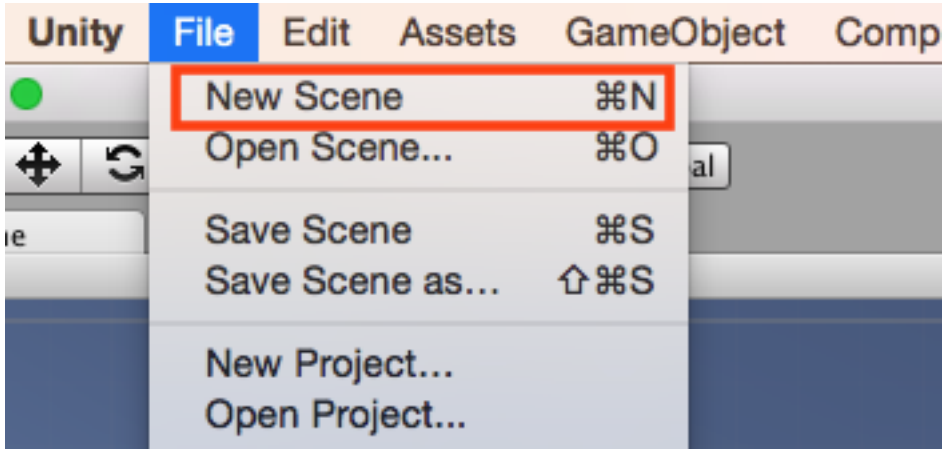
Multi Button Scroller
-tutorial-

By StaminaTechnology

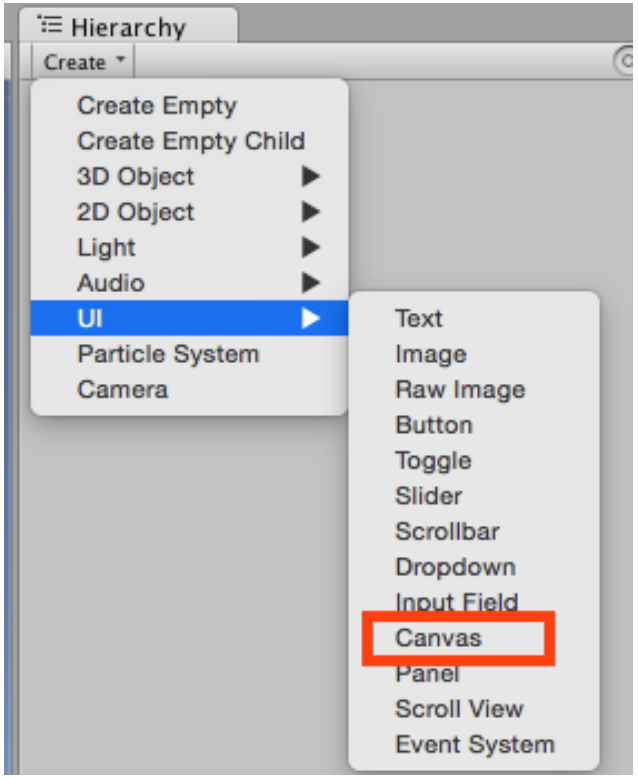
Multi Button Scroller

- Create a new scene
  - 1.Click on File in the Unity menu
  - 2.Click **New Scene**



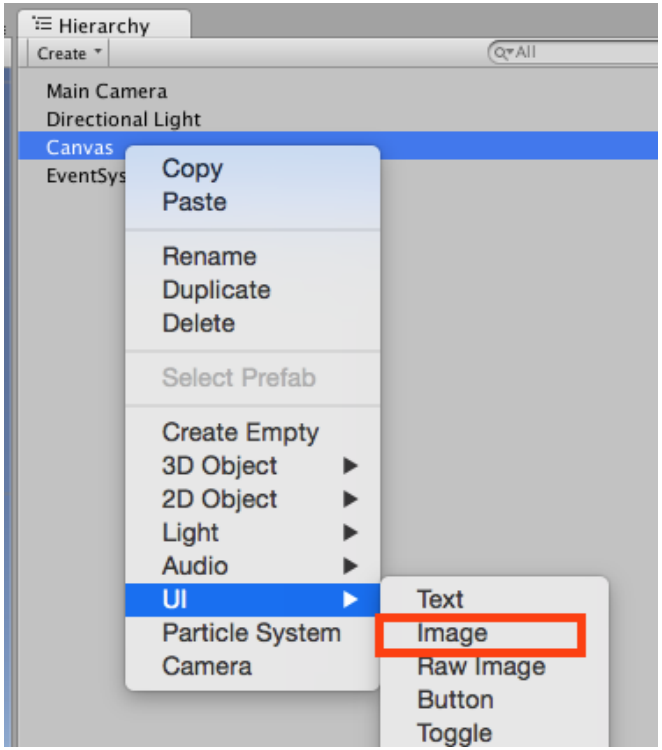
Multi Button Scroller

- Create a canvas
  - In the editor hierarchy:
    - 1.Click the Create button
    - 2.Click **UI > Canvas**



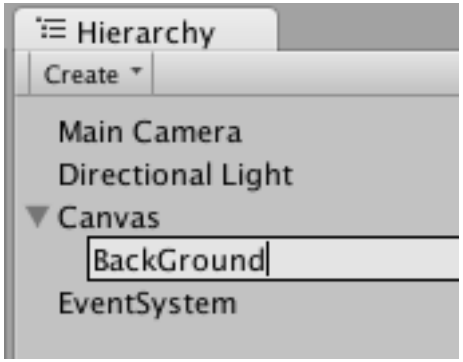
Multi Button Scroller

- Create an image GameObject
  - Right-click on Canvas GameObject and select **UI > Image**

