**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**

A screenshot of a cell phone

Description automatically generated🡨🡪A screenshot of a video game

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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**

A screenshot of a cell phone

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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 Actived on moment (Line 27 in picture above)