing IDroppableItem)). The Slots should be children of the Inventory.

Inherits MA.BaseItemMenu< T >, UnityEngine.EventSystems.IgainedItem, and UnityEngine.EventSystems.IlostItem.

Public Member Functions

- void **gainedItem** (IDroppableItem item, IItemDropTarget slotTarget)
- void **lostItem** (IDroppableItem item)

Protected Member Functions

- virtual void **Awake** ()
- virtual void addedNewItem (T newItem)

  Overrides of this function will be called whenever there is a new item added to the Inventory
- virtual void lostItem ()

  Overrides of this function will be called whenever an item is lost

Additional Inherited Members

5.9.1 Detailed Description

Base inventory. Manages Inventory Items of type T (Storing References, Accepting or Refusing new Items, Connecting Slots (Implementing IItemDropTarget) with Items (with a Component implementing IDroppableItem)). The Slots should be children of the Inventory.

Type Constraints

T* : *Component

5.9.2 Member Function Documentation

5.9.2.1 virtual void MA.BaseInventory< T >.addedNewItem (T *newItem*) [protected], [virtual]

Overrides of this function will be called whenever there is a new item added to the Inventory

Parameters

newItem	New item.

5.9.2.2 virtual void MA.BaseInventory< T >.lostItem ( ) [protected], [virtual]

Overrides of this function will be called whenever an item is lost

The documentation for this class was generated from the following file:

- BaseInventory.cs

5.10 MA.BaseItemMenu< T > Class Template Reference

Base item menu. Backed up by a Dictionary of provided Type T (derived from Component). Keys are the Instance Ids of the Gameobjects associated with the Component T. The instance IDs will furthermore be accessible under the name of the GameObject they were registered with

Inherits MonoBehaviour.

Inherited by MA.BaseInventory< T >.

Public Member Functions

- bool **itemExists** (string name)
- bool **itemExists** (int id)
- bool **anyItemExists** (params string[ ] names)
- bool **removeAllItemsWithName** (string name, bool onlyDeactivate=true)
- bool **removeItem** (int id)
- T **getItem** (string name)
- T **getItem** (int id)
- List< T > **getAllItems** (string name)

Protected Member Functions

- void **registerChildrenAsItems** ()
- virtual void **disposeOfItem** (T item)
- bool registerItem (T item)

  Registers the item with the Component instance ID

Protected Attributes

- Dictionary< int, T > **items** = new Dictionary<int, T>()
- Dictionary< string, List< int > > **nameLookUp** = new Dictionary<string, List<int>>()

5.10.1 Detailed Description

Base item menu. Backed up by a Dictionary of provided Type T (derived from Component). Keys are the Instance Ids of the Gameobjects associated with the Component T. The instance IDs will furthermore be accessible under the name of the GameObject they were registered with

Type Constraints

T* : *Component

5.10.2 Member Function Documentation

5.10.2.1 bool MA.BaseItemMenu< T >.registerItem (T *item*) [protected]

Registers the item with the Component instance ID

Returns

`true`, if item was registered, `false` otherwise.

Parameters

item	Item.

The documentation for this class was generated from the following file:

- BaseItemMenu.cs

5.11 MA.CanvasElement3D Class Reference

This Component takes care of scaling a (child) 3D Object with a Mesh Renderer to fit a Rect Transform. The 3D Object will be uniformly scaled and can either fit the height, width or bounds of the parent Rect Transform

Inherits UIBehaviour.

Public Member Functions

- void **initialize** ()
- void **scaleMesh** ()
- float **fittingScaleFactor** ()

Public Attributes

- bool **autoUpdate** = true
- bool **eased** = true
- Transform **meshtransform**

Protected Member Functions

- override void **Awake** ()
- override void **OnRectTransformDimensionsChange** ()

5.11.1 Detailed Description

This Component takes care of scaling a (child) 3D Object with a Mesh Renderer to fit a Rect Transform. The 3D Object will be uniformly scaled and can either fit the height, width or bounds of the parent Rect Transform

The documentation for this class was generated from the following file:

- CanvasElement3D.cs

5.12 MA.CanvasGroupTransition Class Reference

Inherits MonoBehaviour, and MA.IMenuTransition.

Public Member Functions

- void **openAnimation** (Action onFinished)
- void **closeAnimation** (Action onFinished)

Public Attributes

- float **animationLength** = 1f

Properties

- float **length** `[get, set]`

The documentation for this class was generated from the following file:

- CanvasGroupTransition.cs

5.13 MA.CenterOnClick Class Reference

Works with a ScrollRectController to center the ScrollRect viewport on this GameObject when clicked on

Inherits MonoBehaviour, and IPointerClickHandler.

Public Member Functions

- void **OnPointerClick** (PointerEventData eventData)

5.13.1 Detailed Description

Works with a ScrollRectController to center the ScrollRect viewport on this GameObject when clicked on

The documentation for this class was generated from the following file:

- CenterOnClick.cs

5.14 MA.ColorInputValidation Class Reference

Inherits MA.InputValidation.

Protected Member Functions

- override void **Awake** ()
- override void **handleInputFailure** (string failuremessage)
- override void **handleInputSuccess** ()

Protected Attributes

- Image **imageToColor**
- Color **failureColor** = Color.red

Additional Inherited Members

The documentation for this class was generated from the following file:

- ColorInputValidation.cs

5.15 ColorScheme Class Reference

Inherits ScriptableObject.

Public Attributes

- MA.ColorWrapper[ ] **colors**

The documentation for this class was generated from the following file:

- ColorScheme.cs

5.16 MA.ColorWrapper Class Reference

Public Attributes

- string **m_ColorName**
- Color32 **m_color** = Color.white

The documentation for this class was generated from the following file:

- ColorScheme.cs

5.17 MA.Dial Class Reference

Dial. Showing progress between a min and a max value via the fillAmount of an Image

Inherits MonoBehaviour.

Inherited by MA.TextDial.

Public Member Functions

- virtual void **displayProgress** ()

Public Attributes

- float **value**

Protected Member Functions

- virtual void **Start** ()

Protected Attributes

- Image **image**
- bool **eased** = false
- EasingTypes **easing** = EasingTypes.QuarticIn
- float **animationLength** = 0.2f

Properties

- float **Factor** `[get]`
- float **Value** `[get, set]`

5.17.1 Detailed Description

Dial. Showing progress between a min and a max value via the fillAmount of an Image

The documentation for this class was generated from the following file:

- Dial.cs

5.18 MA.DisplayablePaletteColor Class Reference

Displayable palette color. A class with a Custom Drawer to Choose from a Color from all Color Palettes in the asset folder. Implicitly convertible to Color

Static Public Member Functions

- static implicit **operator Color** (DisplayablePaletteColor d)

Public Attributes

- string **colorname** = ""
- Color32 **color** = Color.white

5.18.1 Detailed Description

Displayable palette color. A class with a Custom Drawer to Choose from a Color from all Color Palettes in the asset folder. Implicitly convertible to Color

The documentation for this class was generated from the following file:

- DisplayablePaletteColor.cs

5.19 DisplayablePaletteColorDrawer Class Reference

Inherits PropertyDrawer.

