

# v1.0 DOCUMENTATION

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<https://www.pexels.com/search/background/>

## VARIABLES DESCRIPTION

**Restart Button:** Restarts the script in Play Mode. Use it when you change some options like “Images Separation” or “Groups Separation”.

## ***Variables***

**Vertical:** Set Vertical/Horizontal Mode.

**Start on Group:** If enabled the Scroll will select the **dropdown value** at start and show his groups.

**Group Dropdown start value:** The dropdown value to select at start if “**Start on group**” is enabled.

**Select random at start:** If enabled, the Scroll will select a random element in the start.

**Selected element at start:** The element to select at start if “**Select random at start**” is disabled.

**Buttons Fade Time:** The time in seconds to increase/decrease the scale for selected/unselected buttons.

**Transition Time:** The time in seconds of the select transition.

**Background Fade Time:** The time in seconds of the fade time to change a background to another.

**On Panel Change Fade Time:** The time in seconds of the fade time to change from one panel to another.

**Images Separation:** The separation between the images.

**Groups Separation:** The separation between the groups.

**Elements Horizontal Size:** The horizontal size of the “**ImageElementUI**” prefab.

**Elements Vertical Size:** The vertical size of the “**ImageElementUI**” prefab.

**Normal Scale:** The scale for not selected elements.

**Selected Scale:** The scale for selected elements.

**Selected Element ID:** The ID of the selected element.

**Selected Element Pos:** The index position in the child of the selected element.

## ***Prefabs***

**Center:** The position to compare the center for the elements.

**Scroll Rect:** The Scroll Rect for every element.

**Viewport:** The viewport of the panels.

**Background Image:** The image to display in the background.

**Image Element UI:** The prefab to instantiate if you are creating elements in runtime.

**BTN Return:** The button to instantiate when there are not elements to display when you are in groups mode.

**BTN Group:** The button to instantiate to show some group.

**Images FadeCanvas:** The script to fade the Images panel.

**Panel Images**

**Parent Images List:** The game object that contains every image element.

**Group FadeCanvas:** The script to fade the Groups panel.

**Panel Group**

**Parent Group List:** The game object that contains every group element.

**Search Input Field:** Input Field to search an element.

**Search Num Results:** The text to display the number of results.

**Order By Dropdown:** Dropdown to select the order of the elements.

**Group By Dropdown:** Dropdown to select by group the elements.

### ***Selected Element Data***

**Element Title:** The selected element title text to display.

**Element Version:** The selected element version text to display.

## PUBLIC METHODS

Restart()

Restarts the script.

SearchElements\_Click()

Search elements using search inputfield text.

UpdateAll()

Updates all, call this function when you after added a new button in runtime.

SelectRandom ()

Selects Random button.

SelectButtonByID\_Click(int elementID)

Selects the specified button.

SearchElements\_Click()

Search elements using the inputfield text.

OrderBy\_Click()

Orders the image elements list.

GroupBy\_Click()

Groups the elements and Show/Hide groups panel.

ShowElementsFromGroup(ImagesPresentationPro\_Group group)

Show the elements from the specified group.

SelectDownOrLeftButton\_Click()

Selects Down or Left Button.

SelectUpOrRightButton\_Click()

Selects Up or Right Button.

ShowVisibleActiveButtons();

Shows the visible by camera active buttons and deactivate not visible

CalculateActiveButtons()

Calculates the active buttons and returns it.

RecalculateActiveButtonsAndSize()

Recalculates the parent size, recalculate active buttons, and recalculate the center button.

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# FAQ

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## HOW TO ADD BUTTONS IN RUNTIME?

