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Videos

Animations: https://www.youtube.com/watch?v=7uyIbgqYiQk

Message Box: https://www.youtube.com/watch?v=6l7o_yDqV9w

Notification: https://www.youtube.com/watch?v=4ocSYV9wm18

List: https://www.youtube.com/watch?v=mmX3Q7oeM6Y

Tab Control: https://www.youtube.com/watch?v=JJx7W6IkM90

Loader Between Scenes: https://www.youtube.com/watch?v=SfAmQYUFaPg

Identifier: https://www.youtube.com/watch?v=t0115eKxElg

BONUS: UI Text Manager: https://www.youtube.com/watch?v=fsFgzn1ER_M

Window

UIWindow may have identifier (string). Use method **UIWindow.GetAtID(string)** for get window in scene at id.

Sounds at open / close window.

Combine animations open and close.

Toggle for auto hide (or open) at Awake window.

Toggle for auto close at down **KeyCode.Escape** (respecting queue).

Toggle for auto switch window to top (in UI) at open.

Toggle for auto hide cursor window at open or close.

Toggle for auto open window at specify KeyCode.

Events: **open/close** window, **animation completed open/close** window.

Window Cap

Attach UIWindowCap component to element in window (UI).

And drag this element – move window.

Window List

Inherited from UIWindow.

This window auto generate items.

Easy create code window with items which item is custom.

Example (**open example scene: Assets/Example/List/List.unity**):

```
public class UIWindowListItemExample : MonoBehaviour {

	[SerializeField]
	private Text textItem = null;

	private DataExample data = null;


	public void Set( DataExample data ){
		this.data = data;
	}


	// this method for example!
	void Update(){
		if(	textItem != null
			&& data != null
		){
			textItem.text = data.text;
		}
	}

}

public class DataExample{
	public string text = "";
	public DataExample( string text ){
		this.text = text;
	}
}
```

UIWindowListItemExample – this is custom item.
DataExample – Custom data in item.

```
public class UIWindowListExample
: UIWindowListArray<UIWindowListItemExample, DataExample> {

	[SerializeField]
	private int countItemsExample = 5; // example

	// only two method:
	// 1) setting each element
	// 2) get data

	// setting at item
	protected override void SettingItemExtra( UIWindowListItemExample
container, DataExample item, int index ){
		container.Set( item );
	}


	// this method executed at open window or only one time
	protected override DataExample[] GetItems(){

		// load data (example)
		DataExample[] array = new DataExample[countItemsExample];
		for( int i = 0; i < array.Length; i++ ){
			array[i] = new DataExample( "Item #" + (i + 1) + " (random="
+ Random.Range( 5, 20 ) + ")" );
		}

		// return data
		return array;
	}

}
```

UIWindowListExample – custom window list.
GetItems() – return the data you need to generate.
SettingItemExtra() – apply data for you item (or something else).

Window Tab Control

Inherited from UIWindow.

Open example scene: Assets/Example/TabControl/TabControl.unity.

Has many pages and accordingly the ability to switch between them.

Variants switch:

1) Buttons (all buttons switchers should have one parent).
2) Dropdown (prepare options with names pages).

Notification

Inherited from UIWindow.

Open example scene: Assets/Example/Notification/Notification.unity.

The ability to trigger an alert from anywhere:

1) From inspector:
   Use Component UINotificationInspector for show notification without code.

2) From code:
   UINotification.CreateShow(string);

Custom design notification:

1) Create new window with component UINotification (or inherit).
2) Setting window and save to prefab.
3) Put prefab to **Assets/WindowManager/Prefabs/Resources/UIData.prefab** to need field.

Message Box

Inherited from UIWindow.

Open example scene: Assets/Example/MessageBox/MessageBox.unity.

The ability to trigger an alert from anywhere:

1) From inspector:
   Use Component UIMessageBoxInspector for show message box without code.

2) From code:
   UIMessageBox.CreateShow(string);

Custom design message box:

1) Create new window with component UIMessageBox (or inherit).
2) Setting window and save to prefab.
3) Put prefab to **Assets/WindowManager/Prefabs/Resources/UIData.prefab** to need field.

Loader Between Scenes

Inherited from UIWindow.

Open example scene: Assets/Example/ LoaderBetweenScenes/ LoaderBetweenScenes.unity.

The ability to trigger an alert from anywhere:

3) From inspector:
   Use Component UILoaderBetweenScenesInspector for show window without code.

4) From code:
   UILoaderBeetwenScenes.LoadScene(int buildIndex);
   UILoaderBeetwenScenes.LoadScene(string sceneName);

Possibility of launching at **enum**:

1) Create new component and inherit at UILoaderBetweenScenesEnum<T> where T is type enum.
2) For launch:
   UILoaderBeetwenScenesEnum<EnumTypeExample>.LoadScene(EnumTypeExample.SceneEnum)
   or for custom component enum:
   UILoaderBetweenScenesExampleEnum.LoadScene(enum);

Example custom enum:

```
public class UILoaderBetweenScenesExampleEnum :
UILoaderBeetwenScenesEnum<LoaderSceneExample> {
        // example load scene from enum (for code)
        void LoadTest(){
                UILoaderBetweenScenesExampleEnum.LoadScene(
LoaderSceneExample.Arena );
        }
}

// NAME_ITEM = INDEX_IN_BUILD
public enum LoaderSceneExample{    Main = 0,    Level = 1,    Arena = 2    }
```

Waiting for the object to load on the scene: inherit interface IListenerLoaderScene

Custom design loader:

4) Create new window with component UILoaderBetweenScenes (or inherit).
5) Setting window and save to prefab.
6) Put prefab to **Assets/WindowManager/Prefabs/Resources/UIData.prefab** to need field.

Menu

Inherited from UIWindow.

Menu auto open at **KeyCode.Escape** if not have opened another window.

If you want to add new functional – create new component and inherit UIWindowMenu.

Custom design menu:

1) Create new window with component UIWindowMenu (or inherit).
2) Setting window and save to prefab.
3) Put prefab to **Assets/WindowManager/Prefabs/Resources/UIData.prefab** to need field.

Animations

Open example scene: Assets/Example/ Animations/ Animations.unity.

If you want to animate UI element:

1) Add component UIAnimation to UI element.
2) Setting animation.

If you want to animate queue UI elemets:

1) Add component UIAnimationQueue to UI element.
2) Setting animation.

Combine animations to achieve a unique effect:

- Opacity
- Rotation
- Scale
- Offset
- Move Over Border Screen
- Animation Clip.

Text Manager

Format all texts in scene in a few seconds!

How to open: Window => UI Manager => Text Manager.