Public Member Functions

- override void **OnGUI** (Rect position, SerializedProperty property, GUIContent label)
- override float **GetPropertyHeight** (SerializedProperty property, GUIContent label)

The documentation for this class was generated from the following file:

- DisplayablePaletteColorDrawer.cs

5.20 MA.DraggableItem Class Reference

Inherits MonoBehaviour, IBeginDragHandler, IDragHandler, IEndDragHandler, and MA.IDroppableItem.

Inherited by MA.EasedDraggableItem.

Public Member Functions

- void **OnBeginDrag** (PointerEventData eventData)
- void **OnDrag** (PointerEventData eventData)
- void **OnEndDrag** (PointerEventData eventData)
- virtual void **returnToPrevious** ()

Protected Member Functions

- void **Awake** ()

Protected Attributes

- Vector2 **previousPosition**
- Canvas **canvas**
- CanvasGroup **canvasgroup**
- Transform **previousHolder**

Properties

- GameObject **holdingObject** `[get]`
- GameObject **previousParent** `[get]`
- bool **blocked** `[get, set]`

The documentation for this class was generated from the following file:

- DraggableItem.cs

5.21 MA.DraggablePage Class Reference

Inherits MA.Swipable, MA.IPage, and MA.MBoundsCheck.

Inherited by MA.EasedDraggablePage.

Public Member Functions

- override void **OnEndDrag** (PointerEventData eventData)
- virtual void **leaveUpOrRight** ()
- virtual void **leaveDownOrLeft** ()
- virtual void **enterUpOrRight** ()
- virtual void **enterDownOrLeft** ()
- virtual void **returnToMiddle** ()
- virtual void **onBecameActive** ()
- virtual void **onBecameInactive** ()

Public Attributes

- UnityEvent **OnActivation**

Protected Member Functions

- virtual void **Awake** ()
- override bool **boundsCheck** ()

Protected Attributes

- PageController **controller**

Properties

- GameObject **pageObject** `[get]`

The documentation for this class was generated from the following file:

- DraggablePage.cs

5.22 MA.EasedDraggableItem Class Reference

Inherits MA.DraggableItem.

Public Member Functions

- override void **returnToPrevious** ()

Additional Inherited Members

The documentation for this class was generated from the following file:

- EasedDraggableItem.cs

5.23 MA.EasedDraggablePage Class Reference

Inherits MA.DraggablePage.

Public Member Functions

- override void **leaveDownOrLeft** ()
- override void **leaveUpOrRight** ()
- override void **enterDownOrLeft** ()
- override void **enterUpOrRight** ()
- override void **returnToMiddle** ()

Protected Member Functions

- override void **returnToPrevious** (Vector2 oldPosition)

Additional Inherited Members

The documentation for this class was generated from the following file:

- EasedDraggablePage.cs

5.24 MA.EasedExpandableListElement Class Reference

Inherits MA.ExpandableListElement.

Protected Member Functions

- override void **Awake** ()
- override void **expand** ()
- override void **contract** ()

Additional Inherited Members

The documentation for this class was generated from the following file:

- EasedExpandableListElement.cs

5.25 MA.EasedPage Class Reference

Inherits MonoBehaviour, and MA.IPage.

Public Member Functions

- void **leaveUpOrRight** ()
- void **enterUpOrRight** ()
- void **leaveDownOrLeft** ()
- void **enterDownOrLeft** ()
- void **returnToMiddle** ()
- void **onBecameActive** ()
- void **onBecameInactive** ()

Public Attributes

- UnityEvent **OnActivation**

Protected Attributes

- PageController **controller**
- float **animationLength** = 0.5f
- EasingTypes **easing**

Properties

- GameObject **pageObject** `[get]`

The documentation for this class was generated from the following file:

- EasedPage.cs

5.26 MA.EasedSlot Class Reference

Inherits MA.Slot.

Public Member Functions

- override void **MoveToSlot** (IDroppableItem drop)

Additional Inherited Members

The documentation for this class was generated from the following file:

- EasedSlot.cs

5.27 MA.EasedSwipable Class Reference

Inherits MA.Swipable.

Protected Member Functions

- override void **returnToPrevious** (Vector2 oldPosition)
- override bool **boundsCheck** ()
- bool **boundsCheck** (out float relativeDistance)
- override void **disposeOf** ()
- override void **visualizeDrag** ()

Protected Attributes

- EasingTypes **easing** = EasingTypes.ElasticOut
- float **swipeDistanceThreshold** = 0.5f

Additional Inherited Members

The documentation for this class was generated from the following file:

- EasedSwipable.cs

5.28 MA.ExpandableListElement Class Reference

Inherits MA.ListElement.

Inherited by MA.AnimatorExpandableListElement, and MA.EasedExpandableListElement.

Public Member Functions

- override void **OnSelect** (BaseEventData data)
- override void **OnDeselect** (BaseEventData data)

Public Attributes

- UnityEvent **onExpand**
- UnityEvent **onMinimize**

Protected Member Functions

- override void **Awake** ()
- virtual void **expand** ()
- virtual void **contract** ()

Protected Attributes

- LayoutElement **layout**
- bool **startExpanded** = false
- Vector2 **contractedSize**

The documentation for this class was generated from the following file:

- ExpandableListElement.cs

5.29 MA.FadingLevelChanger Class Reference

Inherits MonoBehaviour, and UnityEngine.EventSystems.ILevelChangeRequest.

Public Member Functions

- void **changeLevelTo** (int levelID)
- void **changeLevelTo** (string levelName)

Public Attributes

- EasingTypes **easing**
- float **animationLength** = 0.7f

The documentation for this class was generated from the following file:

- FadingLevelChanger.cs

5.30 MA.GameObjectDeactivator Class Reference

Game object deactivator. Deactivates a gameObject based on the Animator State it's Animator is in without constantly checking the Animator State or Transition Info. Used by the Animator Toast for Example

Inherits StateMachineBehaviour.