1. Create your button and assign his data.

```
void CreateButtonOnRuntime1()
{
    // Create extra button
    var newButton = Instantiate(imageElementUI, parentImagesList);
    newButton.GetComponent<MyCustomElementUI>().myCustomData.levelData = "Another Level";
    newButton.GetComponent<MyCustomElementUI>().myCustomData.versionData = "Instantiated in runtime button";
    // newButton.GetComponent<MyCustomElementUI>().SetImage(mySprite);
    newButton.GetComponent<MyCustomElementUI>().UpdateData();

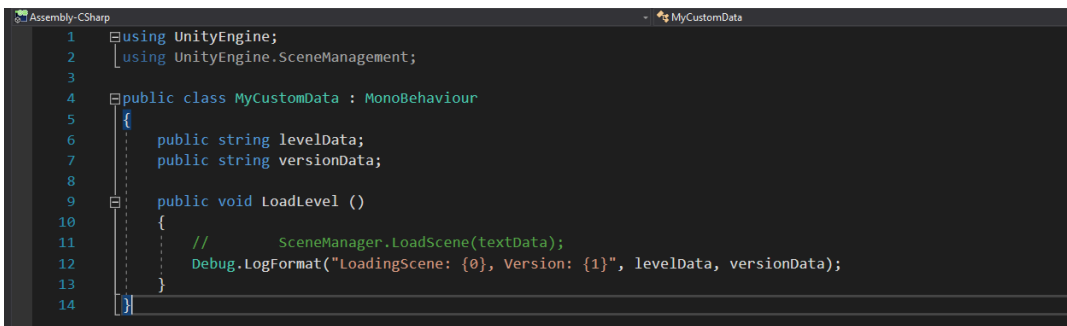
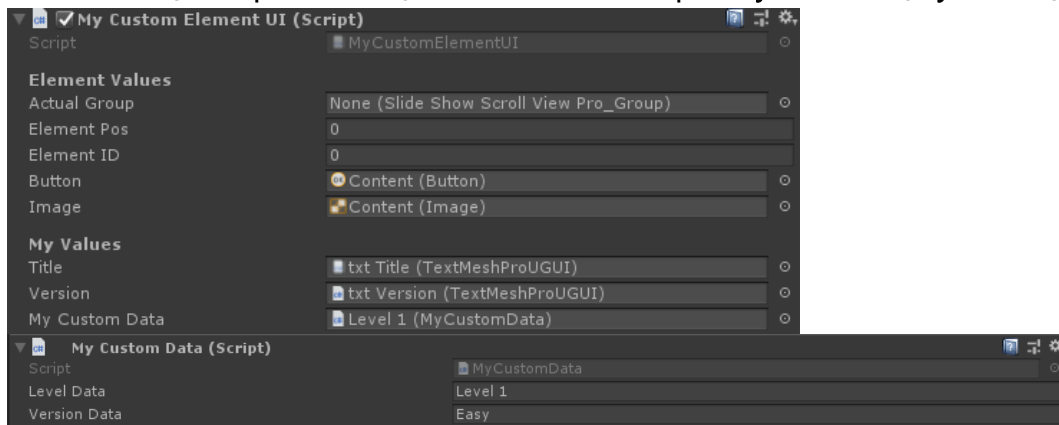
    buttons.Add(newButton);
}
```

2. Then call this method to update it in the scroll view.

UpdateAll();

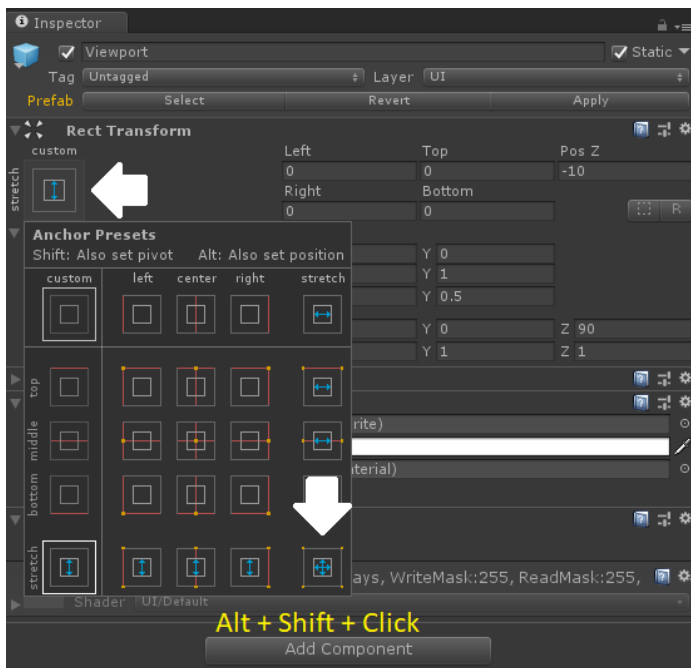
## HOW TO MODIFY THE CONTENT OF MY BUTTONS?

Select an element (example: Level 1) and Customize/Expand your data (My Values) as you want.



## HOW TO CHANGE THE VIEWPORT TO CENTER MY BUTTONS?

1. Under Images Presentation World Space Canvas select ViewPort
2. Manage the RectTransform like this



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# EXTRA CONTENT

## ShowUIWhenIsVisible

Use this script to show/hide an UI Element assigned if visible by a Camera when you call the function UpdateNow()

## RendererExtensions

This script provides new good features to RectTransform

Example to use:

```
public RectTransform rect;  
bool isVisible = rect.IsVisibleFrom(Camera.main);
```

IsVisibleFrom (Camera camera)

Returns true if is visible by the sended camera. (Do not matter if only a part of the object).

IsFullyVisibleFrom (Camera camera)

Returns only true if FULLY visible by the sended camera.

## LeftClickTracker

This script let you do left click to a UI GameObject and execute a method.

## FadeCanvas

This script let you to easy Fade In/Out a CanvasGroup with Fade Time control.

FadeOut ()

FadeIn ()

## SlideShowScrollViewPro\_Utilities

Provides some extra functions.

Example to use:

```
int childCount = SlideShowScrollViewPro_Utilities.GetActiveChildCount(gameObject.transform);
```

[Thanks for purchasing!](#)

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My other recommended asset:

Rhythm Visualizator Pro

<https://www.youtube.com/watch?v=72X0OySMzj0>

<https://www.assetstore.unity3d.com/en/#!/content/88041>

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# CHANGES

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v1.0 First Version