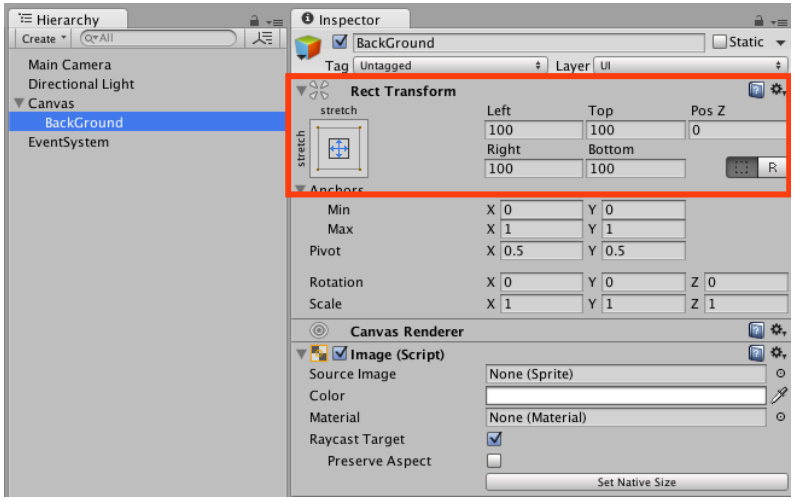


Multi Button Scroller

- Rename the GameObject
  - Call your image BackGround

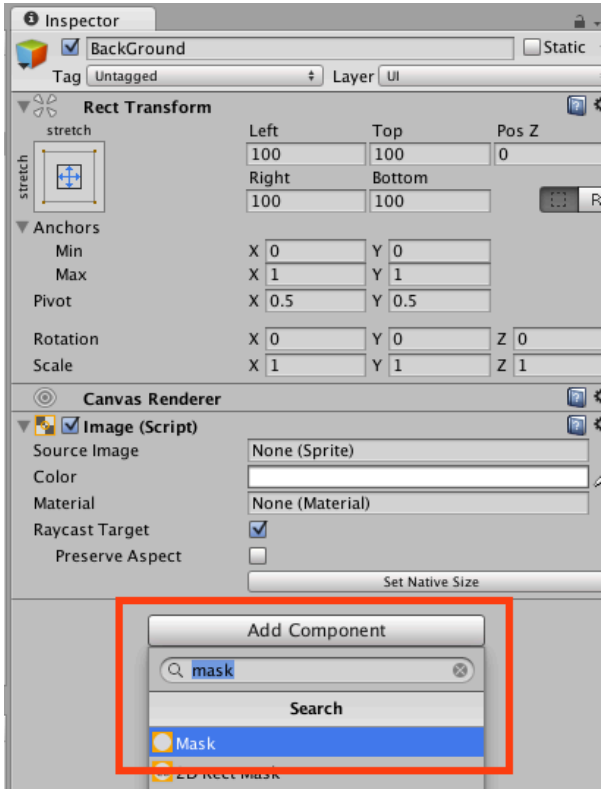


- Set RectTransform property



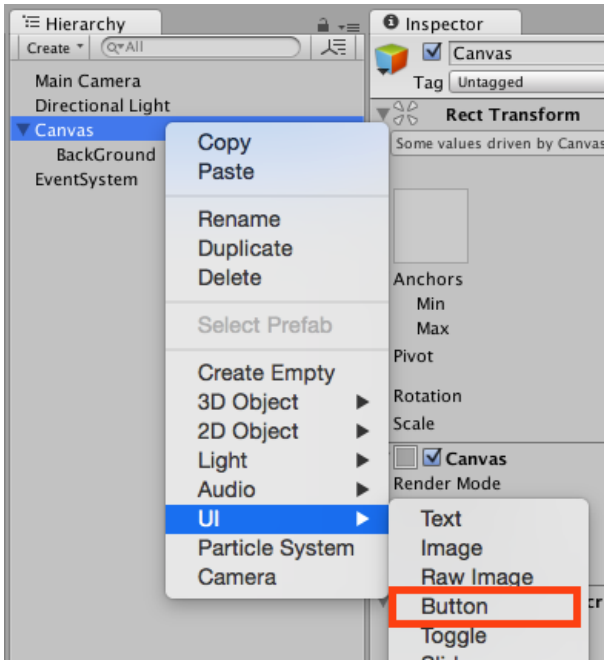
Multi Button Scroller

- Add *Mask* Component to *BackGround* GameObject



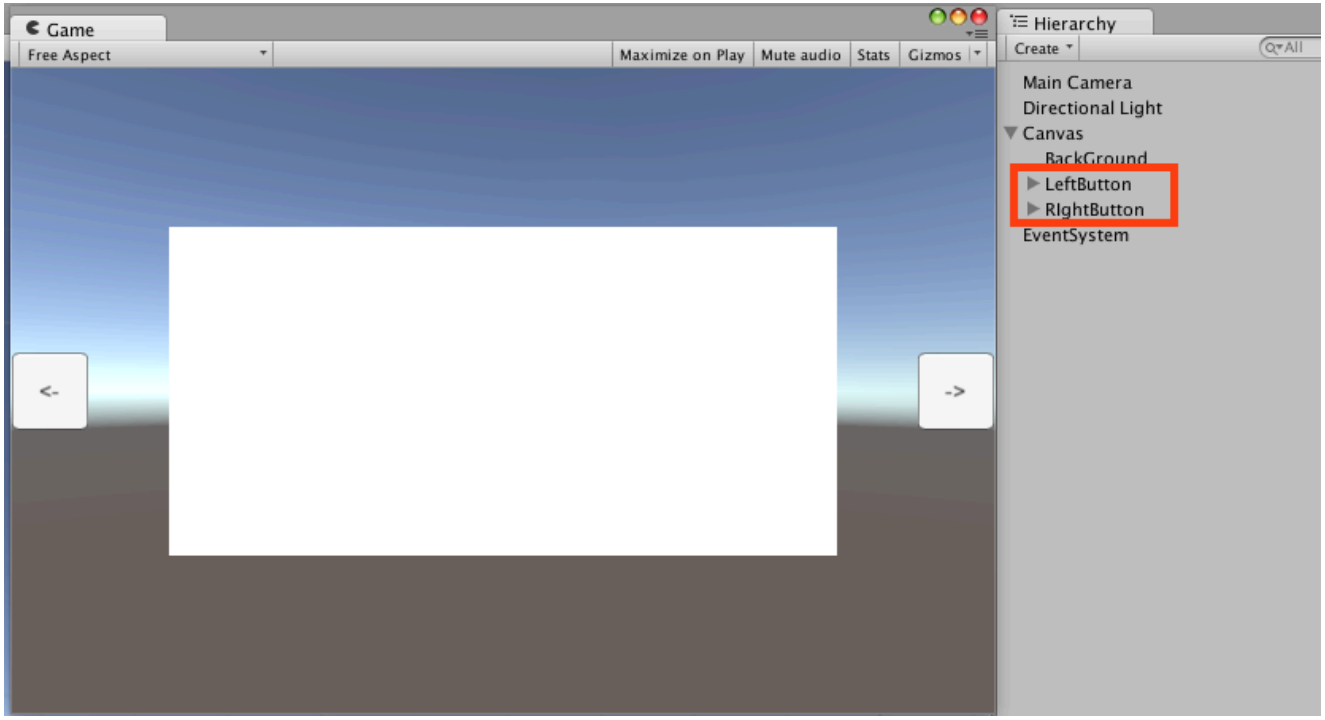
Multi Button Scroller

- Create two button GameObjects
  - Right-click on Canvas GameObject and Select UI > Button
  - Do it twice



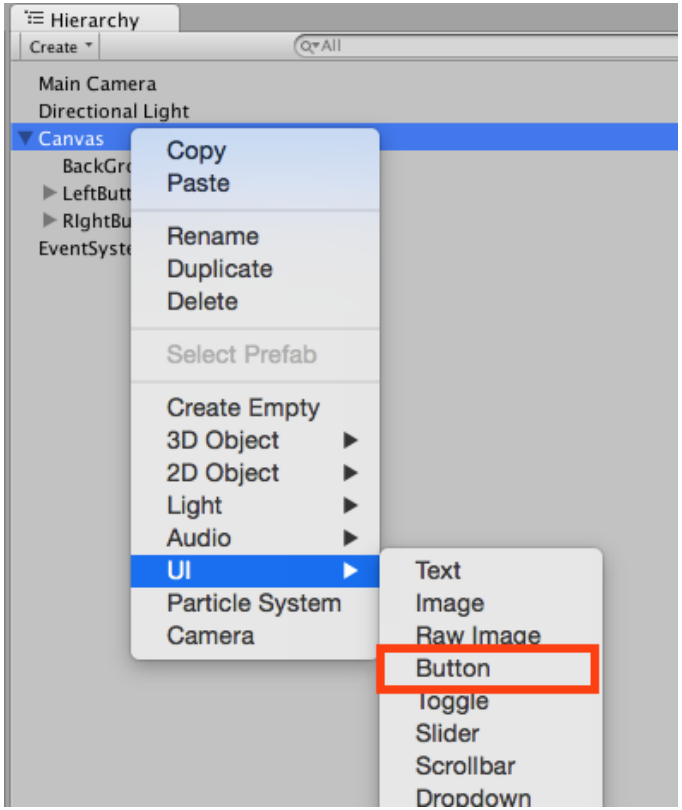
Multi Button Scroller

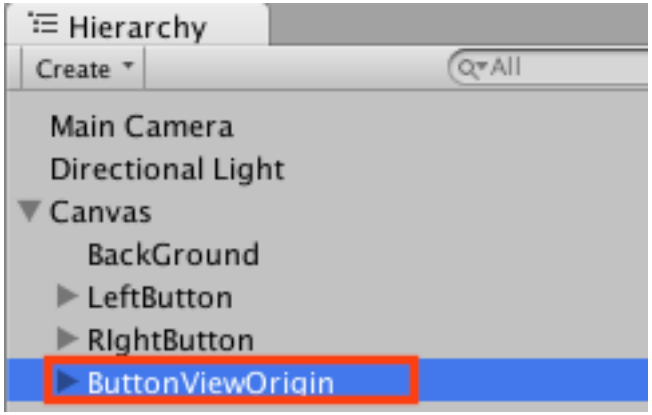
- Rename button GameObjects
  - The one is *LeftButton* and the another is *RightButton*
- Set RectTransfrom properties
- Change Button's Text Component value to directional arrow