Public Member Functions

- override void **OnStateEnter** (Animator animator, AnimatorStateInfo stateInfo, int layerIndex)
- override void **OnStateExit** (Animator animator, AnimatorStateInfo stateInfo, int layerIndex)

Public Attributes

- bool **ActivateOnEnter** = false
- bool **parent** = false

5.30.1 Detailed Description

Game object deactivator. Deactivates a gameObject based on the Animator State it's Animator is in without constantly checking the Animator State or Transition Info. Used by the Animator Toast for Example

The documentation for this class was generated from the following file:

- GameObjectDeactivator.cs

5.31 GetOrAddComponent Class Reference

Gets the declared Component or adds one if none is present on the GameObject (or its children and parent when lookInChildren or lookInParent is set to true) Only works if the property field is serialized (public or decorated with the SerializeField Attribute)

Inherits PropertyAttribute.

Public Member Functions

- **GetOrAddComponent** (bool lookInChildren, bool lookInParent)

Public Attributes

- bool **lookInChildren** = false

5.31.1 Detailed Description

Gets the declared Component or adds one if none is present on the GameObject (or its children and parent when lookInChildren or lookInParent is set to true) Only works if the property field is serialized (public or decorated with the SerializeField Attribute)

The documentation for this class was generated from the following file:

- GetOrAddComponent.cs

5.32 MA.Editor.GetOrAddComponentDrawer Class Reference

Inherits PropertyDrawer.

Public Member Functions

- override void **OnGUI** (Rect position, SerializedProperty property, GUIContent label)

The documentation for this class was generated from the following file:

- GetOrAddComponentDrawer.cs

5.33 UnityEngine.EventSystems.IChangePage Interface Reference

Inherits IEventSystemHandler.

Inherited by MA.PageController.

Public Member Functions

- void **changeToPage** (int index)
- bool **changeUp** ()
- bool **changeDown** ()

The documentation for this interface was generated from the following file:

- EventSystemInterfaces.cs

5.34 MA.IDroppableItem Interface Reference

Inherited by MA.DraggableItem.

Public Member Functions

- void **returnToPrevious** ()

Properties

- GameObject **holdingObject** `[get]`
- GameObject **previousParent** `[get]`
- bool **blocked** `[get, set]`

The documentation for this interface was generated from the following file:

- IDroppableItem.cs

5.35 UnityEngine.EventSystems.IgainedItem Interface Reference

Inherits IEventSystemHandler.

Inherited by MA.BaseInventory< T >.

Public Member Functions

- void **gainedItem** (MA.IDroppableItem item, MA.IItemDropTarget targetSlot)

The documentation for this interface was generated from the following file:

- EventSystemInterfaces.cs

5.36 MA.IItemDropTarget Interface Reference

Inherited by MA.Slot.

Public Member Functions

- void **MoveToSlot** (IDroppableItem droppable)

The documentation for this interface was generated from the following file:

- IItemDropTarget.cs

5.37 UnityEngine.EventSystems.ILevelChangeRequest Interface Reference

Inherits IEventSystemHandler.

Inherited by MA.FadingLevelChanger.

Public Member Functions

- void **changeLevelTo** (int levelID)
- void **changeLevelTo** (string levelName)

The documentation for this interface was generated from the following file:

- EventSystemInterfaces.cs

5.38 UnityEngine.EventSystems.IListElementSelected Interface Reference

Inherits IEventSystemHandler.

Inherited by MA.ListController.

Public Member Functions

- void **elementSelected** (MA.ListElement elem)

The documentation for this interface was generated from the following file:

- EventSystemInterfaces.cs

5.39 UnityEngine.EventSystems.IlostItem Interface Reference

Inherits IEventSystemHandler.

Inherited by MA.BaseInventory< T >.

Public Member Functions

- void **lostItem** (MA.IDroppableItem item)

The documentation for this interface was generated from the following file:

- EventSystemInterfaces.cs

5.40 MA.ImageFillEaser Class Reference

Inherits MonoBehaviour.

Public Member Functions

- void **animateFill** (float target, float animationLength=0.5f)

The documentation for this class was generated from the following file:

- ImageFillEaser.cs

5.41 MA.IMenuTransition Interface Reference

Inherited by MA.AnimatorTransition, MA.CanvasGroupTransition, and MA.TransformTransition.

Public Member Functions

- void **closeAnimation** (Action onFinished)
- void **openAnimation** (Action onFinished)

Properties

- float **length** `[get]`

The documentation for this interface was generated from the following file:

- IMenuTransition.cs

5.42 MA.IModal Interface Reference

Inherited by MA.AnimatorModal, and MA.IToast.

Public Member Functions

- void **display** ()
- void **ModifyModal** (string maintext)
- void **ModifyModal** (string maintext, Action onAccept, bool overwriteCallbacks)
- void **ModifyModal** (string maintext, Action onAccept, Action onRefuse, bool overwriteCallbacks)
- void **ModifyModal** (Action onCancel, bool overwriteCallbacks)
- void **ModifyModal** (string[ ] texts, bool overwriteCallbacks, params Action[ ] actions)
- void **ModifyModalImage** (Sprite image)
- void **setupHeader** (string headline)
- void **hide** ()

Properties

- GameObject **modalObject** `[get, set]`

The documentation for this interface was generated from the following file:

- IModal.cs

5.43 MA.InputNavigation Class Reference

Inherits MonoBehaviour, ISelectHandler, and IDeselectHandler.

Public Member Functions

- void **OnSelect** (BaseEventData eventData)
- void **OnDeselect** (BaseEventData eventData)

The documentation for this class was generated from the following file:

- InputNavigation.cs

5.44 MA.InputValidation Class Reference

Inherits MonoBehaviour.

Inherited by MA.AnimatorInputValidation, and MA.ColorInputValidation.

Public Attributes

- InputField.SubmitEvent **onInputValidated**
- UnityEvent **onValidationFailure**
- string **validatedInput** = ""

Protected Member Functions

- virtual void **Awake** ()
- void **validateInputAgainstAllValidators** (string input)
- virtual void **handleInputFailure** (string failuremessage)
- virtual void **handleInputSuccess** ()

Protected Attributes

- bool **onlyCheckOnEndEdit** = true
- AbstractInputValidator[ ] **validators** = new AbstractInputValidator[0]
- bool **isValidInput**
- InputField **inputfield**

Properties

- bool **IsValidInput** `[get]`
- string **ValidatedInput** `[get]`

The documentation for this class was generated from the following file:

- InputValidation.cs

5.45 MA.IPage Interface Reference

Inherited by MA.DraggablePage, and MA.EasedPage.

