

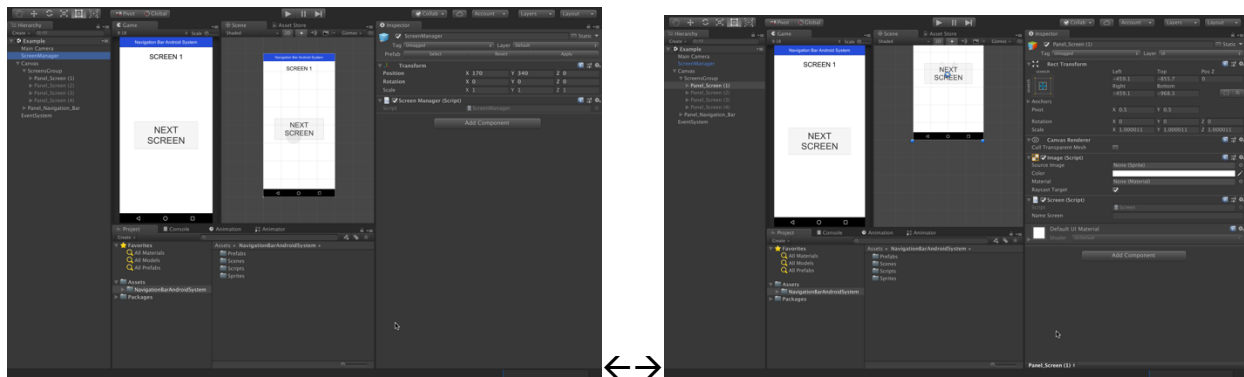
Navigation Bar Android System

Observations:

1. This asset is based on User Interface of Unity (Canvas).
2. Consider what each screen of your app, is a Panel into Canvas.
3. The script 'ScreenManager' is into namespace IsmaelNascimentoAssets
4. Scene demo in this path: Assets/NavigationBarAndroidSystem/Demo/Example.unity
5. Contact for support: contato@ismaelnascimento.com

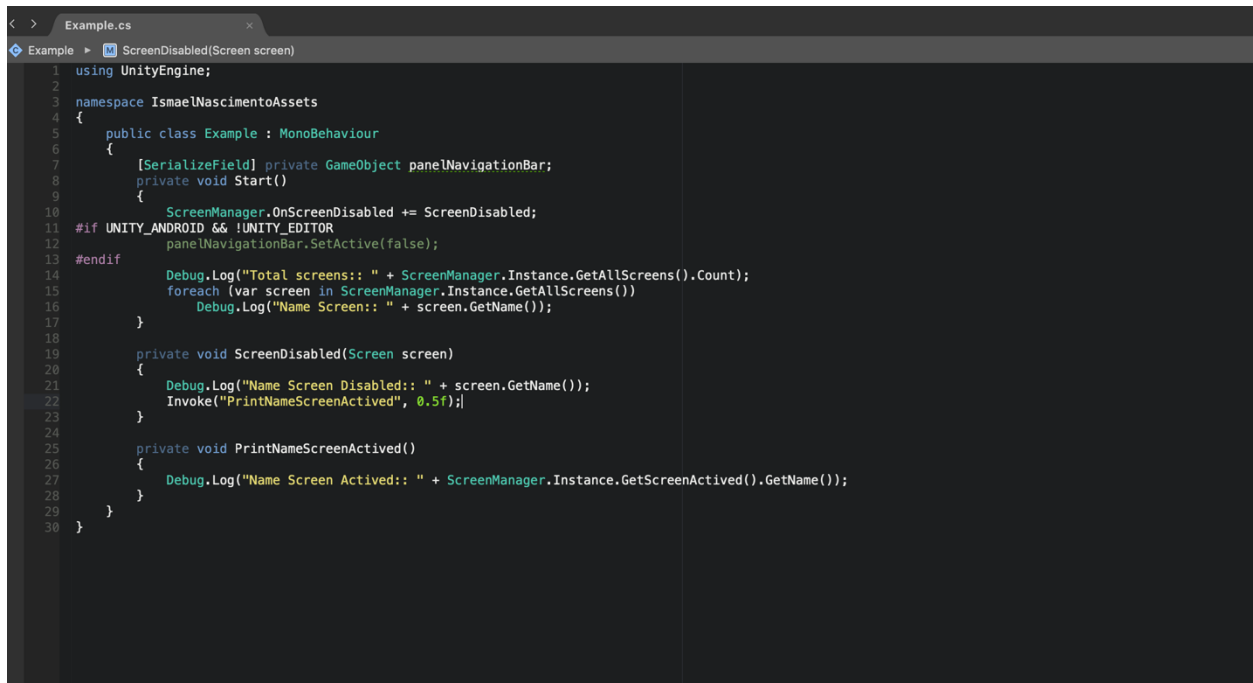
How use:

Part 1 = Configuration in scene



1. Drag prefab ScreenManager for your first scene of project. (Picture left)
2. Drag or add the script "Screen" in your Panel. (Picture side right)
3. You can write a name for your screen, but that is optional. If you no write name for your screen, the name default will are, the name of Panel (Picture side right)

Part 2 = Using code



```
1 using UnityEngine;
2
3 namespace IsmaelNascimentoAssets
4 {
5     public class Example : MonoBehaviour
6     {
7         [SerializeField] private GameObject panelNavigationBar;
8         private void Start()
9         {
10             ScreenManager.OnScreenDisabled += ScreenDisabled;
11 #if UNITY_ANDROID && !UNITY_EDITOR
12             panelNavigationBar.SetActive(false);
13 #endif
14             Debug.Log("Total screens:: " + ScreenManager.Instance.GetAllScreens().Count);
15             foreach (var screen in ScreenManager.Instance.GetAllScreens())
16                 Debug.Log("Name Screen:: " + screen.GetName());
17         }
18
19         private void ScreenDisabled(Screen screen)
20         {
21             Debug.Log("Name Screen Disabled:: " + screen.GetName());
22             Invoke("PrintNameScreenActivated", 0.5f);
23         }
24
25         private void PrintNameScreenActivated()
26         {
27             Debug.Log("Name Screen Actived:: " + ScreenManager.Instance.GetScreenActivated().GetName());
28         }
29     }
30 }
```

1. You can get the follow information about Screens:
 - Get All Screens in Scene (Line 15 in picture above)
 - Get when a Screen is disabled (Line 10 and 19 in picture above)
 - Get the Screen Activated on moment (Line 27 in picture above)