Multi Button Scroller

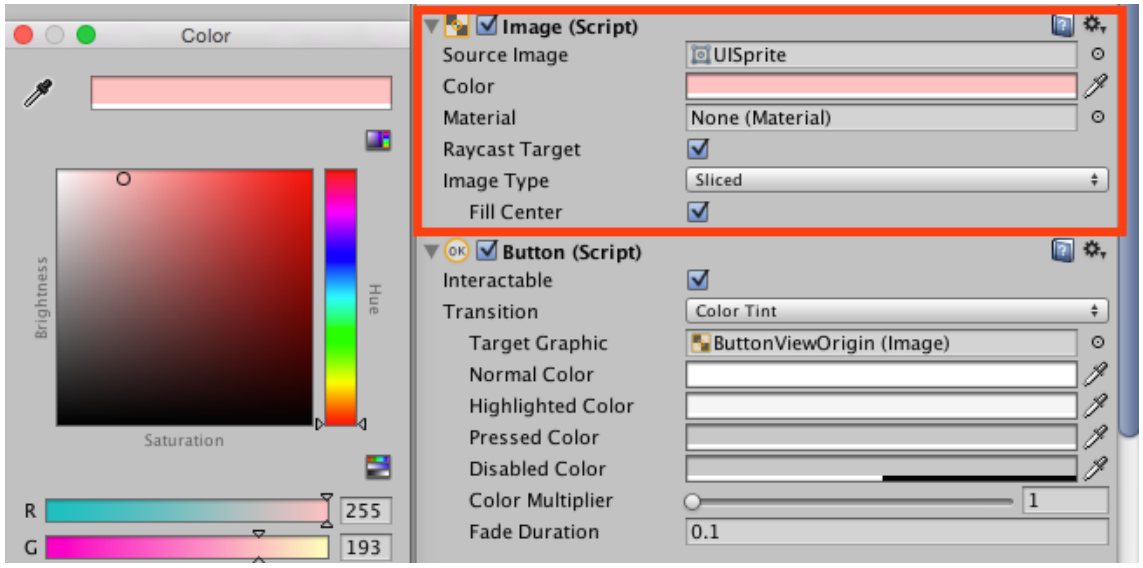
- Create a button GameObject
  - This is a source of your multi buttons
  - Right-Click on Canvas and select UI > Button
  - Rename it to ButtonViewOrigin





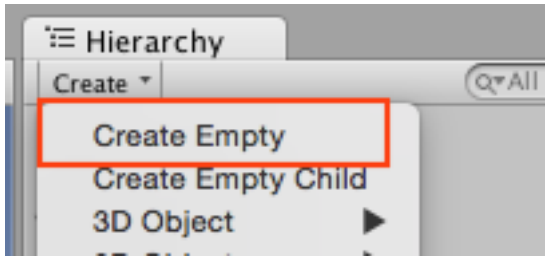
Multi Button Scroller

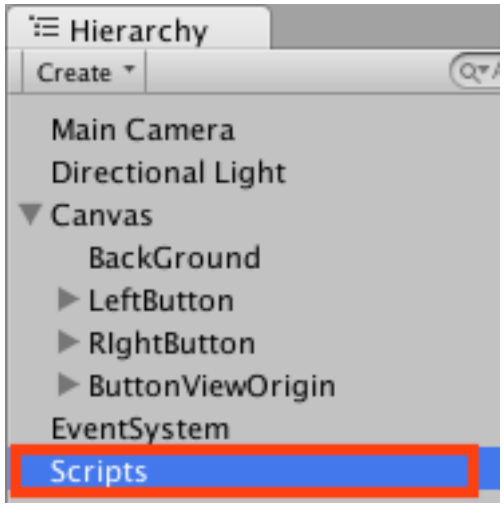
- Customize ButtonViewOrigin GameObject
  - For example , change color property.



Multi Button Scroller

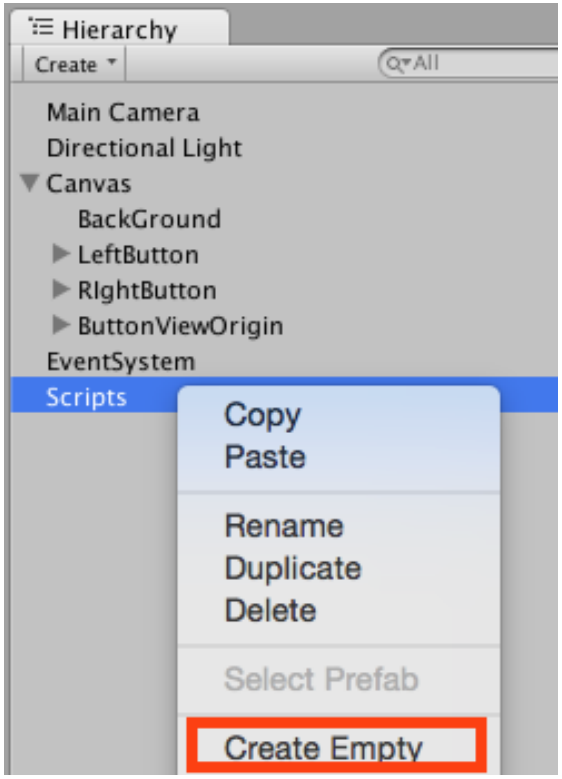
- Create an new GameObject
  - In the editor hierarchy:
    - 1.Click the Create button
    - 2.Click **UI > Canvas**
- Rename it to *Scripts*

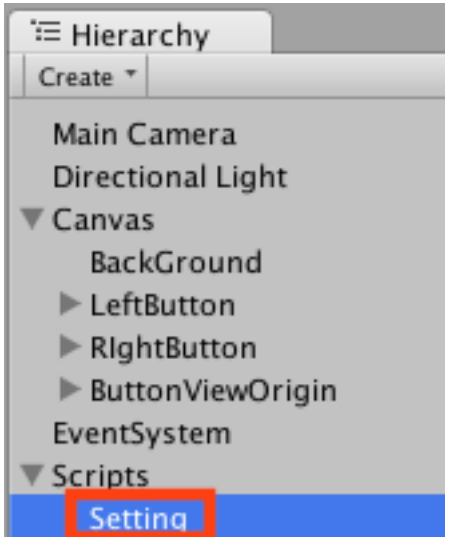




Multi Button Scroller

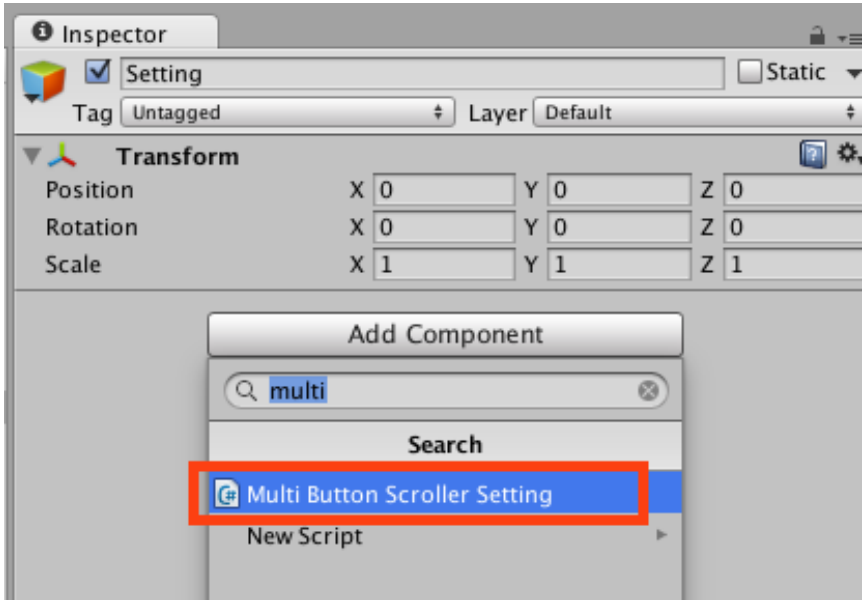
- Create an new GameObject
  - Right-click on *Scripts* GameObject and select **Create Empty**
  - Rename it to Setting