Public Member Functions

- void **leaveUpOrRight** ()
- void **enterUpOrRight** ()
- void **leaveDownOrLeft** ()
- void **enterDownOrLeft** ()
- void **returnToMiddle** ()
- void **onBecameActive** ()
- void **onBecameInactive** ()

Properties

- GameObject **pageObject** `[get]`

The documentation for this interface was generated from the following file:

- IPage.cs

5.46 MA.IStatusChanged Interface Reference

Inherited by MA.AnimatorPageIndexDisplay, and MA.RememberPage.

Public Member Functions

- void **statusChanged** (int newStatus)
- void **initialize** ()

The documentation for this interface was generated from the following file:

- IStatusChanged.cs

5.47 MA.IToast Interface Reference

Inherits MA.IModal.

Inherited by MA.AnimatorToast.

Public Member Functions

- void **hide** (float seconds)

Properties

- bool **IsShowing** `[get]`

The documentation for this interface was generated from the following file:

- IToast.cs

5.48 MA.KeyCodeEvent Class Reference

Inherits MonoBehaviour.

The documentation for this class was generated from the following file:

- KeyCodeEvent.cs

5.49 MA.LevelBaseItem Class Reference

Inherits MonoBehaviour.

Inherited by MA.LevelItem.

Public Member Functions

- virtual void **initializeLevelItem** (string name, int id)

Protected Attributes

- string **levelname**
- int **levelID**

The documentation for this class was generated from the following file:

- LevelBaseItem.cs

5.50 MA.LevelChangeButton Class Reference

Level change button. Triggers the changeLevelTo function on a Component implementing ILevelChangeRequest higher in the Hierarchy

Inherits MonoBehaviour.

5.50.1 Detailed Description

Level change button. Triggers the changeLevelTo function on a Component implementing ILevelChangeRequest higher in the Hierarchy

The documentation for this class was generated from the following file:

- LevelChangeButton.cs

5.51 MA.LevelItem Class Reference

Inherits MA.LevelBaseItem.

Public Member Functions

- override void **initializeLevelItem** (string name, int id)

Additional Inherited Members

The documentation for this class was generated from the following file:

- LevelItem.cs

5.52 MA.LevelItemMenu Class Reference

Inherits MA.BaseItemMenu< LevelItem >.

Public Member Functions

- bool **addItem** (GameObject prefab, string itemname="", bool insertAsFirst=false)

Additional Inherited Members

The documentation for this class was generated from the following file:

- LevelItemMenu.cs

5.53 MA.LevelMenuHelper Class Reference

Inherits MonoBehaviour.

Public Attributes

- string[ ] **scenes**
- GameObject **LevelItemPrefab**

The documentation for this class was generated from the following file:

- LevelMenuHelper.cs

5.54 MA.ListController Class Reference

List controller. A List can have one of it's Children selected and hold's a Reference to the last selected Element.

Inherits MonoBehaviour, and UnityEngine.EventSystems.IListElementSelected.

Inherited by MA.ScrollListController.

Public Member Functions

- void **buildList** ()
- T **CurrentlySelectedComponent**< **T** > ()
- virtual void **elementSelected** (ListElement elem)

Protected Member Functions

- void **Start** ()

Protected Attributes

- ListElement **currentlySelected** = null
- List< ListElement > **elements** = new List<ListElement>()

Properties

- ListElement **CurrentlySelected** `[get]`
- int **index** `[get]`

5.54.1 Detailed Description

List controller. A List can have one of it's Children selected and hold's a Reference to the last selected Element.

The documentation for this class was generated from the following file:

- ListController.cs

5.55 MA.ListElement Class Reference

Inherits Selectable.

Inherited by MA.ExpandableListElement.

Public Member Functions

- override void **OnSelect** (BaseEventData eventData)

The documentation for this class was generated from the following file:

- ListElement.cs

5.56 MA.ListElementFocusHolder Class Reference

List element focus holder. Propagates Select and Deselect Elements of an Selectable inside (as a Child) an List Element upwards so that a selected List Element doesn't lose Focus

Inherits MonoBehaviour, ISelectHandler, and IDeselectHandler.

Public Member Functions

- void **OnSelect** (BaseEventData eventData)
- void **OnDeselect** (BaseEventData eventData)

5.56.1 Detailed Description

List element focus holder. Propagates Select and Deselect Elements of an Selectable inside (as a Child) an List Element upwards so that a selected List Element doesn't lose Focus

The documentation for this class was generated from the following file:

- ListElementFocusHolder.cs

5.57 MA.MBoundsCheck Interface Reference

Inherited by MA.DraggablePage, and MA.ScrollListController.

The documentation for this interface was generated from the following file:

- MBoundsCheck.cs

5.58 MA.MNumberFormat Interface Reference

Inherited by MA.SliderPopUp, and MA.TextDial.

The documentation for this interface was generated from the following file:

- MNumberFormat.cs

5.59 MA.Modal Class Reference

Public Attributes

- string **modalname**
- GameObject **modalprefab**

The documentation for this class was generated from the following file:

- ModalManager.cs

5.60 MA.ModalManager Class Reference

Modal manager. Add to Scene and add Modal Prefabs. The Names (which should be unique) can then be used to display or modify the Modal at runtime later.

Inherits MA.UnitySingleton< ModalManager >.

Public Member Functions

- bool **displayModalIfExists** (string modalName)
- void **displayModal** (string modalName)
- void **hideActiveModal** ()
- IModal **requestModal** (string modalName)

Properties

- IModal **ActiveModal** `[get]`

Additional Inherited Members

5.60.1 Detailed Description

Modal manager. Add to Scene and add Modal Prefabs. The Names (which should be unique) can then be used to display or modify the Modal at runtime later.

The documentation for this class was generated from the following file:

- ModalManager.cs

5.61 MA.NotificationManager Class Reference

Inherits MA.UnitySingleton< NotificationManager >.

Public Member Functions

- bool **displayOrChangeToast** (string toastName, string toastText, float displayTime=2f, string toastHeader=null, Sprite toastSprite=null)
- bool **displayOrAddToast** (string toastName, string toastText, float displayTime=2f, bool addOnTop=true, string toastHeader=null, Sprite toastSprite=null)
- void **hideActiveToast** ()

Additional Inherited Members

The documentation for this class was generated from the following file:

- NotificationManager.cs

5.62 MA.NumberReveal Class Reference

Inherits MA.TextReveal.

Protected Member Functions

- override string **stringReplacer** (string toReplace)

Protected Attributes

- int **minNumber** = 0

Additional Inherited Members

The documentation for this class was generated from the following file:

- NumberReveal.cs

5.63 MA.OddValidator Class Reference

Inherits MA.AbstractInputValidator.

Public Member Functions

- override bool **validateInput** (string input)

Additional Inherited Members

The documentation for this class was generated from the following file:

- OddValidator.cs

5.64 MA.PageController Class Reference

Controller for Children Pages (implementing IPage). Switches Pages between an Active and two inactive(Off Screen) States. Can also be used to access the current page index and total amount of pages.

Inherits MonoBehaviour, and UnityEngine.EventSystems.IChangePage.

Public Member Functions

- void buildPageList (int openedPage)

  (Re)Builds the page list with all current Children implementing IPage. Sets the active Page to the int parameter
- void **changeToPage** (int index)
- bool **changeUp** ()
- bool **changeDown** ()

Public Attributes

- Transform **leftOrDownPosition**
- bool **Blocked**

Properties

- IPage **CurrentPage** `[get]`
- int **PageAmount** `[get]`
- int **CurrentPageIndex** `[get]`
- int **PageOpenOnStart** `[get, set]`

5.64.1 Detailed Description

Controller for Children Pages (implementing IPage). Switches Pages between an Active and two inactive(Off Screen) States. Can also be used to access the current page index and total amount of pages.

5.64.2 Member Function Documentation

5.64.2.1 void MA.PageController.buildPageList (int *openedPage*)

(Re)Builds the page list with all current Children implementing IPage. Sets the active Page to the int parameter

The documentation for this class was generated from the following file:

- PageController.cs

5.65 MA.PageSwitcher Class Reference

Inherits MonoBehaviour.

The documentation for this class was generated from the following file:

- PageSwitcher.cs

5.66 MA.Pagination Class Reference

Inherits MonoBehaviour.

Public Member Functions

- void **changeUp** ()
- void **changeDown** ()

The documentation for this class was generated from the following file:

- Pagination.cs

5.67 MA.RandomCharReveal Class Reference

Inherits MA.TextReveal.

Protected Member Functions

- override string **stringReplacer** (string toReplace)

Protected Attributes

- char[ ] **replacementChars**

Additional Inherited Members

The documentation for this class was generated from the following file:

- RandomCharReveal.cs

5.68 MA.RegexValidator Class Reference

Inherits MA.AbstractInputValidator.

Public Member Functions

- override bool **validateInput** (string input)

Public Attributes

- StringOptions **regexToMatch**

5.68.1 Member Data Documentation

5.68.1.1 StringOptions MA.RegexValidator.regexToMatch

Initial value:

```
= new StringOptions(new string[5]{"Year between 1900-2099", "Domain", "URL", "Date", "E-Mail"},
        new string[5]{@"^(19|20)\d{2}$", @"^([a-z][a-z0-9-]+(\.|-*\.))+[a-z]{2,6}$", @"
      ^http\:\/\/[a-zA-Z0-9.-]+\.[a-zA-Z]{2,3}$",
           @"^([1-9]|0[1-9]|[12][0-9]|3[01])\D([1-9]|0[1-9]|1[012])\D(19[0-9][0-9]|20[0-9][0-9])$", @"
      ^[_]*([a-z0-9]+(\.|_*)?)+@([a-z][a-z0-9-]+(\.|-*\.))+[a-z]{2,6}$"})
```

The documentation for this class was generated from the following file:

- RegexValidator.cs

5.69 MA.RememberPage Class Reference

Inherits MonoBehaviour, and MA.IStatusChanged.

Public Member Functions

- void **statusChanged** (int newStatus)
- void **initialize** ()

The documentation for this class was generated from the following file:

- RememberPage.cs

5.70 RequireDependencies Class Reference

Require dependencies. Displays a Warning if the GameObject doesn't have all of the Components specified and lists which are missing.

Inherits PropertyAttribute.

Public Member Functions

- **RequireDependencies** (bool lookInChildren, params Type[ ] requiredComponents)
- **RequireDependencies** (params Type[ ] requiredComponents)

Public Attributes

- Type[ ] **requiredDepencies**
- bool **lookInChildren**

5.70.1 Detailed Description

Require dependencies. Displays a Warning if the GameObject doesn't have all of the Components specified and lists which are missing.

The documentation for this class was generated from the following file:

- RequireDependencies.cs

5.71 MA.Editor.RequireDependenciesDrawer Class Reference

Inherits PropertyDrawer.

Public Member Functions

- override void **OnGUI** (Rect position, SerializedProperty property, GUIContent label)
- override float **GetPropertyHeight** (SerializedProperty property, GUIContent label)

The documentation for this class was generated from the following file:

- RequireDependenciesDrawer.cs

5.72 MA.ResizePanel Class Reference

Resize panel. Taken from Unity UI Samples almost unmodified except for the Scroll direction adjustment according to the Pivot of the Rect. Resizing is always away from the Pivot

Inherits MonoBehaviour, IPointerDownHandler, and IDragHandler.

Public Member Functions

- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

5.72.1 Detailed Description

Resize panel. Taken from Unity UI Samples almost unmodified except for the Scroll direction adjustment according to the Pivot of the Rect. Resizing is always away from the Pivot

The documentation for this class was generated from the following file:

- ResizePanel.cs

5.73 MA.ReturnController Class Reference

Using Keys to return to the next higher Menu from the current Menu

Inherits MonoBehaviour.

5.73.1 Detailed Description

Using Keys to return to the next higher Menu from the current Menu

The documentation for this class was generated from the following file:

- ReturnController.cs

5.74 MA.Scheduler Class Reference

Scheduler. A class for managing recurring Tasks in arbitrary invervals or scheduling future Actions

Inherits MA.UnitySingleton< Scheduler >.

Static Public Member Functions

- static Coroutine createTask (Action task, float interval=1f, int NumberOfExecutions=-1)

  Creates the task. If number of Executions is negative(default), then the task will execute indefinitely at the given interval rate
- static Coroutine createWatchTask (Func< bool > condition, Action callbackWhenTrue, float interval=1f, bool endWhenTrue=true)

  Creates a watch task. The task will execute when the supplied condition is true (at the time of checking), by default this will stop checking once the condition has been met once
- static void **endTask** (Coroutine cor)
- static Coroutine everyOtherFrame (Action Task, int frameAmount)

  Executes a Task every other frame.

Additional Inherited Members

5.74.1 Detailed Description

Scheduler. A class for managing recurring Tasks in arbitrary invervals or scheduling future Actions

5.74.2 Member Function Documentation

5.74.2.1 static Coroutine MA.Scheduler.createTask (Action *task*, float *interval* = `1f`, int *NumberOfExecutions* = `-1`) `[static]`

Creates the task. If number of Executions is negative(default), then the task will execute indefinitely at the given interval rate

Returns

The Coroutine for the task.