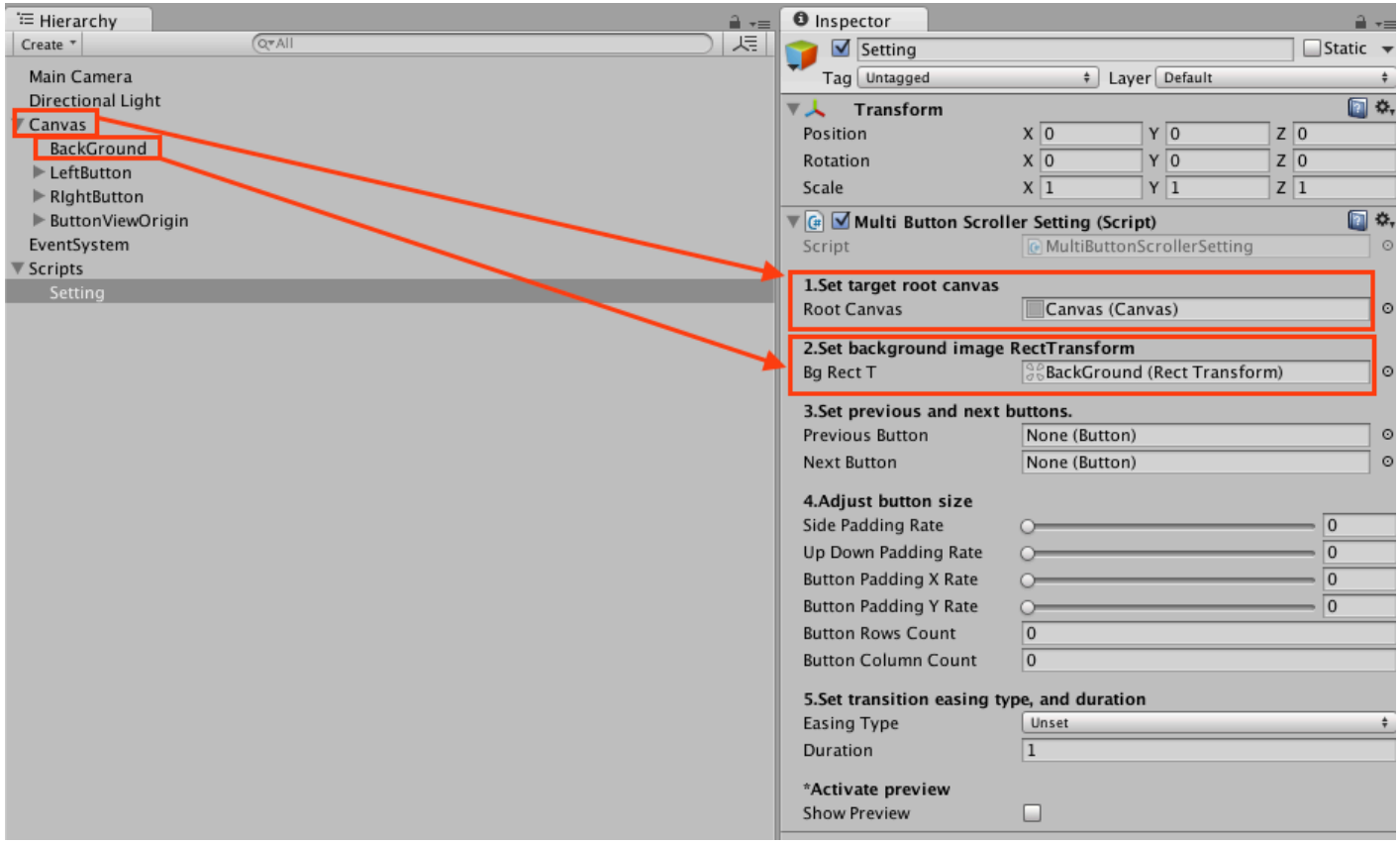
Multi Button Scroller

- Add *MultiButtonScrollerSetting* Component to **Setting** GameObject



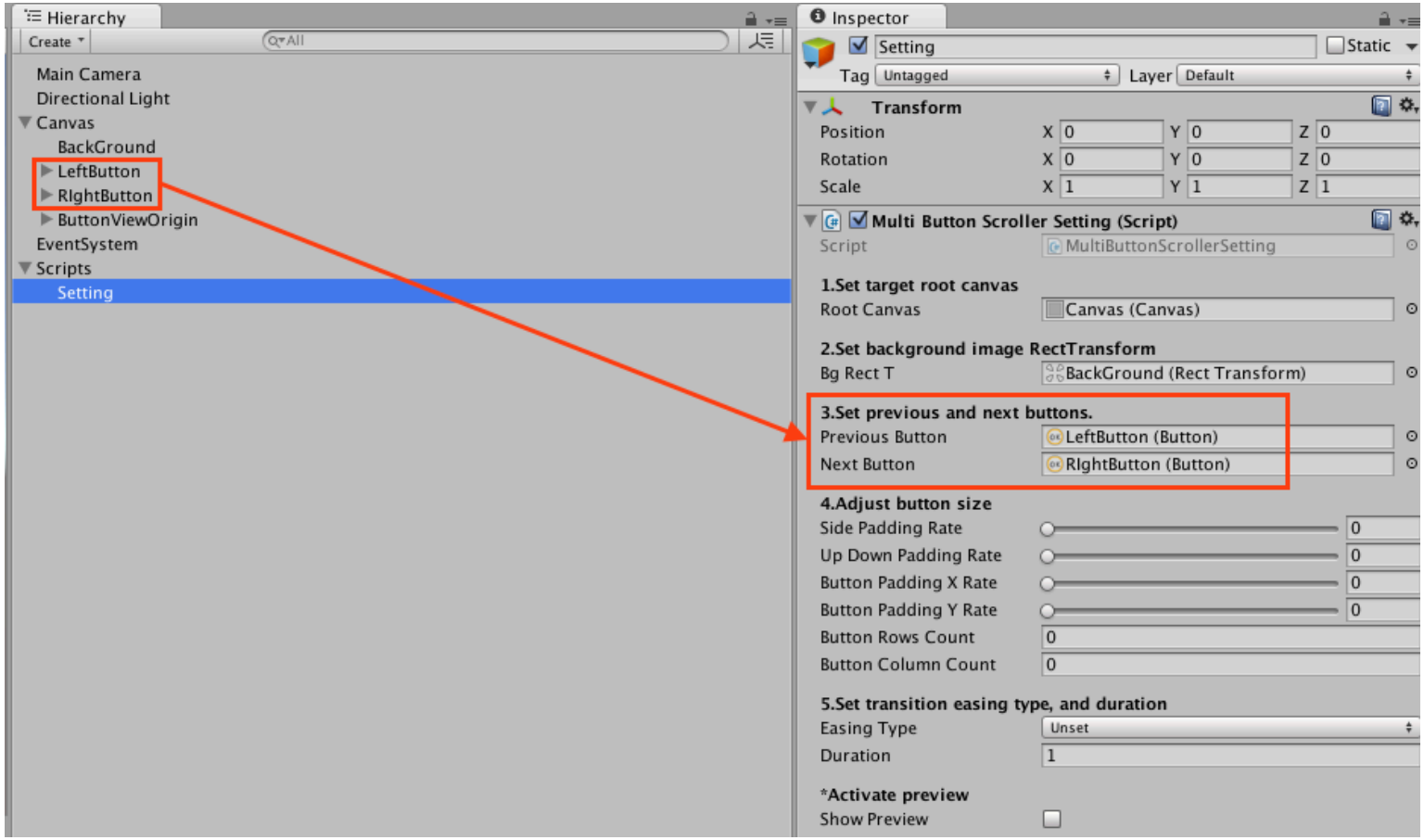
Multi Button Scroller

- Assign Inspector value
  - Assign **Canvas** GameObject to **RootCanavas** Property
  - Assign **BackGround** GameObject to **BgRectT** Property



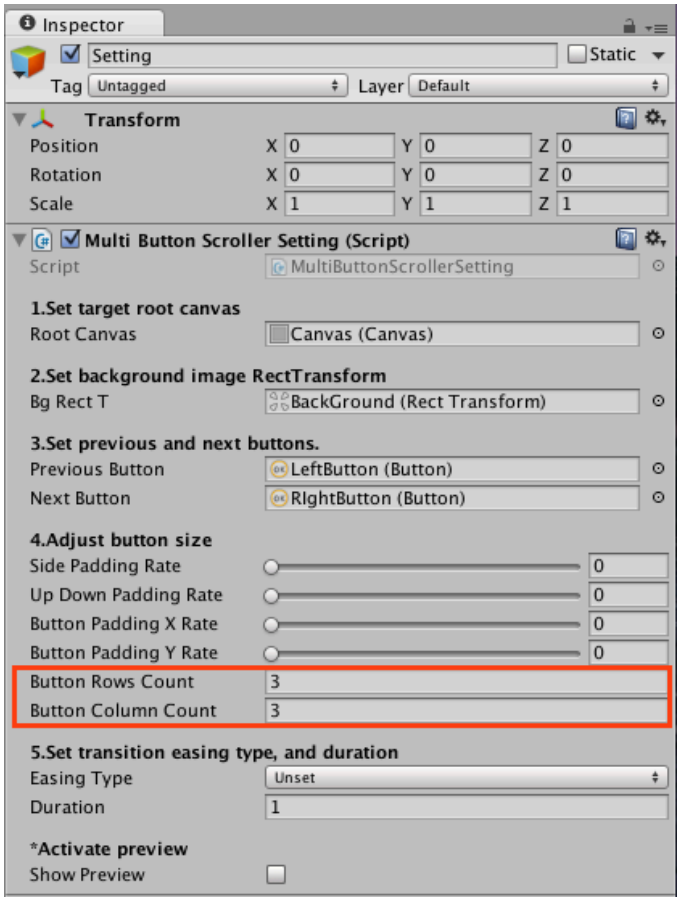
Multi Button Scroller

- Assign Inspector value
  - Assign **LeftButton** GameObject to **PreviousButton** property
  - Assign **RightButton** GameObject to **BgRectT** property



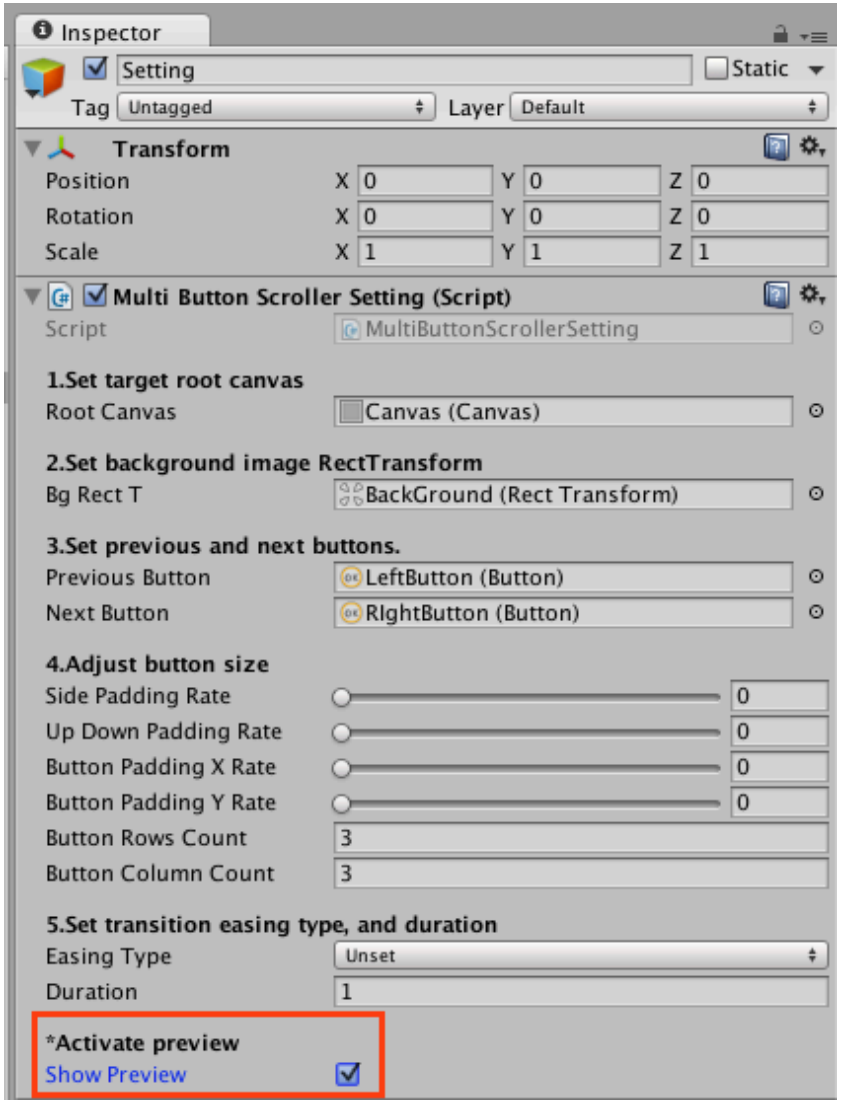
Multi Button Scroller

- Edit **Button Row Count** and **Button Column Count** property
  - For example
    - **Button Row Count** is 3
    - **Button Column Count** is 3