Parameters

task	Task.
interval	Interval.
NumberOf↩ Executions	Number of executions.

5.74.2.2 static Coroutine MA.Scheduler.createWatchTask (Func< bool > *condition*, Action *callbackWhenTrue*, float *interval* = `1f`, bool *endWhenTrue* = `true`) `[static]`

Creates a watch task. The task will execute when the supplied condition is true (at the time of checking), by default this will stop checking once the condition has been met once

Returns

The Coroutine for the watch task.

Parameters

condition	Condition.

callbackWhen↩ True	Callback when true.
interval	Interval.
endWhenTrue	If set to `true` end when true.

5.74.2.3 static Coroutine MA.Scheduler.everyOtherFrame (Action *Task,* int *frameAmount*) [static]

Executes a Task every other frame.

Returns

The Coroutine.

Parameters

Task	Task.
frameAmount	Frame amount.

The documentation for this class was generated from the following file:

- Scheduler.cs

5.75 MA.ScrollListController Class Reference

Calculates the appropriate Scrollposition for a list inside a ScrollRect. Can be used with a ScrollRectController to bring the selected Element smoothly into focus.

Inherits MA.ListController, and MA.MBoundsCheck.

Public Member Functions

- override void **elementSelected** (ListElement elem)

Additional Inherited Members

5.75.1 Detailed Description

Calculates the appropriate Scrollposition for a list inside a ScrollRect. Can be used with a ScrollRectController to bring the selected Element smoothly into focus.

The documentation for this class was generated from the following file:

- ScrollListController.cs

5.76 MA.ScrollRectController Class Reference

Scroll rect controller. Can be used to bring something inside a ScrollRect into focus

Inherits MonoBehaviour, and IBeginDragHandler.

Public Member Functions

- virtual void **Awake** ()

- void **jumpTo** (float scrollPosition)
- void **jumpTo** (Vector2 scrollPosition)
- void **centerOn** (RectTransform centerTransform)
- void **abortScrollMovement** ()
- void **OnBeginDrag** (PointerEventData eventData)

Public Attributes

- ScrollRect **scrollRect**

5.76.1 Detailed Description

Scroll rect controller. Can be used to bring something inside a ScrollRect into focus

The documentation for this class was generated from the following file:

- ScrollRectController.cs

5.77 MA.SetAnimatorBool Class Reference

Inherits MonoBehaviour.

Public Member Functions

- void **setBoolTrue** (string name)
- void **setBoolFalse** (string name)
- void **toggleBool** (string name)

The documentation for this class was generated from the following file:

- SetAnimatorBool.cs

5.78 MA.SimpleFader Class Reference

Inherits MA.UnitySingleton< SimpleFader >.

Public Member Functions

- Coroutine **fade** (float target, float length, EasingTypes fadingEasing, System.Action onComplete=null)

Public Attributes

- float **animationLength** = 0.7f
- EasingTypes **easing** = EasingTypes.Linear

Properties

- float **FadeValue** `[get, set]`

Additional Inherited Members

The documentation for this class was generated from the following file:

- SimpleFader.cs

5.79 MA.SliderPopUp Class Reference

Slider pop up. Expects a Text Component somewhere as a child of the Slider, usually as a child of the Handle

Inherits MonoBehaviour, IPointerDownHandler, IPointerUpHandler, and MA.MNumberFormat.

Public Member Functions

- void **OnPointerDown** (PointerEventData eventData)
- void **OnPointerUp** (PointerEventData eventData)

Properties

- int **NumbersBehindComma** `[get, set]`

5.79.1 Detailed Description

Slider pop up. Expects a Text Component somewhere as a child of the Slider, usually as a child of the Handle

The documentation for this class was generated from the following file:

- SliderPopUp.cs

5.80 MA.Slot Class Reference

Inherits MonoBehaviour, IDropHandler, and MA.IItemDropTarget.

Inherited by MA.EasedSlot.

Public Member Functions

- T **ItemComponent**< **T** > ()
- void **OnDrop** (PointerEventData eventData)
- virtual void **MoveToSlot** (IDroppableItem drop)

Properties

- GameObject **Item** `[get]`

The documentation for this class was generated from the following file:

- Slot.cs

5.81 MA.Editor.SpriteSheetEditor Class Reference

Sprite Sheet Editor. Use Case is primarly creation of Sprite Sheets from even numbered amounts of PNG image Sequences into a Power of 2 Spritesheet for Animation.

Inherits EditorWindow.

5.81.1 Detailed Description

Sprite Sheet Editor. Use Case is primarly creation of Sprite Sheets from even numbered amounts of PNG image Sequences into a Power of 2 Spritesheet for Animation.

The documentation for this class was generated from the following file:

- SpriteSheetEditor.cs

5.82 MA.SpriteSwapToggle Class Reference

Inherits MonoBehaviour.

The documentation for this class was generated from the following file:

- SpriteSwapToggle.cs

5.83 MA.StringOptions Class Reference

String options. Showns an enum Field with the displaynames and sets the choice to the corresponding value. Can be implicitly converted to the chosen string. If ownChoice is set to true

Public Member Functions

- **StringOptions** (string[ ] displaynames, string[ ] values, bool ChoiceAllowed=true)

Static Public Member Functions

- static implicit **operator string** (StringOptions o)

Public Attributes

- string[ ] **optionnames**
- string[ ] **options**
- string **chosenoption** = ""
- string **choice**
- bool **OwnChoiceAllowed** = true

5.83.1 Detailed Description

String options. Showns an enum Field with the displaynames and sets the choice to the corresponding value. Can be implicitly converted to the chosen string. If ownChoice is set to true

The documentation for this class was generated from the following file:

- StringOptions.cs

5.84 StringOptionsDrawer Class Reference

Inherits PropertyDrawer.

Public Member Functions

- override void **OnGUI** (Rect position, SerializedProperty property, GUIContent label)
- override float **GetPropertyHeight** (SerializedProperty property, GUIContent label)

The documentation for this class was generated from the following file:

- StringOptionsDrawer.cs

5.85 MA.Swipable Class Reference

Inherits MonoBehaviour, IBeginDragHandler, IDragHandler, and IEndDragHandler.

Inherited by MA.DraggablePage, and MA.EasedSwipable.