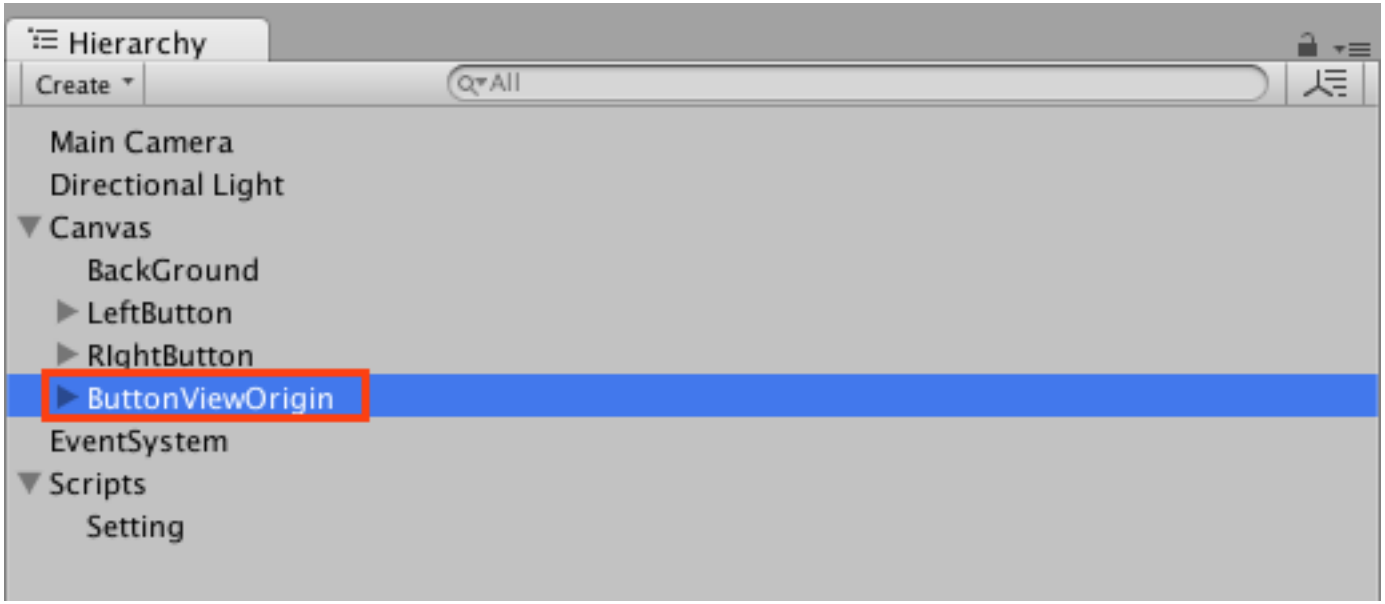
Multi Button Scroller

- Check **Show Preview** property



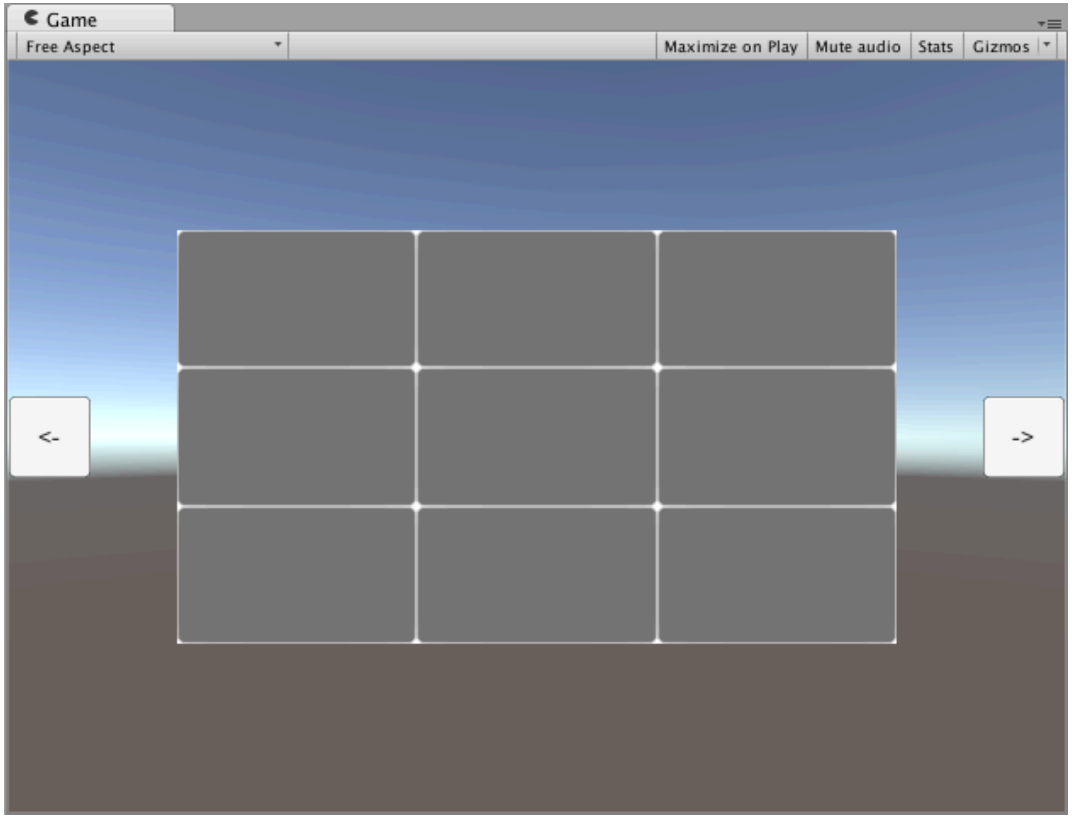
Multi Button Scroller

- Inactiavte *ButtonViewOrigin* GameObject



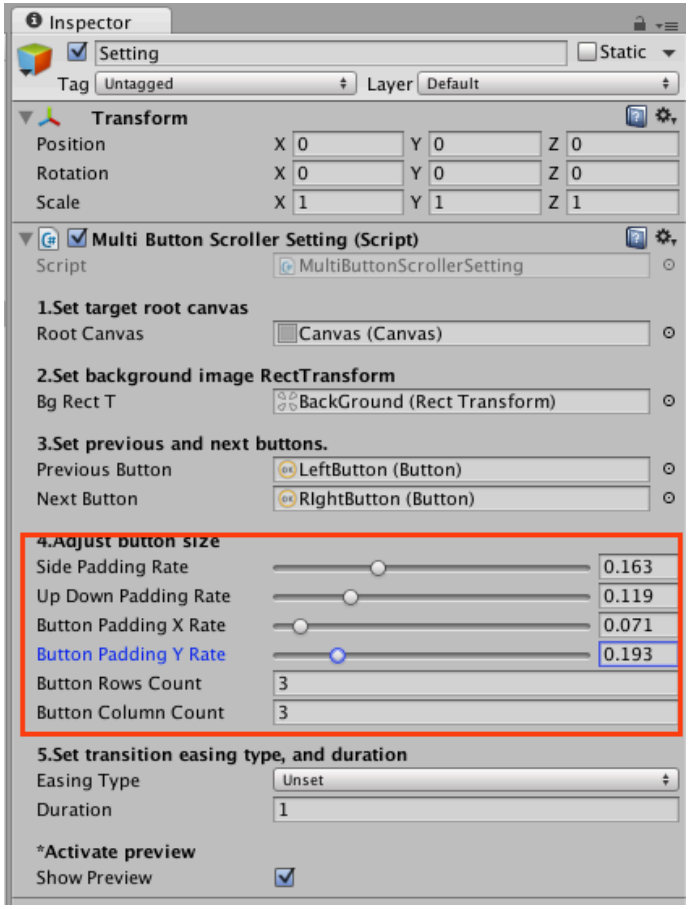
Multi Button Scroller

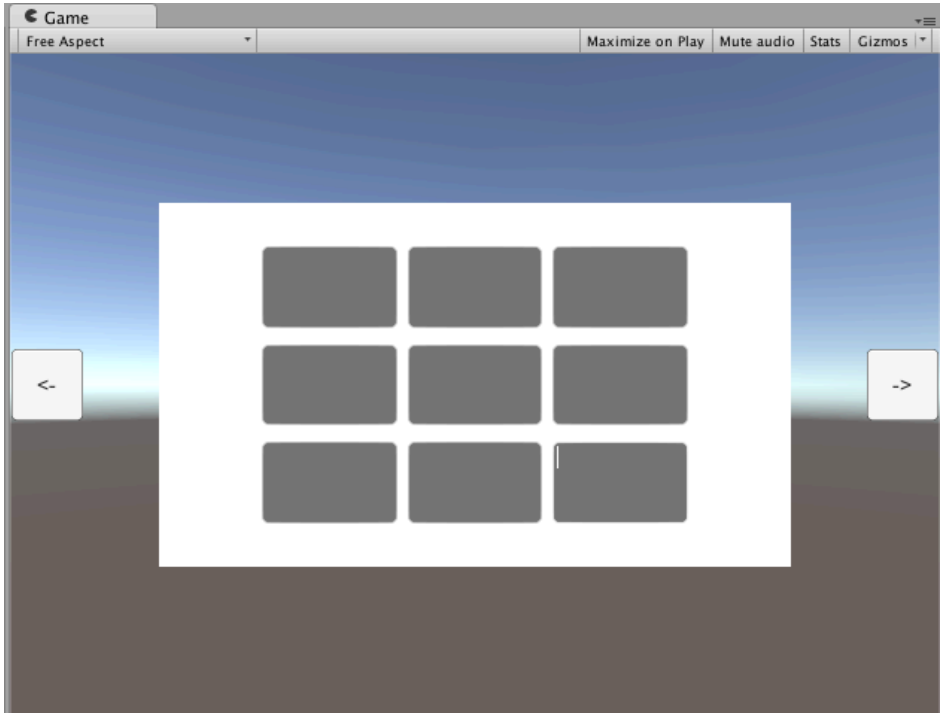
- You can see layout preview



Multi Button Scroller

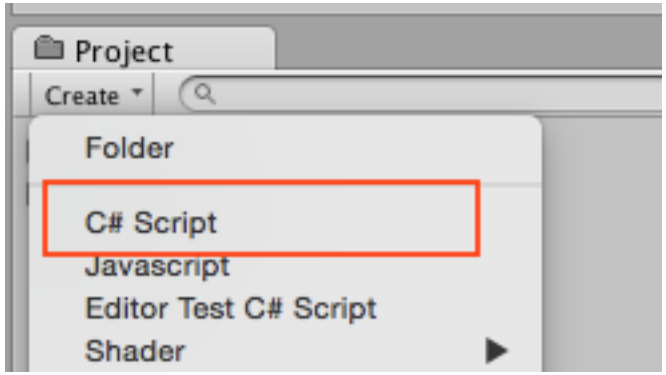
- Change “Adjust button size” property
  - You can see adjusted layout



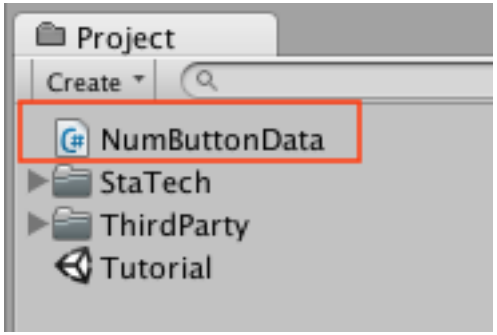


Multi Button Scroller

- Create a ButtonData script
  - Create a new C# script by clicking the Create button in the project window.



  - Rename the new script to NumButtonData for this tutorial



Multi Button Scroller

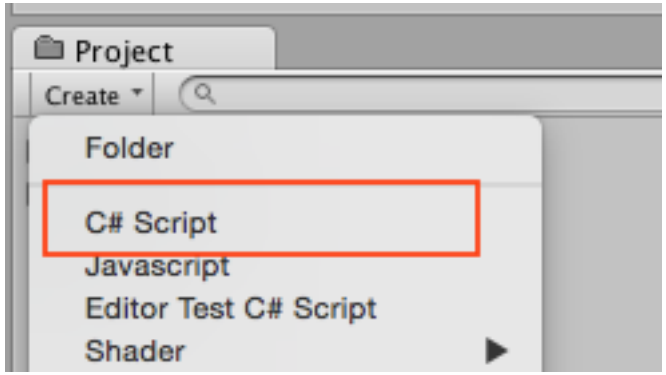
- Set up the data script
  - Open up the NumButtonData script in your script editor and copy this code over what is already there

```
public class NumButtonData : BaseButtonData {
    public string Number;
}
```

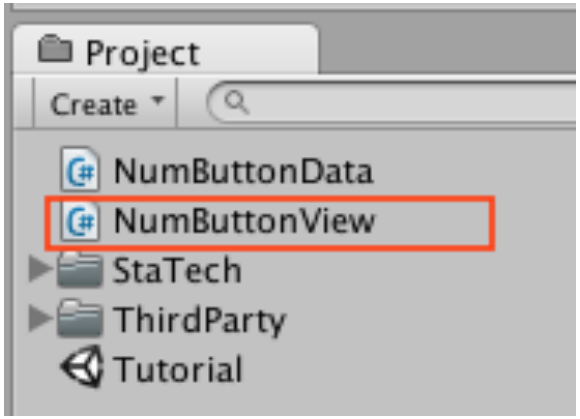
  - Explanation
    - This class holds the data for button view. This should inherit BaseButtonData class.

Multi Button Scroller

- Create a ButtonView script
  - Create a new C# script by clicking the Create button in the project window.



  - Rename the new script to NumButtonView for this tutorial



Multi Button Scroller

- Set up the view script
  - Open up the NumButtonView script in your script editor and copy this code over what is already there

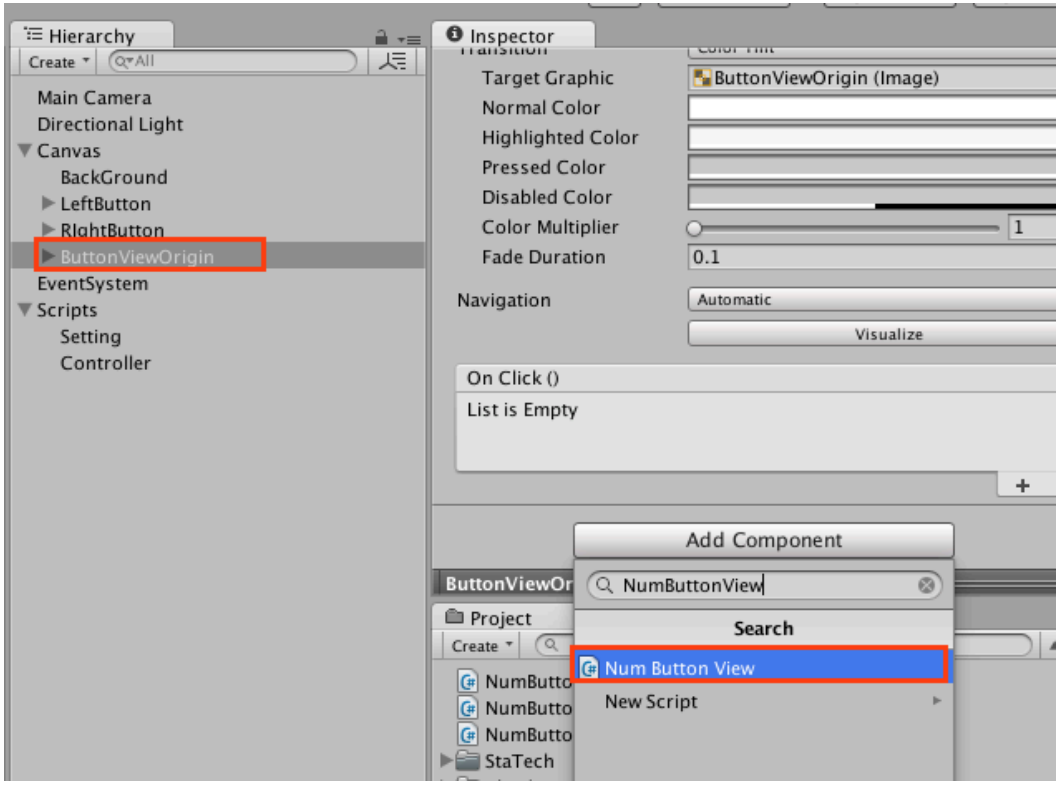
```
using UnityEngine.UI;

public class NumButtonView : BaseButtonView {
    public Text text;
    public override void SetData(BaseButtonData dataOrigin){
        NumButtonData data = dataOrigin as NumButtonData;
        text.text = data.Number;
    }
}
```

  - Explanation
    - This class allocates data to view component . This should inherit BaseButtonView class. When use button data , you should cast data class.

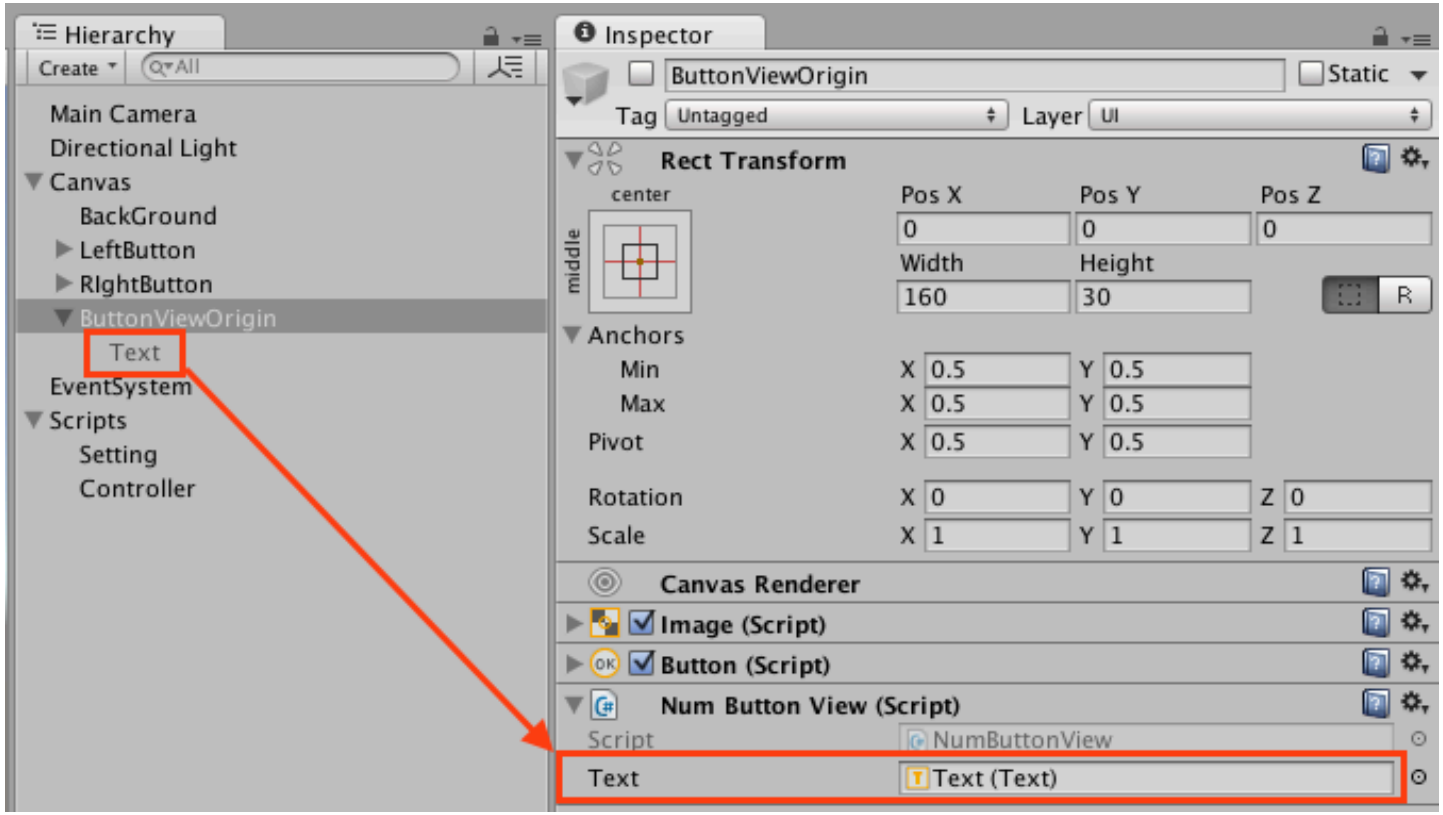
Multi Button Scroller

- Set up the view script
  - Add *NumButtonView* Component to *ButtonViewOrigin* GameObject



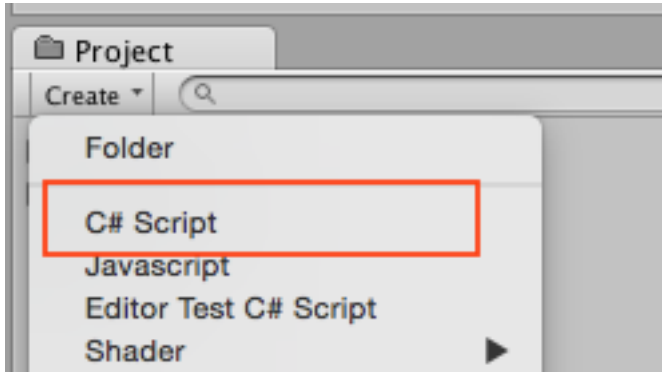
Multi Button Scroller

- Set up the view script
  - Assign Text GameObejct to *NumButtonView's Text property.*

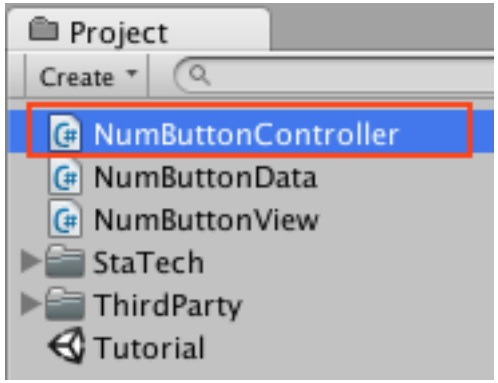


Multi Button Scroller

- Create a ButtonController script
  - Create a new C# script by clicking the Create button in the project window.