Public Member Functions

- virtual void **OnBeginDrag** (PointerEventData eventData)
- virtual void **OnDrag** (PointerEventData eventData)
- virtual void **OnEndDrag** (PointerEventData eventData)

Protected Member Functions

- virtual void **returnToPrevious** (Vector2 oldPosition)
- virtual bool **boundsCheck** ()
- virtual void **disposeOf** ()
- virtual void **visualizeDrag** ()

Protected Attributes

- Vector2 **previousPosition**
- bool **vertical** = false

The documentation for this class was generated from the following file:

- Swipable.cs

5.86 MA.TextDial Class Reference

Inherits MA.Dial, and MA.MNumberFormat.

Public Member Functions

- override void **displayProgress** ()

Protected Attributes

- Text **text**
- int **numbersBehindComma** = 3

Additional Inherited Members

The documentation for this class was generated from the following file:

- TextDial.cs

5.87 MA.TextReveal Class Reference

Replaces the text on a Text Component with random Numbers. Then gradually reveals the text while replacing the numbers with the string Character after Character.

Inherits MonoBehaviour.

Inherited by MA.NumberReveal, and MA.RandomCharReveal.

Public Member Functions

- void **replaceAndReveal** (string message)

Protected Member Functions

- virtual void **Awake** ()
- virtual string **stringReplacer** (string toReplace)

Protected Attributes

- Text **textComponent**
- float **revealSpeed** = 0.1f
- bool **revealOnStartup** = true
- StringBuilder **builder**

Properties

- float **RevealSpeed** `[get, set]`

5.87.1 Detailed Description

Replaces the text on a Text Component with random Numbers. Then gradually reveals the text while replacing the numbers with the string Character after Character.

The documentation for this class was generated from the following file:

- TextReveal.cs

5.88 MA.Toast Class Reference

Public Attributes

- string **toastname**
- GameObject **toastPrefab**

The documentation for this class was generated from the following file:

- NotificationManager.cs

5.89 MA.ToolTip Class Reference

Tool tip. Simple class for displaying tooltips. Registers with TooltipManager Singleton and can be acessed via it's toolTipName Property from there.

Inherits MonoBehaviour.

Inherited by MA.AnimatorToolTip.

Public Member Functions

- virtual void show (RectTransform target)

  Shows the tooltip at the targetPosition with the pivot of the target. Override for a Tooltip Pop-Up with effects
- virtual void **hide** ()
- virtual void **setup** (string toolTipMessage, string toolTipHeadline=null, Sprite toolTipSprite=null)

Public Attributes

- string **toolTipName**
- Text **toolTipText**
- Image **toolTipImage**

Protected Member Functions

- virtual void **Awake** ()

5.89.1 Detailed Description

Tool tip. Simple class for displaying tooltips. Registers with TooltipManager Singleton and can be acessed via it's toolTipName Property from there.

5.89.2 Member Function Documentation

5.89.2.1 virtual void MA.ToolTip.show (RectTransform *target*) [virtual]

Shows the tooltip at the targetPosition with the pivot of the target. Override for a Tooltip Pop-Up with effects

Parameters

target	Target.

Reimplemented in MA.AnimatorToolTip.

The documentation for this class was generated from the following file:

- ToolTip.cs

5.90 MA.ToolTipManager Class Reference

Access Point for showing tooltips. The tooltips can be accessed via the Singleton instance of this class.

Inherits MA.UnitySingleton< ToolTipManager >.

Public Member Functions

- void **registerToolTip** (string tooltipname, ToolTip tooltip)
- ToolTip **getToolTip** (string tooltipname)
- void **showToolTip** (string tooltipName, RectTransform rectTrans, string tooltipMessage, string tooltip↩ Header=null, Sprite toolTipImage=null)
- void **hideToolTip** (string tooltipName)

Additional Inherited Members

5.90.1 Detailed Description

Access Point for showing tooltips. The tooltips can be accessed via the Singleton instance of this class.

The documentation for this class was generated from the following file:

- ToolTipManager.cs

5.91 MA.ToolTipTarget Class Reference

Tool tip target. Put this script on any UI Element that you want to show a Tooltip. The tooltipPosition transform will determine the placement of the Tooltip with it's position and pivot (which will allow for finer control of the relative placement of the Tooltip)

Inherits MonoBehaviour, IPointerEnterHandler, and IPointerExitHandler.

Public Member Functions

- void **OnPointerEnter** (PointerEventData eventData)
- void **OnPointerExit** (PointerEventData eventData)

Public Attributes

- string **ToolTipName**
- string **ToolTipHeader**
- string **ToolTipMessage**
- Sprite **ToolTipImage**
- RectTransform **tooltipPosition**

5.91.1 Detailed Description

Tool tip target. Put this script on any UI Element that you want to show a Tooltip. The tooltipPosition transform will determine the placement of the Tooltip with it's position and pivot (which will allow for finer control of the relative placement of the Tooltip)

The documentation for this class was generated from the following file:

- ToolTipTarget.cs

5.92 MA.TransformTransition Class Reference

Inherits MonoBehaviour, and MA.IMenuTransition.

Public Member Functions

- void **openAnimation** (Action onFinished)
- void **closeAnimation** (Action onFinished)

Public Attributes

- float **animationLength** = 1f

Properties

- float **length** `[get, set]`

The documentation for this class was generated from the following file:

- TransformTransition.cs

5.93 MA.EaseNTween.Tween Class Reference

Public Types

- enum **TweenType** {
  delay, **f**, **v2**, **v3**,
  c }
- enum **TweenRepeat** { **Once**, **PingPong**, **Loop** }

Public Member Functions

- Tween (Action< float > valueSetter, float from, float to, float length, EasingTypes easeType=EasingTypes.↩ Linear, bool unscaled=false, TweenRepeat repeat=TweenRepeat.Once, Action OnComplete=doNothing)

  Use this for animating float values. The first parameter has to a setter for the float
- Tween (Action< Vector2 > valueSetter, Vector2 from, Vector2 to, float length, EasingTypes ease↩ Type=EasingTypes.Linear, bool unscaled=false, TweenRepeat repeat=TweenRepeat.Once, Action On↩ Complete=doNothing)

  Use this for animating a Vector2

- Tween (Action< Vector3 > valueSetter, Vector3 from, Vector3 to, float length, EasingTypes easeType=EasingTypes.Linear, bool unscaled=false, TweenRepeat repeat=TweenRepeat.Once, Action OnComplete=doNothing)

  Use this for animating a Vector3
- Tween (Action< Color > valueSetter, Color from, Color to, float length, EasingTypes easeType=EasingTypes.Linear, bool unscaled=false, TweenRepeat repeat=TweenRepeat.Once, Action OnComplete=doNothing)

  Use this for animating colours
- **Tween** (float seconds)
- void **SwitchTargets** ()