  - Rename the new script to NumButtonController for this tutorial



Multi Button Scroller

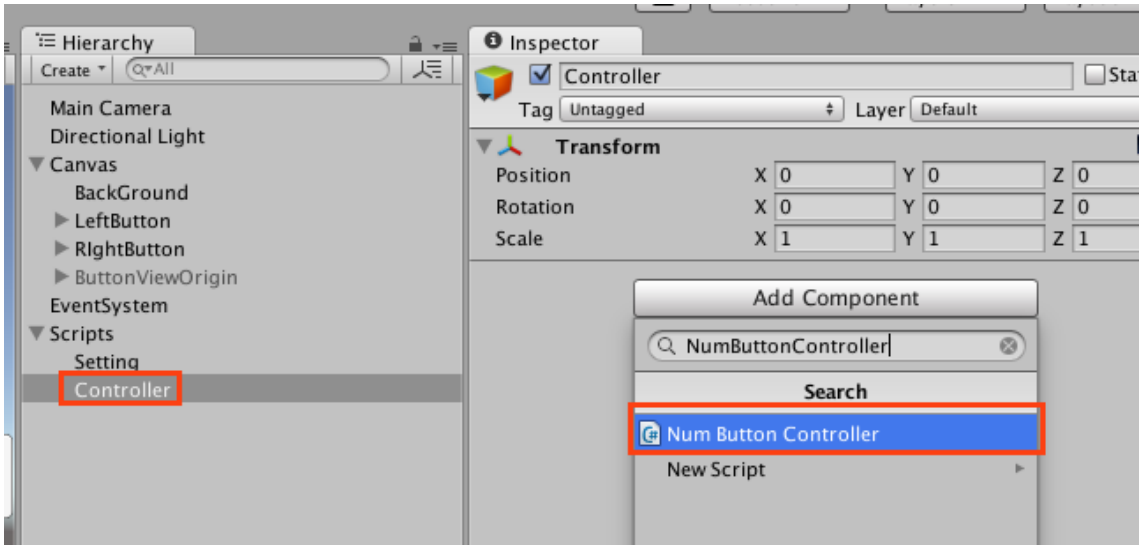
- Set up the controller script
  - Open up the NumButtonController script in your script editor and copy this code over what is already there

```
using UnityEngine;
using System.Collections.Generic;
public class NumButtonController : MonoBehaviour {
    [SerializeField]
    private MultiButtonScrollerSetting _setting;
    [SerializeField]
    private NumButtonView _buttonViewOrigin;

    void Start(){
        List<NumButtonData> dataList = new List<NumButtonData>();
        //Generate Data
        for(int i = 0; i < 100; i++){
            dataList.Add(new NumButtonData(){Number =  i.ToString()});
        }
        _setting.Initialize(_buttonViewOrigin,dataList.ToArray());
    }
}
```

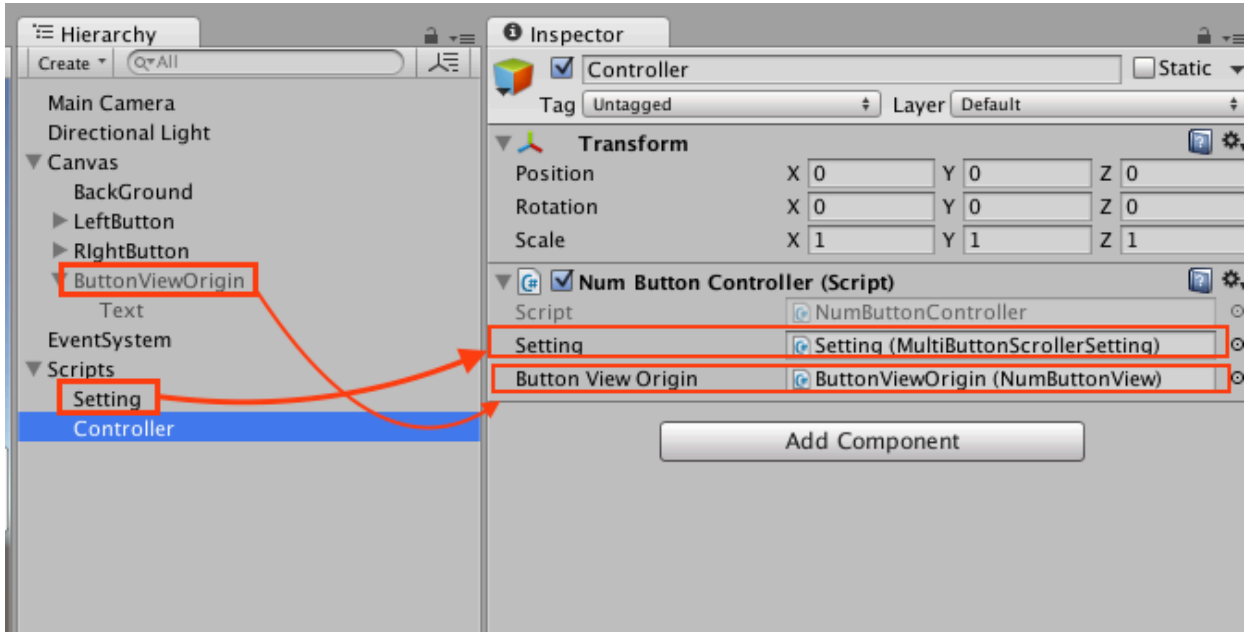
Multi Button Scroller

- Set up the controller script
  - Explanation
    - Controller class links data class to view class.
    - *NumButtonController* class create demo data , and transfer them to *MultiButtonScrollerSetting* class
  - Create new GameObject under Scripts and rename it *Controller* , Add the controller component



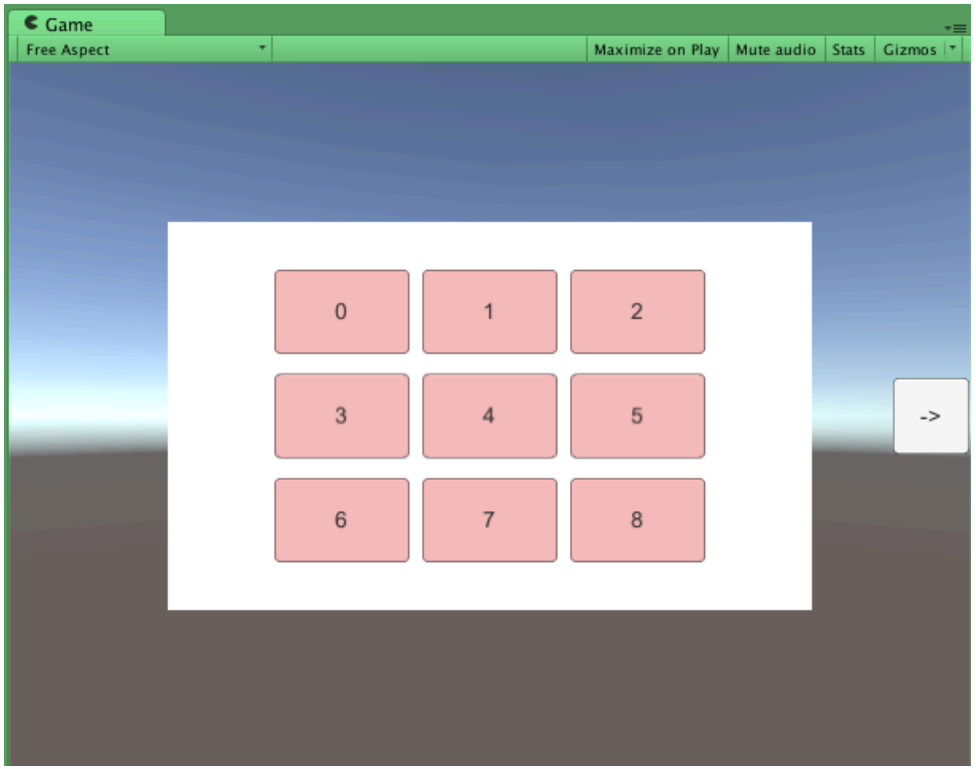
Multi Button Scroller

- Set up the controller script
  - Assign *Setting* GameObject to Controller's *Setting* property
  - Assign *ButtonViewOrigin* GameObject to controller's *ButtonViewOrigin* property



Multi Button Scroller

- Enter play mode
  - You can see auto created buttons



Multi Button Scroller

- Edit page transition property as a option