Static Public Member Functions

- static void **swap**< **T** > (ref T param1, ref T param2)
- static Func< float > **timeFunc** (bool unscaled)

Public Attributes

- float **from**
- Vector2 **fromV2**
- Vector3 **fromV3**
- Color **fromC**
- Func< float, float, float, float > **easeFunc**
- Func< float > **time**
- Action **OnComplete**
- const Action **doNothing** = null
- TweenType **type** = TweenType.f
- TweenRepeat **repeat** = TweenRepeat.Once

Properties

- Vector2 **ValueV2** `[set]`
- Vector3 **ValueV3** `[set]`
- Color **ValueC** `[set]`
- float **Value** `[set]`

5.93.1 Constructor & Destructor Documentation

5.93.1.1 MA.EaseNTween.Tween.Tween (Action< float > *valueSetter*, float *from*, float *to*, float *length*, EasingTypes *easeType* = `EasingTypes.Linear`, bool *unscaled* = `false`, TweenRepeat *repeat* = `TweenRepeat.Once`, Action *OnComplete* = `doNothing`)

Use this for animating float values. The first parameter has to a setter for the float

Parameters

valueSetter	Value setter.
from	From.
to	To.

length	Length.
easeType	Ease type.
unscaled	If set to `true` unscaled.
repeat	Repeat.
OnComplete	On complete.

5.93.1.2 MA.EaseNTween.Tween.Tween (Action< Vector2 > *valueSetter,* Vector2 *from,* Vector2 *to,* float *length,* **EasingTypes** *easeType* = `EasingTypes.Linear`, bool *unscaled* = `false`, TweenRepeat *repeat* = `TweenRepeat.Once`, Action *OnComplete* = `doNothing`)

Use this for animating a Vector2

Parameters

valueSetter	Value setter.
from	From.
to	To.
length	Length.
easeType	Ease type.
unscaled	If set to `true` unscaled.
repeat	Repeat.
OnComplete	On complete.

5.93.1.3 MA.EaseNTween.Tween.Tween (Action< Vector3 > *valueSetter,* Vector3 *from,* Vector3 *to,* float *length,* **EasingTypes** *easeType* = `EasingTypes.Linear`, bool *unscaled* = `false`, TweenRepeat *repeat* = `TweenRepeat.Once`, Action *OnComplete* = `doNothing`)

Use this for animating a Vector3

Parameters

valueSetter	Value setter.
from	From.
to	To.
length	Length.
easeType	Ease type.
unscaled	If set to `true` unscaled.
repeat	Repeat.
OnComplete	On complete.

5.93.1.4 MA.EaseNTween.Tween.Tween (Action< Color > *valueSetter,* Color *from,* Color *to,* float *length,* **EasingTypes** *easeType* = `EasingTypes.Linear`, bool *unscaled* = `false`, TweenRepeat *repeat* = `TweenRepeat.Once`, Action *OnComplete* = `doNothing`)

Use this for animating colours

Parameters

valueSetter	Value setter.
from	From.
to	To.

length	Length.
easeType	Ease type.
unscaled	If set to `true` unscaled.
repeat	Repeat.
OnComplete	On complete.

The documentation for this class was generated from the following file:

- TweenManager.cs

5.94 MA.EaseNTween.TweenManager Class Reference

Inherits MA.UnitySingleton< TweenManager >.

Public Member Functions

- Coroutine playTween (Tween t)

  Plays a tween and returns a Coroutine which you can cache to abort the Tween later
- void chainTweens (params Tween[ ] tweens)

  Chains the tweens for sequential execution
- void **stopAllTweens** ()
- void **stopTween** (Coroutine cor)

Static Public Member Functions

- static void **Dispose** ()

Additional Inherited Members

5.94.1 Member Function Documentation

5.94.1.1 void MA.EaseNTween.TweenManager.chainTweens (params Tween[ ] *tweens*)

Chains the tweens for sequential execution

Parameters

tweens	Tweens.

5.94.1.2 Coroutine MA.EaseNTween.TweenManager.playTween (Tween *t*)

Plays a tween and returns a Coroutine which you can cache to abort the Tween later

Parameters

t	Tween.

The documentation for this class was generated from the following file:

- TweenManager.cs

5.95 MA.Typer Class Reference

Typing effect for UI Text Component

Inherits MonoBehaviour.

Public Member Functions

- void **StopTyping** ()
- void **ReplaceText** (string text)
- void **AddText** (string text)
- void **HideText** ()

Public Attributes

- Text **textComponent**

Properties

- float **TypeDelay** `[get, set]`

5.95.1 Detailed Description

Typing effect for UI Text Component

The documentation for this class was generated from the following file:

- Typer.cs

5.96 MA.Editor.UIAnimatorWindow Class Reference

Inherits EditorWindow.

The documentation for this class was generated from the following file:

- UIAnimatorWindow.cs

5.97 MA.UIMenu Class Reference

A Menu which transitions to another UI Menu using the ITransitionMenu Components on the Gameobject. Events will be called when the Menu opens or closes.

Inherits MonoBehaviour.

Public Member Functions

- void **openNext** (UIMenu next)
- void **returnToHigherMenuInstanceMethod** ()
- void **close** (Action onFinished)
- void **open** (Action onFinished)

Static Public Member Functions

- static void **returnToHigherMenu** ()

Public Attributes

- UnityEvent **OnOpen**
- UnityEvent **OnClose**

Properties

- IMenuTransition **AnimatableToCall** `[get]`

5.97.1 Detailed Description

A Menu which transitions to another UI Menu using the ITransitionMenu Components on the Gameobject. Events will be called when the Menu opens or closes.

The documentation for this class was generated from the following file:

- UIMenu.cs

5.98 MA.UnitySingleton< T > Class Template Reference

Unity singleton. A Monobehaviour variant of the Singleton Pattern

Inherits MonoBehaviour.

Protected Member Functions

- virtual void **OnDestroy** ()
- void **OnApplicationQuit** ()
- virtual void **onDestruction** ()

Properties

- static T instance `[get]`

  Gets the instance or instantiates an instance on a new Gameobject
- static bool **HasInstance** `[get]`
- static bool **IsDestroyed** `[get]`

5.98.1 Detailed Description

Unity singleton. A Monobehaviour variant of the Singleton Pattern

Type Constraints

T* : *MonoBehaviour

5.98.2 Property Documentation

5.98.2.1 T MA.UnitySingleton< T >.instance [static],[get]

Gets the instance or instantiates an instance on a new Gameobject

The instance.

The documentation for this class was generated from the following file:

- UnitySingleton.cs

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